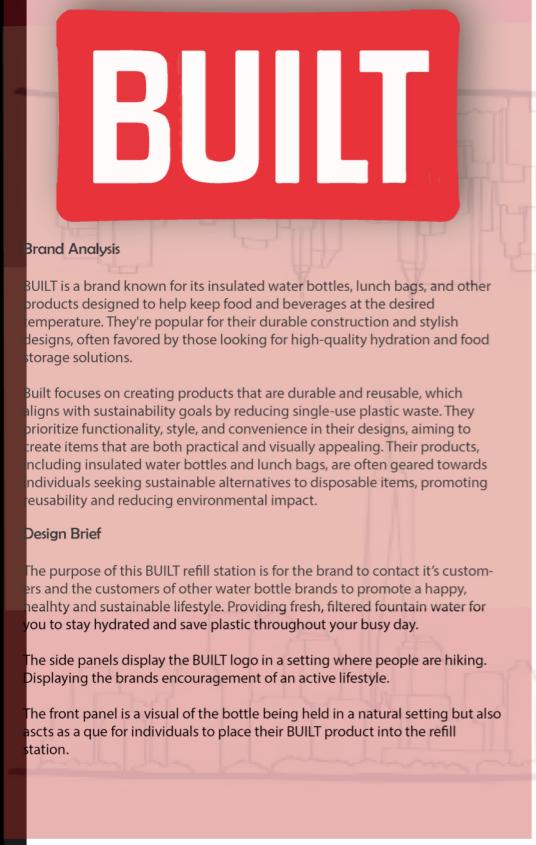


# SAMUEL STEMBER

SPATIAL  
EXPERIENCE  
DESIGNER

I am a young designer with a passion in conceiving, planning and rendering the most ergonomic of visions and I am eager to advance my skills and push the limits of design.

# EXPERIENCE



## Brand Analysis

BUILT is a brand known for its insulated water bottles, lunch bags, and other products designed to help keep food and beverages at the desired temperature. They're popular for their durable construction and stylish designs, often favored by those looking for high-quality hydration and food storage solutions.

Built focuses on creating products that are durable and reusable, which aligns with sustainability goals by reducing single-use plastic waste. They prioritize functionality, style, and convenience in their designs, aiming to create items that are both practical and visually appealing. Their products, including insulated water bottles and lunch bags, are often geared towards individuals seeking sustainable alternatives to disposable items, promoting reusability and reducing environmental impact.

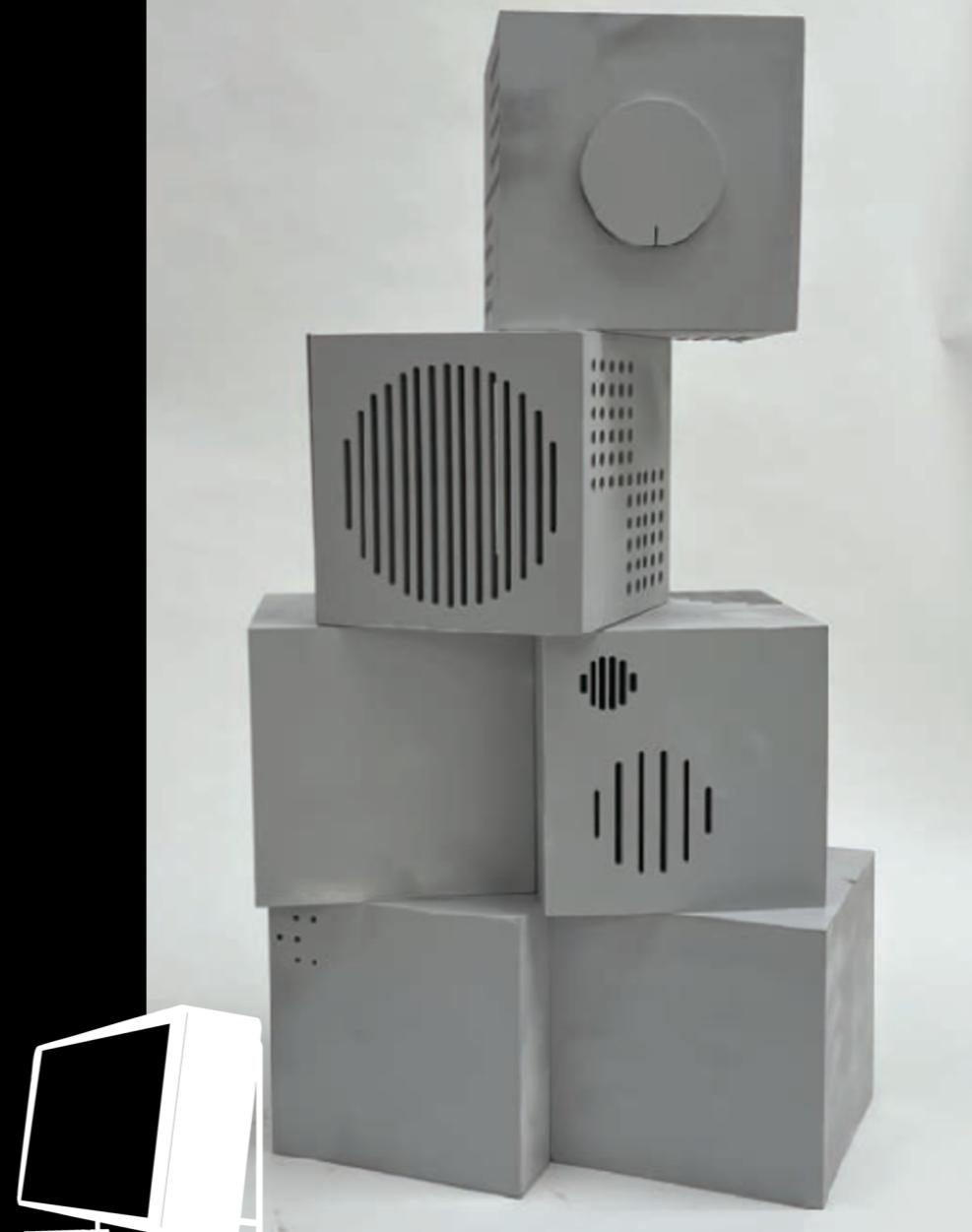
## Design Brief

The purpose of this BUILT refill station is for the brand to contact its customers and the customers of other water bottle brands to promote a happy, healthy and sustainable lifestyle. Providing fresh, filtered fountain water for you to stay hydrated and save plastic throughout your busy day.

The side panels display the BUILT logo in a setting where people are hiking. Displaying the brands encouragement of an active lifestyle.

The front panel is a visual of the bottle being held in a natural setting but also acts as a que for individuals to place their BUILT product into the refill station.

**01 BUILT HYDRATION STATION**  
2024, Product Design, Placemaking



**02 BRAUN SPEAKERS PODIUM**  
2023, Product Design, Placemaking



**03** TRESSI GROUP  
2023, Brand Experience



**04** ONE OF THESE DAYS DRESSED MANNEQUIN  
2024, Retail Design

**MY FINE ARTS  
BACKGROUND.  
UNDERSTAND HOW ART  
MAKES YOU FEEL, THEN  
CREATE ART FOR OTHERS  
TO FEEL.**

# SKILLS

- Drafting, 3D Modeling, Rendering.
- Concepting, Layout Design
- Wood shop: tools, machines.
- Construction, building physical designs.
- Bilingual (English and Spanish)
- Fine Arts Illustration.

# SOFTWARE

- Adobe Suite (Illustrator, InDesign, Photoshop, After Effects)
- Rendering (SketchUp, Rhino, Twinmotion)
- Programming (Arduino)

# EDUCATION

2021- Present

**Fashion Institute of Technology**

Associate Degree

Bachelor's Degree Spatial Design - May '25

Graduation

# REACH OUT

**EMAIL**

SAMUEL\_STEMBER@FITNYC.EDU

**INSTAGRAM**

@\_edgeoftown\_