Pangolin Digital

Cole Valente, Matthew Lee, Pasang Gurung, Andrew Castellon, Jehan Magd

Marymount University

Abstract:

The following report will be discussing about the company called “Pangolin Digital”, who provides a comprehensive range of digital services to Artists, Designers, Architects, Galleries, Museums and leading names worldwide. The report basically is an email interview with one of the employees (Mr. Joseph Carpenter), who talks about his work at the company, their hiring policy, use of technology in their workplace, their affiliations, and the future of the company.

Table of Contents

[Copy of the email](#_jmupngctc9rt) **3**

[Question and Answers](#_yi88i92u56if) **4**

[References](#_753q76rw77gt) **7**

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# Copy of the email

Hello Mr Carpenter,

I hope you are doing well. My name is Matthew Lee, a student at Marymount University located in Arlington Virginia. Myself and my group members are currently working on a report related to technology-based companies and what goes into making them successful.

I was wondering if I might be able to ask you a few questions regarding the company so we might be able to learn more about what pathway we may need to go down if we are interested in this field.

What makes you want to for this company?

What advice would you give to a student like myself who might be interested in a career such as yourself?

What would be the highest priority for an applicant to have on their resume to be employed by you?

What are some of the key personality traits you look for in an applicant?

How would you say you incorporate technology in the workplace?

Do you have any affiliations with other companies?

Where do you see the company in the next 10 years?

Thank you so much for your time Joseph, I appreciate your time in agreeing to assist myself and my classmates, and I look forward to hearing from you soon.

Regards,

Matthew Lee

Marymount University

# Question and Answers

Here is the question and answer session I had with Mr Joseph Carpenter from Pangolin Digital, located in the United Kingdom.

My employment at Pangolin was a career choice post-graduation, I studied Illustration at university and specialised in digital art. When I left university I started working for a small print company and after a few years decided to focus on a more Art based profession, which is when I joined Pangolin at a very basic level.

I knew the type of client that Pangolin produced artwork for and I was also aware of the accolades associated with the company name, this was my primary reason but I also wanted a more manual jobs and began my career in the mould making department.

For any student interested in a technology-based career, I think it’s essential that they are able to understand specifically what technology can bring to industry. For example if you are looking at technology with sport in mind, it could be how current 3D capture and biometrics can be used to advance sportsmen and women to the highest standards. Or equally how sport can be regulated with sensor-based data systems, with integration into basic areas such as ground keeping or as advanced as water and heat recycling for large stadiums.

Generally we look for someone with specialisations specific to our industry. That can range from product design to computer game design. Presentation of CV’s and examples of work can be crucial, personally I like to see portfolio pieces that demonstrate a strong understanding of our subject and slightly left field of the norm.

Personality is a difficult one, everyone is very different and we are accepting of everybody that walks through the door. Positives would be presentable, knowledgeable and attentive. We would always have trial days to see how someone fits into the studio.

Our company is entirely technology-based and has revolutionised the foundry. We integrate with all departments, from model making through to logistics.

A large part of our role is 3D scanning and CAD design, our responsibilities range from digital sculpting to designing armatures for large scale sculptures. We also scan buildings and terrain for the logistics team to work out load weights and access points before delivering and installing sculptures.

We don’t have any public or official affiliations but we work with some of the most influential technology-based companies in the world, we also work with the top contemporary artists and some of the most respected museums who openly discuss the use of technology.

Currently the world is changing and being in a technology-based role can be difficult as this makes working life very turbulent. Machine and software prices can vary hugely and change drastically overnight due to new developments. We hope to keep leading the art world with our research and development into technology, it is also our aim to continue providing solutions to some of the art world's most complicated projects.

# References:

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