Isabella Lin 267.799.6379 bellavanilla@gmail.com www.linkedin.com/in/isabellamarianlin

isabella lin wall décor & decorative accessories

skills	Digital / Illustrator, Photoshop, InDesign, Rhino, AutoCAD, Keyshot, Procreate Design / ceramics, sculpting, advanced woodworking, prototyping, welding Traditional / sketch, watercolor, gouache, acrylic, sewing/felting, toy-making
education	Rhode Island School of Design- Providence, RI BFA Furniture Design
experience	 West Elm – Brooklyn, NY Associate Wall Décor & Decorative Accessories Designer, August 2024 - Present Owning the wall décor category and managing dropship wall art. Lead concept research & design creation of mirrors, wall art, fireplace, homescent, and decorative accessories from initial sketch to final sample. Drive development process for innovative materials and techniques for products across all categories, working closely with cross functional teams and vendors. Anthropologie Living – Philadelphia, PA Assistant Décor Designer, September 2022 - July 2024 Designed mirrors, storage products, lighting, hardware, and holiday décor for the brand. Responsible for the design of SKUs from initial sketch to final sample. Led the design of novelty SKUs, bringing charming winks to the décor, lighting, and furniture product assortment. Researched + interpreted concept imagery into products that advanced the Anthropologie brand, created material renders and detailed technical drawings, as well as working cross-functionally with production teams and vendors to achieve successful products.
	 Urban Outfitters Home – Philadelphia, PA Hardgoods Design Intern, June 2022 - August 2022 Designed products for Kitchen, Lighting, and Furniture that work as a cohesive collection under the company's vision and aesthetics. Prepared detailed material direction and technical drawings for product development. Ben and Aja Blanc – Providence, RI

Furniture and Lighting Design Intern, June 2021- August 2021

- Designed new products for furniture and mirror collections with sketch ideation, 3D modeling, and prototyping.