



Mathilde Cros

Curiosity is the starting point of my projects and guides me throughout my work. I try to question myself about the impact of designers on the living environment, and to promote relationships between people through my practice. My double background as a space and furniture designer enable me to develop tailored and versatile proposals, while taking culture and history into account. It also encourages me to develop a singular and informed work ethic.

◆ CONTACT

+33 (0)7 86 00 46 95
mathilde.cros.95@gmail.com

◆ SOCIAL MEDIA

@cros_design

◆ HOBBIES

Theatre : 10 years, (3 with Cours Florent), Director assistant for a play with ten year old children
Sport : Golf index 19, Rowing
Piano :12 years of practice

◆ SKILLS

Softwares

Adobe Suite (Psd, Id, Ai, Pr)
Autocad, Rhinoceros, C4D
Pack Office (Word)

Langages

French : Fluent
English : Professional,
8/10 at IELTS (2019)
Spanish : Basic,
B1 level of the CECRL

◆ EDUCATION

2019-2020 | **Royal College of Art (London)**

Master of Research in Architecture

2014-2019 | **École Camondo (Paris)**

School of higher education, part of Les Arts Décoratifs. Master 2 in Interior Architecture and Design. Graduated with first class honours.

2013-2014 | **Ateliers de Sèvres (Paris)**

Foundation year for fine art and applied art schools.

2006-2013 | **Rocroy-Saint-Vincent de Paul (Paris)**

Baccalauréat (equivalent to the A-level) in sciences and with extra history classes. Graduated with first class honours (17,3/20).

◆ WORK EXPERIENCE

07-08/2019 | freelance | **DESJEUX DELAYE (Paris)**

Various 3 and 4 stars hotel projects. Objectives as hand drawn interior views, sketches, quick layouts and coloured cuts, materials boards, moodboards, taking part in client meetings. Design of tailored furnitures and textiles.

02-05/2019 | internship | **GRAMME (Paris)**

Work at various scales, from furniture design to large buildings (3000 m²). tasks included as making layouts, 3D models, photomontages, concept research, moodboards, client briefs and planning permission files.

06-08/2018 | internship | **Agence Auvray (Annecy)**

Scenography project for the Discovery Rediscovery pavillion at the 2018 Homo Faber exhibition (Venice). Layouts, technicals cuts and 3D views making. Partnership client including Hermès, Cartier, Robert Four.

Graphic design for Van Cleef & Arpels' pop-up stores and show windows.

06-08/2017 | internship | **Volume ABC (Paris)**

Hotel on the French Rievera, appartments building and chef's restaurant projects. Tasks as making layouts, interior and exterior perspectives, client presentations, visiting construction sites.

06-07/2016 | summer job | **La Tortue Bleue (Paris)**

Furniture and lifestyle shop where I welcomed clients and displayed the products.

06/2016 | volunteer | **D'Days (Paris)**

Worked in a team that designed a nomad tansegrity structure, exhibited at Les Arts Décoratifs, and of a «nébuta» Samouraï by José Lévy (artist and designer), shown in the museum of Hunting and Nature. Collaboration with the Kujoyama Villa from Kyoto.

◆ WORKSHOPS

2020 - 1 week | **Tangible Interaction**

Workshop Leader: Marcela Godoy (New York University Shanghai). Introduction to interactive design, arduino, programming, physical computing, creative computing.

2017 - 1 week | **Springtime Stroll**

Partnership with L'Oréal Professionnel. Design of a flagship salon to introduce clients to L'Oréal's new products highlighting naturality. Winning project.

2017-1 week | **Danse!**

Group workshop animated by Martine Bedin. Stage setting for the Kosmopolitevitch musicians (thrace music). Live performance.