

# Rachael S. Gray

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## Qualifications:

- Trained fashion designer
- Unique design and colour sensibility
- Excellent visual researcher
- Works well within a team
- Production savvy
- Programs: Office, Adobe Suite

## Relevant Employment:

### Freelance Costume and Footwear Designer

Planet Moon Studios - San Francisco, California  
October 2010 – December 2010

Originated and validated fashion and footwear for an unannounced video game project in development with a high-profile pop star. I designed a wide range of styles suited to the star's brand and image while working within the game genre, and constraints of real-time simulation in game engines. I worked closely with character modelers and illustrators to ensure a degree of realism in a field not known for its fashion verisimilitude.

### Administrative Assistant

Tent London - London, England  
August 2010- October 2010

Assisted in the research, planning, and set up of Tent London, one of London's biggest product and interior design shows. Played a major role in organizing Tent Digital, a section of the show devoted to technological design, and took care of administrative duties for Origin, Tent London's sister show.

### Footwear Design Intern

Eelko Moorer - London, England  
Feb 2010- October 2010

Studied under Eelko Moorer and contributed to the design and creation of experimental footwear.

### Fashion Design Intern

Rachel Freire - London, England  
July 2009- October 2009

Assisted with the construction and design of her unique style.

### Latex Clothing Design Intern

Lust Designs - San Francisco, California  
May 2007 - Nov 2007

Collaborated with head designer on the design and construction of latex clothing.

### Graphics Freelancer

Planet Moon Studios - San Francisco, California  
May 2008 - June 2008

Worked on the clean up and creation of a wide range of graphics for a Nintendo DS game.

### Assistant Associate Manager/ Sales Associate/ Marketing Assistant

Metronome Dance Center - San Francisco, California  
May 2005 - March 2007

Oversaw hiring, scheduling, administrative and sales staff while maintaining company's web presence and assisting the marketing director. I was also a top salesperson and had a great rapport with many of our regular customers.

**Visual Merchandiser**

Macy's Union Square - San Francisco, California

March - August 2004

Dressed, styled, and maintained display mannequins in flagship store. Created floor and window displays to encourage sales.

**Art Department Coordinator**

Parker Film Company - San Rafael, California

June - September 2003

Managed the completion of several time-sensitive film sets. Was quickly promoted and asked to contribute to set designs, while working closely with multiple department heads to ensure fluid communication.

**Education:**

Central Saint Martins School of Design - London, England

Major: Fashion and Fabric Design

Fashion Institute of Design and Merchandising - San Francisco, California

Major: Fashion Design

California College of Arts and Crafts - San Francisco, California

Major: Fashion Design