

EXPERIENCE

Union Art and Design /Tygh Studio *Jan 2019 - August 2020*

Designer and art consultant at a design and art consulting studio.

- Develop in-house art pieces/installations and accessories for luxury hotels and residential.
- Review architectural plans and elevations for artworks and accessories placement.
- Provide assistance in art selection for hospitality projects.
- Searching and identifying artists and getting in contact with them.
- Created designs and managed art installations from concept to on-site installation.

Freelance *2016 - 2018*

Freelance designer: Individual projects with different companies in Montreal and Toronto.

Umbra *Mar 2017 - Aug 2018*

Junior product designer, designing for Umbra's decor category.

- Developed a range of products in a wide range of materials.
- Produced 2D and 3D product specifications, drawings, while accounting for cost, safety and manufacturing capabilities.
- Searching and identifying new product ideas, designs and materials.
- Created prototypes for approval and customer presentations.
- Collaborated with Category Managers, Designers, Marketing and Developers in Asia.

Navut *Nov 2016 - Feb 2017*

Three months internship as a graphic designer in a startup company.

- Created promotional marketing materials for online and prints.
- Produced drawings and photographic skills for illustrations.
- Provided assistance in creating and managing Navut's brand.
- Created and managed graphic design resources.

Société des Arts Technologiques *May 2015 - Aug 2015*

Four months internship with the Meta Lab.

- Introduced to immersive technologies (VR- Oculus Rift).
- Produced 3D immersive environment using a Unity gaming platform.
- Gained basic knowledge in C# coding through online tutorials.
- Modeled Interior 3D visualization in Sketchup of Montreal's Biodome.

EDUCATION

ÉCAL *2020 - 2021*

Master's in Advanced Studies in Luxury and Craftmanship.

Collaborative projects throughout the year with various luxury brands.

University of Montreal *2012 - 2016*

Four year bachelor in Industrial Design.

Throughout my years at the university, I've learnt how to critically think, create and develop daily objects with a designer's mind.

Marianopolis College *2010 - 2012*

Two year degree in Health Science.

In this program, I've learnt the fundamentals of chemistry, math and physics and have used this knowledge to solve complex problems.

SKILLS

Languages

English / Native
French / Fluent

Softwares

3D modeling
Rhinoceros, Solidworks, Autocad

Adobe Creative Suite
Ps, Ai, Id, Pr, Ae

Rendering and Animation
Cinema 4D, Keyshot

Microsoft Office

Manual and Digital Prototyping

AWARDS

ETNA, Diploma Project **University of Montreal** *2016*

Trudeau : 1st Prize
ADIQ : 2nd Prize
Duoject : 1st Prize
Innovation and Development : 1st Prize
IDEA 2017 : Finalist

De Bethune Award **ÉCAL** *2021*

SARAH YAO-RISHEA

Industrial Designer

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