

The Queen Elizabeth
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interests:

I love set design and in my spare time I assist in creating theatre sets. I worked on the Punch Drunk production for The Duchess of Malfi with the ENO. I worked in the design team for the Hide Tide Old Vic co-production of Ditch. I also helped with the set up for the Shunt Live Weekend at the ICA. In 1997 when I was at school in my spare time I decorated my garden shed in a Neo-Classical style. This led to me being in 'The World of Interiors' when I was 15 and I still have a passion for the 18th century. I am inspired by the culture that surrounds me and for that reason I love to travel. I also love chandeliers and taxidermy.

education:

2010- Present. Graduate Diploma Interior Design. University of the Arts London, Chelsea College of Art and Design. Distinction. The course harnessed my skills as a three dimensional designer. I learnt how to technically articulate my ideas to create ambitious spatial environments.

2006 MA Creative Practice for Narrative Environments. University of the Arts London, Central Saint Martins College of Art and Design. This was a multi-disciplinary course that has an entirely collaborative approach to the design process. This developed my teamwork skills and a new approach to the way I work.

2004 BA Product Design. University of the Arts London, Central Saint Martins College of Art and Design. 2.1. This course enabled me to develop my skills as a three dimensional designer and develop a creative approach to design thinking.

2002 Erasmus. Polytechnico di Milano. I attended lectures in the Faculty of Industrial Design and carried out personal projects whilst living in Milan.

2001 B-tech Diploma in Foundation Studies in Art and Design. Exeter College. Distinction. The course helped me confirm my path in design.

2000 A-levels. Exeter College. Art and Design (Grade A), History of Art. (Grade C), Business Studies (Grade E).

10 GCSE's. St Peters C of E High School. Grades A-C (Including Art, Maths and English).

employment:

Oct 2008 – Present. Freelance Designer. Highlights include designing a pop-up rooftop restaurant for Selfridges, producing an interactive window for Widen and Kennedy, creating a re-launch event for Grafik, designing the festive decorations for the Museum of Childhood and helping with the last ever V&A Fete. I have worked with venturethree on The Times account, creating an urban intervention. I have worked with Marina Willer designing a series of props for a stop-frame animation introducing different sections on a film about Richard Rogers.

Jan 2007- Oct 2008. I worked for Wolff Olins as a Designer. I worked on a number of major projects including the Wolff Olins new identity and the London 2012 Olympic brand, for which I designed the Paralympic logo. I have worked with Adidas creating a range of clothing for the London Committee to wear at the Beijing Olympic Games. I worked on the conception and creation of a stall for the V&A Village Fete.

Aug 2006. Work placement at Why Not Associates. I was the only one in the office that knew how to develop designs in three-dimensional software. I worked on developing a scheme for a sculpture park for the new Palais des Congrès in Brussels.

Mar 2005- Feb 06. Venture Three. I worked part-time as a Junior Designer whilst studying. I worked on developing visuals for Sky HD.

Jul 2005. Innovision. Worked as part of a team to develop a lighting scheme for Camden Council. We were one of two winners and spent the summer developing our scheme, which resulted in the commission of a £6000 prototype.

March 2005. Yeast Productions. Worked on an animation for part of the 'Africa Remix' exhibition at the Southbank Centre.

Dec 2004. Metaphor, and Artak. Worked on the development of a physical structure of a travelling exhibition as part of the 'Universal Leonardo' exhibition for the V&A.

skills:

Software packages:
Cinema 4D, Vectorworks, Photoshop, Illustrator, In-Design.

Nomination as a rising star in Design Week by Ab Rogers.

I am highly inventive and organised. I have good time-management, budget control skills and brand awareness. I am excellent at sourcing materials. From 3D design to conceptual creative briefs, my work is characterised by its imaginative exuberance and quirky flair, but always content driven and bespoke.