DE MIRAS | product & graphic designer

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EDUCATION

Master Design Product

Royal College of Art | London - 2015 - 2017

Bachelor Design Produit

École Nationale Supérieur des Arts Appliqués et Métiers d'Arts | Paris - 2011 - 2014

TECHNICAL

SKILLS

Softwares

• Rhinoceros 3D

Languages

IllustratorInDesign

KeyShot

Native FrenchFluent English

• Photoshop

• Cinema 4D

• After Effects

• HTML/ CSS

• Premiere Pro

EXPERIENCE

Graphic & Product Designer | Futon Company, London - 2 years 2017 - 2019

I am working as main designer on projects which include the creation of promotional ads and placement, social media content and newsletters sent out 1-2 times per week.

I design all the graphic assets for the website, POS labelling and decals as well as the product catalogue.

I do in-house photoshoots of upcoming products, image retouching and populate the website with new products along with assisting on lifestyle photoshoots.

I work in close collaboration with the suppliers for product packaging, label graphics, care leaflets and assembly instructions approval.

Besides, I also worked on new product designs that have been commercialised.

I am also working on a new visual merchandising of our flagship store.

This position nourished my passion for product design and encouraged me to explore and push the limits of graphic design as well as marketing. This experience developed my abilities of planning, organizational and problem-solving skills.

Social Media Assistant | Inst-a-Toter, London - 3 months 2017

My position was about defining editorial and creative strategies and deploy them onto social media.

Assistant designer / Studio Tom Price, London - 3 months 2015

Within three months, I assisted Tom Price to showcase the new Mulberry collection at the London Fashion Week. This internship was a good opportunity to sharpen my sensibility to details and work to a tight deadline.

Assistant designer / Studio Silo, London - 3 months 2015

During my internship, I had a chance to go through the whole process of researching, shaping and prototyping in accordance with the designers' identity.