

2D Designer / 3D Modeler

Accessories & Lifestyle Developer

Profile

Passionate, creative and sociable accessories designer with solid experience in the fashion industry. Through my collaborations, I have developed strong responsiveness and the ability to handle a wide range of responsibilities with precision. Methodical, attentive and agile, I adapt easily to teamwork. Organized, reliable, committed and autonomous thanks to my remote work experience. Currently seeking new challenges.

Education

2026 - 2026
Le 40eme Rugissant, PARIS, France
3D Modeling Training.

2015 - 2016
Domus Academy, MILANO, Italy
Master's Degree in Accessories Design.

2012 - 2015
Atelier Chardon Savard, PARIS, France
Degree in Fashion Design & Pattern Making.

2010 à 2012
EPMC La Ruche, PARIS, France
High School Diploma in Applied Arts (STI).

Interns

2016 -2016
ALBERTO DEL BIONDI, PADOVA, Italy
Accessories Design Assistant.

- Iconographic research, trend analysis, and concept board creation.
- Print design development for production for **TIMBERLAND, BALDININI TREND, ANNE KLEIN.**
- Monitoring product development and presenting developments to clients.

Freelance

2018 - 2018
A&S DEVELOPMENT, PARIS, France
Accessories Development Assistant.

- First Assistant to the Senior Accessories Designer on the following collections : **TINTAMAR, SCHEDONI, KENZO...**

2017 - 2018
IRIS NOBLE, PARIS, France
Accessories Designer/Developer.

- Design of bags and metal hardware, preparation of technical and production files/drawings.

Languages

French: Native
English: Bilingual level
Italian: Elementary level

Softwares

Illustrator
Indesign
Photoshop

Microsoft Word
Microsoft Excel

Procreate
Sketchbook

Blender

Professional Experiences

2021 - Present : **STYLE NETWORK INTERNATIONAL**
Footwear Designer/Developer (Permanent contract – Remote)

- Creative and production development of the group's six footwear brands (**APOLINA, JOHN SCOTT, LES BAGATELLES, CALANK, GOLDENSUN and WHITESUN** – boots, loafers, sandals, etc).
- Organization of the development and creative process while working remotely.
- Research and development of new concepts across all brands.
- Preparation of technical production files/drawings using InDesign.
- Correspondence with suppliers.
- Monitoring product development (fittings in Marseille) through to production.
- Developing and implementing the accessories strategic plan in collaboration with the marketing team.
- Developing men's and women's accessories ranges and conducting market analysis (market research and sales analysis).
- Monthly sales analysis by brand and product line.
- Competitive product monitoring to support collection planning (pricing and newness).

2020 - 2021 : **FREE LANCE & RAUTUREAU**
Junior Footwear Designer/Developer (Fixed-term contract)

- Research and development of new concepts across all accessories.
- Proposals of hand sketches and color simulations to the Accessories Director.
- Preparation of technical production files/drawings using InDesign.
- Traveling to factories to intervene directly on products requiring corrections.
- Monitoring repeat production launches and ensuring timely receipt within required deadlines.
- Anticipating issues, overseeing development stages, and managing the studio in the absence of the freelance Artistic Director (present 2 days per week).
- Sourcing raw materials from tanneries and trade fairs.
- Ensuring the shipment of raw materials, supplies, technical drawings, and salpa to factories at the time of prototype launches and collection repeats.
- Contributing to collection development with manufacturers by overseeing launches, corrections, and prototype approvals.
- Working on sustainable and traceability solutions (CSR).

2018 - 2020 : **GIVENCHY**
Junior Accessories Designer/Developer (Permanent contract)

- Identification and development of innovative ideas aimed at enriching all product categories.
- Product drawings: technical flats, hand sketches, and color renderings using Photoshop/Illustrator.
- Overseeing the daily progress of the collection by coordinating the transfer of sketches, prototype development, and the preparation of technical files for production launch.
- Managing the shipment of raw materials, supplies, technical drawings, and samples to factories at the start of prototype development and collection repeats.
- Corresponding with cross-border suppliers and intervening directly in factories to carry out necessary product adjustments.
- Organizing initial production runs and sending the final selection to showrooms.
- Maintaining an overall view of digital product lines and updating them throughout the design process.

2017 - 2018 : **GERARD DAREL (PABLO & MERCI)**
Assistante Styliste/Développeuse Accessoires (CDD)

- Proposals for hand sketches and color simulations.
- Preparation of technical production files/drawings using InDesign.
- Managing all stages of accessories development in collaboration with the design teams of : **Gerard Darel, Pablo** (second line) and the concept store **MERCI**.
- Anticipating the collection creation process from a production perspective, as well as the required quality standards.
- Daily monitoring of the collection's progress, including submission of sketches, prototype development, and preparation of technical files for factory shipments.
- Sourcing raw materials from tanneries and trade fairs.
- Collaborating with manufacturers on the development of collections, coordinating launch phases, necessary adjustments, and prototype quality control.
- Ensuring the shipment of raw materials, supplies, technical drawings, and salpa to factories at the time of prototype launches and collection repeats.
- Dispatching collections to agents.

Achievements :

- Improved product quality in cross-border factories.
- Development of logo-engraved metal hardware for bags and small leather goods.