

SIMONE DRUCKER DESIGNER

WWW.SIMONEDRUCKER.COM

contact

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bio

Rhode Island School of Design: BFA Industrial Design, 2005

With a background in Industrial Design and installation art, I combine my 3-D and 2-D experience to offer a truly multi-disciplined approach towards the design of graphics, spaces and environmental elements. My projects span a variety of formats, applications and clients; I am comfortable with the critical aspects of production, as well as the synthesis of several mediums to strengthen client brands and physical environments. I am also a fine art sculptor and furniture maker.

employment

Nov 2008 - Present: Freelance *Santa Monica, CA*

Custom lighting and furniture design, graphic design, pop-up retail storefront, installation art.

Oct 2006 - Nov 2009: Designer, Gensler & Associates: Brand Design & Graphics Team *Santa Monica, CA*

Lead design & technical in areas of fixtures, built environment, and display graphics:

- Signage, Way-Finding systems, and architectural identification
- Large-scale print graphics, physical displays, & collateral
- Identity development: product branding & logo design

2007 - 2008: Volunteer: The Surfrider Foundation, LA/Malibu Chapter *Santa Monica, CA*

Graphic design, fliers, and on-site help with events and beach clean-ups.

Mar - Aug, 2006: Junior Designer, Nectar Inc. *Long Beach, CA*

Concepts for a complete line of kitchen/tableware products; support in all areas of product design and development. Prototyping and mock-ups, CAD and engineering specs, ideation and research, presentations, vendor relations.

Sep, 2006: Freelance Designer, Concept Design, Inc. *Monrovia, CA*

Environmental & Event design: Selection of lighting & backdrop sets, 3-D renderings of proposed environments; on-site project management, set-up and strikes.

Aug - Dec, 2005: Production Assistant: Atelier Van Lieshout *Rotterdam, Netherlands*

- Worked under Dutch artist/designer Joep Van Lieshout at internationally-recognized studio
- Produced sculptures, installations, and furniture pieces to artist's specifications
- Built and installed pieces at the 2005 Paris FNAC art expo
- Worked both individually and within designated creative teams

skills

- Graphic Illustration & Layouts
- Signage & Wayfinding
- 3D Modelling and rendering
- Technical Drawings / Specs.
- Written/Verbal presentations
- Light CSS & HTML coding
- Photography

Software: Photoshop, Illustrator, InDesign, 3DStudio Max, Vray, Rhino 3D, Sketchup

Material & Shop Abilities: Wood and metal fabrication, CAD and rapid-prototyping, mock-ups

gallery & pub.

11/4/05 "Zinderend Eindhoven" Dordt Salon
Rotterdam, Netherlands

4/12/05 "Emanation" Showcasing Female Artists
Firehouse13 Gallery *Providence, RI*

7/19/06 "Steal This Idea" Article

34 Magazine: International Lifestyle

11/22/08 "20/20 Vision Group Show"
Burien Arts Foundation *Seattle, WA*

3/26/09 "Engine Collision Festival"
Gallery 1636 Wilcox *Hollywood, CA*