

Gabriela Valentín

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FOOTWEAR & HANDBAG DESIGNER

Pattern Making ▪ Hand Sketching & Rendering ▪ Machine & Hand Sewing ▪ Materials Selection ▪ Digital Rendering ▪ Prototype Development ▪ Technical Specifications ▪ Spec Sheets ▪ Color Theory/ Management
▪ Mood Boards ▪ Customer Profile ▪ Luxury Branding ▪ Sustainable Practices ▪ Style Curation ▪
Sneaker Design ▪ CAD Designs

Profile: Blend of inspiration, creative knacks, and knowledge of market trends to design products aligned with consumer style and vision while meeting brand values. Worked on more than ten projects to create practical, modern, unique accessory pieces, each targeted to become a fashion statement. Excel in creating original concepts for luxury accessories and footwear. Utilize technology tools to render detailed sketches and CAD designs that meet modern fashion consumers' aesthetic and functional demands.

Key Highlights include:

- ✓ Designed a luxury accessories senior collection recognized for its bold design and craftsmanship; featured in the SCAD Fashion Show 2024 and showcased on *Vogue Runway*.
- ✓ Designed and developed multiple products, such as tote bags, handbags, cross-body bags, ballet flats, oxford shoes, and high heels with high-quality, feasible materials.
- ✓ Involved in the conceptualization and design of luxury footwear and handbags. Demonstrated expertise in navigating high-profile design projects from concept through production.
- ✓ Acquired practical experience in color and material selection, enhancing product aesthetics and functionality while adhering to design specifications and sustainability considerations.
- ✓ Demonstrated ability to manage multiple facets of the design process, from material selection and prototype development to final product presentation and cross-functional team collaborations.
- ✓ Monitored and inspected materials and final products to ensure high standards of quality and craftsmanship. Meticulous attention to detail in managing product specifications and adjustments.
- ✓ Committed to significantly impacting the fashion industry by creating luxury with a sustainable approach. Eager and willing to learn new things about the industry.

EXPERIENCE

SAM EDELMAN

Associate Designer

June 2024 – February 2025

- Collaborated on Hand Sketching and CAD renders for seasonal collections.
- Developed detailed technical packs/specs of hardware, outsole and heels for manufacture team.
- Create new construction template for sketching and upload to database.
- Research on seasonal trends, themes and colors and incorporate into product design.
- Assist in the correction and detailing of shoe prototypes for quality and aesthetic purposes.
- Keep board and projects updated and organize for concept and sketch meetings.
- Maintain up to date picture record of all samples and also and up to date files of all names and styles numbers.
- Maintain the footwear library organize and accessible.
- Send shipment to the manufacture team.
- Became familiar with Brand DNA, manufacture systems and customer's needs.

RALPH LAUREN

Intern, Lauren Accessory & Footwear Designer

June 2023 – August 2023

- Developed CAD designs and concept boards for department meetings, aiding in the visualization and planning of new collections.
- Assisted in managing materials and organization, collaborating closely with the associate designer to maintain leather and material files and ensuring efficient workflow.
- Engaged in two significant projects, Winter and Spring collections, working alongside a team of six, including directors, department heads, and footwear and handbag designers.
- Utilized digital tools such as Adobe Illustrator and Photoshop for sketches and rendering, enhancing the presentation and accuracy of design proposals.
- Curated sample sets for concept presentations.
- Organized and archived physical and digital samples, managing color coordination and inventory in physical and electronic systems.
- Participated in material inspections in the showroom, ensuring samples were accurately manufactured, photographed, and, uploaded to SharePoint for international team access.
- Collaborated in a cross-functional group intern project, developing a problem-solving presentation that won first place among four groups, demonstrating effective team collaboration and presentation skills.
- Participated in managerial talks and discussions, gaining insights from senior staff and broadening understanding of the fashion industry's strategic operations.

MOVADO X SCADPRO COLLABORATION

Designer & Craftmanship

March 2023 – May 2023

- Engaged in creative brainstorming sessions with the team to generate concepts for new watch designs, focusing on themes like minimalism, colorful, futuristic, and cartoon-like aesthetics.
- Responsible for designing and developing leather straps for the watch prototypes, aligning with overall design concepts and sustainability goals.
- Conducted extensive research on colors and materials.
- Analyzed market and brand data to inform design decisions and ensure that new creations resonated with target audiences and adhered to Movado's brand standards.
- Participated in Photoshop sessions to accurately depict and present designs to stakeholders.
- Collaborated on the final presentation, contributing to the team's effort to showcase the project outcomes to Movado executives and SCAD faculty.
- Created promotional souvenirs for the presentations, including branded keychains and wall clocks.

SCAD FASHION SHOW 2022

Dresser

May 2022

Worked on the production of the college fashion show, which featured the industry's latest prodigies debuting their collections in a sublime cinematic experience, a runway crossover featuring exquisite, high-concept looks by the SCAD School of Fashion seniors and graduate students.

- Helped models with their outfits (clothes, shoes, bags, and jewelry).
- Worked during the rehearsals to ensure adherence to the event's itinerary.
- Organized fashion pieces and collected them for inventory purposes.

EDUCATION

Savannah College of Art and Design – *BFA in Accessory Design* | May 2024 | Cum Laude

Relevant Coursework:

- Sneaker Shoe Design
- Digital Sneaker Design (VR)
- Footwear Design
- Handbag Design
- CAD for Accessory Design
- Sketch & Render for Accessory Design
- Sewing Tech for Accessory Design
- Drawing for Design
- Drawing Print / Pattern
- 3D Form in Space
- Color Theory on Application
- Introduction to Accessory Design
- The Design of Business
- Economy Principles

ADDITIONAL INFORMATION

Technology: Gravity Sketch, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Rhino, Procreate, PLM System and MS Office Suite (Word, Excel, PowerPoint, Outlook, and Teams)

Languages: English – fluent; Spanish – native; Italian – elementary