

BEATRICE DUGUID COX

I'm an enthusiastic multi-disciplined designer with a passion for all forms of art and I'm hoping to find a new space where a genuine love for design would allow me to take my creativity to another level and have the opportunity to learn from talented people.

EXPERIENCE



MINALE TATTERSFIELD, London

March 2017 - Present

Graphic Design Intern, Designer, 3D Designer and Design Manager for Italy

I'm working alongside the Creative Director throughout the full lifecycle of projects which range from brand identities, creative strategies, detailed interiors, 3D packaging to responsive UX-UI designs. I've been managing handovers and interacting with clients in the UK and abroad as well as collaborating with freelancers, other creatives and developers.

JPA DESIGN, London

February - April 2017

CMF Design Intern

Creating 3D models for product samples and preparing CMF moodboard presentations for transport design shows.

BONAVERI, Ferrara

January - April 2016

Product Design Intern

My role involved restyling the company's best-selling mannequins' packaging and working with suppliers to find the right materials to suit our design.

VOLUNTEERING



OUR HUT, London

September 2019 - September 2020

Research volunteer

Focusing on the documentation of ventilation shafts for the London public transport system creating and editing photographic material.

MIGRATION MUSEUM, London

June 2017- April 2018

Museum invigilation volunteer and workshop assistant

INTERESTS



Being a foodie person, I love to explore different cuisines. I enjoy yoga and tennis and I'm also a keen board game player! Having a lot more time during lockdown, I started learning Spanish and exploring new art mediums.

EDUCATION



University of Bologna

BA Industrial Design - 110 (1st Class)

Graduated 2016

Art Academy 'G.Giovagnoli'

Sansepolcro, Arezzo, Italy

Specialized in Interior Design and

Architecture - European Baccalaureate

87% (A*, A, A) - Graduated 2013

SKILLS



- Very confident in the use of **Illustrator, Photoshop, Indesign, XD** and have had a few experiences with **After Effects**
- Experience in UI prototyping tools including **Adobe XD** and **Figma**
- Skilled in finalising packaging and label artwork in preparation for print and creating detailed technical drawings
- Confident with a range of **3D modelling and rendering softwares** such as Rhino, Solidworks, Sketchup and Keyshot
- **Hand craft illustration and modelling skills** including sketching, painting, sculpture and architecture models
- Native **English** and **Italian** speaker

AWARDS



Whilst at Bonaveri, the new sustainable and eco-friendly packaging my team and I designed was adopted by the company and won them a prize - this was awarded by Conai who thought the concept was outstanding, both technically and in terms of design.

"Special Prize for the worthiest case from the technical and design point of view"

CONTACTS



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