

# Clara Vermesch

## Accessories Designer/Developer M/W

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<b>Education</b> <p>2015 - 2016 <b>Domus Academy</b>, MILANO, Italy Master's Degree in Accessories Design.</p> <p>2012 - 2015 <b>Atelier Chardon Savard</b>, PARIS, France Degree in Fashion Design and Pattern Making</p> <p>2010 à 2012 <b>EPMC La Ruche</b>, PARIS, France Baccalauréat in Applied Art (STI AA)</p>	<b>Profil</b> <p>Passionate, creative, and sociable accessories designer with extensive experience in the fashion industry. Thanks to the many collaborations throughout my career, I have developed a fast and accurate workflow across a wide range of functions. Methodical, attentive, and agile, I adapt easily to team dynamics. I am organized, reliable, committed, and autonomous, especially since working remotely. I am currently seeking new professional challenges.</p>
<b>Stages</b> <p>2016-2016 <b>ALBERTO DEL BIONDI</b>, PADOVA, Italy Accessories Design Assistant</p> <ul style="list-style-type: none"> <li>- Trend research, moodboards, and concept creation.</li> <li>- Print design for <b>TIMBERLAND</b>, <b>BALDININI TREND</b>, <b>ANNE KLEIN</b>...</li> <li>- Product development follow-up and presentation to clients.</li> </ul> <p>2014-2015 <b>GIVENCHY</b>, PARIS, France Accessories Design Assistant</p> <ul style="list-style-type: none"> <li>- Flat and hand-drawn sketches, PSD/AI colorization.</li> <li>- Full-cycle product tracking from concept to collection.</li> <li>- Sourcing and organizing fabrics/leather archives.</li> <li>- Communication with local suppliers.</li> <li>- Prototypes coordination and final showroom selections.</li> <li>- Digital line overviews and updates during design process.</li> </ul>	<b>Experiences</b> <p>2020 - Present : <b>STYLE NETWORK INTERNATIONAL</b> (Remote, Permanent Contract) Footwear Designer/Developer</p> <ul style="list-style-type: none"> <li>- Creative and production development for 6 footwear brands : (<b>APOLINA</b>, <b>JOHN SCOTT</b>, <b>LES BAGATELLES</b>, <b>CALANK</b>, <b>GOLDENSUN</b> and <b>WHITESUN</b> (Boots, Loafers, Sandals...)).</li> <li>- Remote coordination of development and creative process.</li> <li>- Conceptual research and creation across all brands.</li> <li>- Creation of production technical packs using InDesign.</li> <li>- Supplier communication and product development monitoring (Fitting in Marseille).</li> <li>- Development and implementation of strategic accessories plan with the marketing team.</li> <li>- Monthly sales analysis by brand and product line.</li> <li>- Market analysis and competitive benchmarking for collection planning (pricing and newness).</li> </ul> <p>2018 - 2020 : <b>FREE LANCE &amp; RAUTUREAU</b> (Fixed-term Contract) Junior Footwear Designer/Developer</p> <ul style="list-style-type: none"> <li>- Conceptual research and hand-drawn sketches for all accessories.</li> <li>- Production technical pack creation using InDesign.</li> <li>- On-site visits to factories for direct intervention on prototypes.</li> <li>- Oversaw prototype launches and ensure timely deliveries.</li> <li>- Anticipated potential issues and followed development stages.</li> <li>- Managed the studio during the freelance Artistic Director's absence (2 days/week).</li> <li>- Raw material sourcing from tanneries and trade shows.</li> <li>- Shipment coordination of materials, technical drawings, and prototypes.</li> <li>- Worked on sustainable and traceability solutions (CSR initiatives)</li> </ul>
<b>Freelances</b> <p>2018 - 2018 <b>A&amp;S DEVELOPMENT</b>, PARIS, France Accessories Design Assistant</p> <ul style="list-style-type: none"> <li>- First assistant to senior accessory designer for brands like : <b>TINTAMAR</b>, <b>SCHEDONI</b>, <b>KENZO</b>...</li> </ul> <p>2017 - 2018 <b>IRIS NOBLE</b>, PARIS, France Accessories Designer/Developer</p> <ul style="list-style-type: none"> <li>- Sketching (bags, metal parts), technical development.</li> </ul>	<p>2017 - 2018 : <b>GERARD DAREL (PABLO &amp; MERCI)</b> (Fixed-term Contract) Accessories Design/Development Assistant</p> <ul style="list-style-type: none"> <li>- Hand-drawn sketches and color simulations.</li> <li>- Creation of production technical packs using InDesign.</li> <li>- Oversaw all accessory development stages with the style team : <b>Gerard Darel</b>, <b>Pablo</b> (2nd line) and the concept store <b>MERCI</b>.</li> <li>- Anticipated creation processes with production to meet quality standards.</li> <li>- Daily tracking of collection progress : sketches, prototypes, and production packs.</li> <li>- Raw material sourcing from tanneries and trade shows.</li> <li>- Liaised with manufacturers for development, corrections, and prototype reception.</li> <li>- Coordinated shipping of materials, supplies, drawings, and salpa to factories.</li> <li>- Dispatched final collections to agents.</li> <li>- Ongoing competitive market research.</li> </ul>
<b>Languages :</b> <p>French : Native English : Bilingual Italian : Basic</p>	
<b>Softwares :</b> <p>Illustrator Indesign Photoshop iMovie Microsoft Word Microsoft Excel</p>	<b>Notable Achievements :</b> <ul style="list-style-type: none"> <li>- Improved product quality in neighboring factories.</li> <li>- Developed branded metal components for bags and small leather goods.</li> </ul>