

EMMA JOSEFINE ROHDE

Born 1994, Copenhagen, Denmark
Live and works in Copenhagen

EDUCATION

2020-2022 Master in Fashion, Clothing and Textiles; New Landscapes for Change, Royal Danish Academy

2016-2019 Bachelor in Fashion Design, Royal Danish Academy

2015-2016 Professionsbachelor i Tekstilformidleruddannelsen, Københavns Professionshøjskole

WORK EXPERIENCE

September 2021 – June 2022 - Freelance costume assistant in DR costume department, Copenhagen

August 2021 – December 2021 – Collaboration with Baum Und Pferdgarten, Copenhagen

June 2020 - Costumes at film production 'Vilde Sind', Copenhagen

February 2020 – June 2020, Design assistant at Saks Potts, Copenhagen

October 2019 – January 2020 – Costume assistant at the DR series Grænseland, Copenhagen

February 2018 – Costumes at movie production 'Kanin', Copenhagen

2016, 2017, 2018, 2019, 2020, Design assistant at Saks Potts, CPH Fashion Week, Copenhagen

RELEVANTE KURSER

2021 – Change, Det Kongelige Akademi

Knowledge in:

- Practicing collaborative design processes with focus on fashion, clothing and textiles design.
- Defining individual design strategies for change together with external partners

Skills in:

- Ability to apply relevant collaborative design process models to ones' own design development work
- Ability to formulate and define a project that is relevant for ones' own artistic vision and carry it out together with a relevant external partner

- Understand how to foster systemic change through collaborative projects within the areas of fashion, clothing and textiles design

2020 - New Landscape, Det Kongelige Akademi

Knowledge in:

- Relevant state-of-art research and theory in relation to design for sustainability.
- Sustainable design processes: theory, methods and design roles.
- Material science, craft-of-use and end-life solutions.

Skills in:

- Ability to identify and choose between relevant theories, methods and tools in relation to specific specialization in design projects.
- In program writing and project framing at in intermediate level
- Ability to articulate and visualize analysis, concepts and design proposals of high artistic standard.

2020 – Human Factor, Det Kongelige Akademi

Knowledge in:

- Design anthropology, user understanding
- Gender and identity research.
- Material culture practices.
- Sustainable production and manufacturing processes.
- Understanding the implications of chosen design strategies and methods in a cultural and sociological context

Skills in:

- Ability to transform traditional methods of the field through the use of technologies.
- Applying critical analysis, research and reflection in relation to issues of sustainability and inclusiveness in practice.
- Applying user centered and anthropological design methods.
- Mastering appropriate techniques: sketching, 2D and 3D technologies and modelling relevant to fashion and textile design and manufacturing.
- Crafting and developing convincing artistic design proposals at an advanced level
- Ability to present to, and communicate and discuss with peers at an intermediate level

IT Kompetencer

Adobe – Illustration, InDesign, Photoshop