



CAMILLA BRUSTIO

FASHION ACCESSORIES DESIGNER
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ONLINE PORTFOLIO

MILANO BASED
18.11.1990, Milan, Italy

Thinking about what drove me to design and fashion in particular, I realized it has begun when I was very little. It came to my mind that I remember and I was attracted to cartoons and toys based on what they were wearing. I can now strongly confirm that Fashion has always been my natural inclination and part of my life. Luckily I transmuted my interest into a job and this is the reason why I am so committed and resolute to improve and learn as much as possible in this fascinating field. Regardless I am a 10+ years experienced eyewear and jewellery designer, my infatuation does not seem to drain, on the contrary, it nourishes day by day.

WORK EXPERIENCE

- 2021 - now founder and creative director: Sans Soleil, jewellery brand
SANS SOLEIL
- 2019 - now freelance fashion / accessories designer
MOVELI : bags - SLG
MARCOLIN : eyewear (Adidas - BMW - Tom Ford)
RAW STAR : eyewear
- 2016 - 2018 eyewear designer - menswear / Linea Rossa
PRADA • TASKS: design the new collection, trends' research, follow the prototyping process
• REPORT TO: senior eyewear designer, then CEO / Art Director
- 2015 - 2016 eyewear designer - Dior / Max&Co.
SAFILO • TASKS: design the new collection, trends' research, follow the prototyping process
• REPORT TO: senior eyewear designer
- 2014 - 2015 product developer - bags & SGL
CHLOè • TASKS: manage the process from the sketch to the prototype (leather and metals)
• REPORT TO: senior PD / Head Designer
- 2012 - 2013 intern - press office & product communication
NEXT AGENCY • TASKS: press officer, organize the showroom,
pr&communication manage stylist's appointments
• REPORT TO: senior press officer

EDUCATION

- 2009 - 2013 Bachelor Degree - Fashion Design (Jewellery specialization)
POLITECNICO di MILANO
- 2025 - 2026 Master - Fashion accessories & Jewellery: design and management
POLITECNICO di MILANO

SKILLS

Computer use - Adobe Suite (Photoshop, Illustrator, Indesign)
Operating System: Windows e Macintosh
3D Modelling Programs (Solidworks, Rhinoceron and Keyshot)
Artistic and Technical drawing either by hand and professional software (Procreate)