

Online Portfolio

[www.SimoneDrucker.com](http://www.SimoneDrucker.com)

EDU.

Rhode Island School of Design, Providence, RI  
BFA: *Industrial Design, May 2005*

**Study Abroad:** The Architecture of Alvaro Siza Porto, Portugal Winter 2004

EMPLOYMENT

Oct, 2006-  
Nov, 2008  
Santa Monica, CA

**Designer, Gensler & Associates:** Brand Design & Environmental Strategy Team

- Lead designer in areas of fixtures, built environment, and display pieces
- Conceptual Design & Strategy
- Signage, Way-Finding systems, and architectural identification
- Large-scale print graphics, physical displays, and collateral
- Identity development: product branding & logo design
- Concept/storyline books for client presentations and proposals
- Technical drawings/spec packages
- 3D modeling & Rendering

Mar-Aug, 2006  
Long Beach, CA

**Junior Designer: Nectar Design, Inc.**

- Conception of a complete line of kitchen/tableware products
- Developmental prototypes and mock-ups
- CAD support and engineering specs
- Ideation-phase, research, and presentations
- Designer/vendor relations

Sep, 2006  
Freelance  
Monrovia, CA

**Designer: Concept Design, Inc.**

- 3-D Renderings of Proposed environments
- Design & selection of lighting & backdrop sets
- On-Site project management, set-up and strikes

Aug, 2005-Dec, 2005  
Rotterdam,  
Netherlands

**Production Assistant: Atelier Van Lieshout**

- 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

GALLERY & PUB.

11/4/05 **"Zinderend Eindfest"** Dordt Salon Rotterdam, Netherlands  
4/12/05 **"Emanation" Showcase** Firehouse 13 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

SKILLS

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

**Material and Shop Abilities:**

- Wood and metal fabrication
- CAD and rapid-prototyping
- Mold-making
- Sewing and upholstery

**Presentation:** Technical Drawings, 3D Modelling and rendering, Graphic Design/Layout, hand sketching, Photography, Written/Verbal presentations



*About...*

With a background in both Industrial Design and Sculpture, Simone Drucker is an artist/designer who offers a truly multi-disciplined approach towards the design of spaces and environmental elements.

While studying I.D. at Rhode Island School of Design, she became fascinated with the precision of industrial manufacturing techniques as a way to influence the production of art. This influence is present in her conceptual art and furniture pieces, and she has taken it a step further into designing spaces and environments, focusing on tight design and precise construction, striving for visual and multi-sensory experiences that are more complex the closer you look.

Simone has worked on projects spanning a variety of mediums, applications, and international clients. Her education was immediately followed by a studio internship with international artist and designer, Joep Van Lieshout, in Rotterdam, Netherlands. In 2006, she was Recognized by 34 Magazine for the design of the “Hammock Lounge,” an environment built as a giant hammock for a social gathering space. She has since worked in the areas of product design, event design, retail branding and merchandising, and interior design, to name a few. She currently resides in Santa Monica, California, with her own private studio.