



### Skills:

Illustrator



Premiere Pro



Indesign



Photoshop



Blender



Photography



Graphic Design



Design



Innovation



### Personal Profile:

I am a multidisciplinary designer who is productive and highly motivated with excellent communication and problem-solving skills. I have over 5 years' worth of experience of art and design knowledge through both academic study and work experience. I bring energy, creativity, and a fresh perspective to everything I do. Through my experience in busy work environments, I have learnt to work well under pressure and be an excellent team member. I have always had a passion to learn and expand my skill set with an expectation to make an impact in the art and design industry.

### Relevant Work Experience:

#### November 2021 – Present: Graphic Designer / Innovation Scout Mondottica | Old Street, London

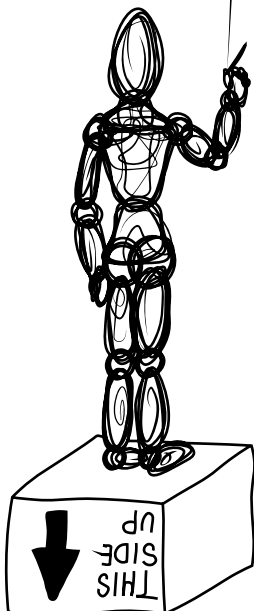
I work at a fashion design company with a talented team of designers, working on a variety of brands such as Vivienne Westwood, Ted Baker, Hackett, Pepe Jeans, and others. My responsibilities include creating still lifes, photographing products, creating visual merchandise, designing window and set displays for stores, creating printed assets for clients, implementing brand guidelines, retouching and creating digital assets. Additionally, I have another role within the company as the innovation scout for Mondottica. I find creative solutions to difficult problems and identifying new areas for the business to grow. Some of my notable achievements include leading the development of 3D filters for Vivienne Westwood's SS 22 collection, which were later renewed for SS 23 with a larger budget.

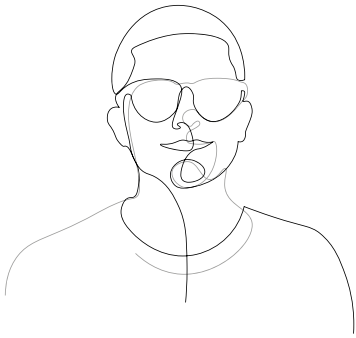
#### February 2020 Placement: Tutoring University for the Creative Arts | Epsom, Surrey

I provided knowledge and skills whilst mentoring/working with students to generate ideas and outcomes to develop their final year projects. I also helped several students to realise and develop their creative potential by offering advice and information around methods and research. The areas I helped most in were concept building, idea generation, theory work and practical advice.

#### April 2016: Teaching Assistant in the Art Department Blenheim High School | Epsom, Surrey

I was able to help a class generating concepts, ideas and processes to allow the students to have a better understanding of art and design. I was able to use my personal experience and my understanding of processes, different methods and design theory to help the students with their approaching deadline through group work, brainstorming method/ artist research.





### Interests:

#### Building

I like to make and design furniture for myself to keep my brain and design skills active.

#### Painting

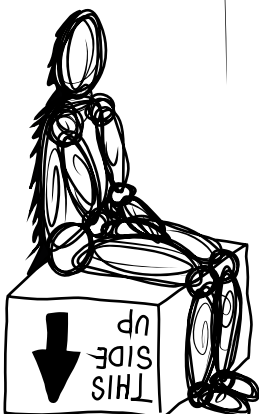
I have a passion for painting and have produced countless canvases.

#### Japanese

I enjoy learning new things that will challenge me so I decided to take up learning Japanese.

#### Taekwondo

Current grade of Green belt and have participated in a number of competitions.



### Education:

#### Goldsmiths, London

##### 2018- 2021 BA Design Degree: 2,1

Throughout my education at Goldsmiths, I experimented with many different methods and processes to expand and improve upon my practice. I became a second-year representative to help with the studio culture and other duties like taking comments from students, helping with briefings, another duties. For my final year project and dissertation, I focused on the complexities of hostile architecture and created a new method of design called Friendly architecture. For this I created multiple 3D animations, Blueprints of original Designs, Publications, and a working 3D full scale model of one of the friendly pieces of architecture.

*Key Skills Learnt: Advanced workshop skills | Ceramics | Advanced Adobe suite skills | Digital 3D modelling software | Animation | Coding knowledge | Academic writing | Curation | Model making*

#### University for the Creative Arts, Epsom

##### 2015-16 UAL Level 3 diploma – Art and Design: Distinction pass

##### 2016-17 UAL foundation diploma – visual communication: Merit

At UCA I developed many of the design skills that I have now been able to master. My projects concentrated on topics that were extensive and complex. My Process consisted of in-depth research into the subject matter, and then through the use of art and design, I am able to explain the topics in new and original ways. One of my projects explored dyslexia and the effects it has on me and others. Through my research and personal experience I was able to explain accurately what it is like to have dyslexia through the uses of art and design. This project was later displayed for a large exhibition at the university. I then went onto giving a few lectures about my work to new design students joining UCA.

*Key Skills Learnt: Adobe Suites | Woodwork skills | Laser cutting | Press printing | Textiles | product design | 3D Printing and modelling | Screen printing | Concept generation | Product development*

#### Blenheim High School, Epsom 2010-15 GCSE

Ten GCSE's Grade C or above Including Art, Graphics, Maths and English.