#### Web

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### Contact

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# alyssum quaglia

## **Employment**

03/2021-Present

CMF Designer | Peloton

Lead CMF designer for cardio product category. Collaboratively developing a user-centered strategy for a dynamic market of exercise equipment in the home.

Responsible for implementing strategy through color expression and technical material development for iconic products. Working closely with industrial design and engineering through a complex manufacturing process to realize the best products for home fitness.

08/2020-03/2021

CMF / Industrial Designer | Maestro PD

Developed a wellness product with expressive color and delightful user experience to enliven a daily ritual. Thoughtful brand strategy and rigorous material development ensured opportunities for sustainable life cycles and product line expansion. (Contract)

11/2019-04/2020

Art Director / CMF Designer | Nonfiction

Provided art direction and CMF development for a ground-up, carbon negative educational project to be launched in Singapore.

Contemporary sustainable materials and emotive color palettes conveyed the emerging vision of student ingenuity into architectural interiors and physical touch points. (Contract)

10/2015-04/2019

Lead CMF / Industrial Designer | Human

Led product vision and CMF to create a unified aesthetic and refined experience across the headphone product family. Defined a look and feel reflective of the startup's evolving brand, and carried creative intent through cosmetic specification, quality control, material supply chain, and production.

Lead designer on multiple accessories, and lead packaging designer for all components. Key contributor to headphone design from ideation through manufacturing.

Managed manufacturing partners, both on site in Asia, and remotely. Directed the team at every step to navigate issues concerning design intent, cosmetic quality, resources, and schedule.

04/2015-10/2015

Freelance Designer | Artefact, Anvil Studios

CMF definition, trend reporting, and industrial design for houseware and consumer electronics.

06/2014-03/2015

Junior Industrial Designer | Anvil Studios

Developed industrial design and CMF skills alongside principle designers at a small, but nimble agency.

## Statement

I've worked as a CMF designer and an art director for eight years, channeling my passion for industrial design and art history into creating emotionally and culturally resonant products.

I believe design is best informed by the tools and processes that make ideas real, and that a product's narrative must be found in even the smallest manufactured detail.

#### Education

University of Washington | Seattle

BDes in Industrial Design 2014, *cum laude* BA in Art History 2014, *cum laude* 

Made Labs 2019 Program | Sicily

Conceptual, sustainable material design courses led by Fernando Laposse and Jorge Penadés, within a program curated by Formafantasma.

## **Honors and Awards**

#### **Human Headphones**

IDSA IDEA Award '20 - Winner, Consumer Tech. SF Design Week '20 - Winner, Audio/Voice Core77 Design Award '20 - Notable, Accessory Dezeen Awards '20 - Longlist, Wearables Multiple patents

#### Education

UW Dean's List, all academic quarters IDSA UW Senior Merit Award 2014 IDSA UW Class President 2012-2013

#### **Proficiencies**

Color Development
Material Development
Design for Manufacturing
Trend Reporting
Rhinoceros
Keyshot
Adobe Creative Suite
Sketching
Prototyping
Sewing
Italian, spoken and written