

Stephanie Vacher

Design & Product Development

email: hello@stephanievacher.com

phone: 415.488.3223

references available upon request

Professional Experience:

Freelance Design: Product, Web and Interactive | Dec 2002 – Present

- New product research and development, including spec packages and mockups
- Illustration (technical and creative), graphic design, web design, surface design
- Creation of marketing campaigns using PPC ads, social media (Facebook/FBML)
- Product and interior photography, lighting, retouching and workflow management

Select Clients:

Target, Bloomingdales, Macy's, Saks Fifth Avenue, Safeway, Bed Bath and Beyond, Costco, Wegmans, Stein Mart, Dillards, Tommy Bahama, Reader's Digest, Arson and Orb Clothing, Ion Magazine, Mission Bicycle

Surface & Tabletop Product Designer | Oct 2003 – Jan 2009

Ambiance Collections – New York, NY

- Created body shapes and surface designs for hand-paint, etching and decal application on ceramics, wood, resin and metal products
- Communicated with factories in China and the USA
- Attended trade shows in Atlanta (AIGF) and New York (NYIGF and Surtex)
- Created visual design briefs and trend/mood boards for collections, including trending and thematic development
- Maintained a catalogue of samples and previously licensed/purchased artwork
- Reported directly to the VP of design

Co-Op and Internship Experience:

Research Assistant & Co-Op | May 2009 – Apr 2010

Canadian National Research Council – IFCI – Vancouver, BC

- Designed and built a hydrogen-powered sign-in kiosk
- Created UI and Graphic design for the kiosk's touch-screen interface
- Conducted ethnographic and user surveys for the IFCI
- Sourced local metal manufacturers and created design spec packages
- Developed and integrated LCA/lifecycle assessment

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Co-Op and Internship Experience, Continued:

Product Design Internship | Jan 2009 – Apr 2009

John Fluevog Shoes – Vancouver, BC

- New product development of shoes and bags for Fall 2009 and Spring 2010
- Communicated directly with factories in Peru, Portugal and China
- Sourced leather from distributors in Italy
- Created product drawings and spec sheets in Illustrator for fabrication
- Conducted user testing and 'unfocus' groups for Spring 2010
- Created visual design briefs and trend/mood boards

Professional Skillset:

Project Management
Usability & UI
Trend Forecasting
Rapid Ideation & Wireframing
Illustration and Sketching
Lifecycle Assessment
User Research & A/B Testing
Ethnographic Research
Agile Development
Photography (Digital & Analog)
Photo Retouching & Workflow

Software Skillset:

Photoshop	AutoCAD
Illustrator	Rhino
InDesign	Solidworks
Flash	SketchUp
HTML/CSS	Lightroom
FBML	Dreamweaver
MS Office	Arduino
Keynote	

Education and Awards:

Emily Carr University of Art + Design | Vancouver, BC, Canada

Bachelor of Design (BDES)

Major: Industrial Design – 3.6 GPA

Recipient of the Emily Carr Achievement Scholarship