

ELIE GLYN

Exhibition and Product Design

(609)-519-4081 / elieglyndesign@gmail.com

ABOUT /

Innovative professional with experience designing exhibits, small products, furniture / Seeks position with design firm, creating interactive experiences that communicate the message of client companies or institutions.

EDUCATION /

RHODE ISLAND SCHOOL OF DESIGN (RISD) / Providence, RI
Bachelor of Fine Arts in Furniture Design with Honors, May 2008

EXPERIENCE /

SMITHSONIAN INSTITUTION / Washington, DC

Exhibition Design Intern / February 2009-present

Developed and presented concepts for new exhibitions / Designed gallery spaces, display cases and supplemental graphics / Worked with curators on interpretive planning to deliver content-driven visitor experiences / Projects include: *National Treasures of Popular Culture* (2009-present), *Hall of Musical Instruments* (future exhibit), and the Museum's visual identity.

UM PROJECT / Brooklyn, NY / www.umproject.com

Junior Designer, Shop Assistant / July-September 2008

Produced custom interior designs and furnishings for historically-themed Bar Breton restaurant in Manhattan, NY.

JOSH OWEN LLC / Philadelphia, PA / www.joshowen.com

Product Design Intern / May-August 2007

Contributed to design development of SOS Stool, now manufactured by Casamania / Tested product concepts with life-sized prototypes / Generated 3-D renderings and models, presentation graphics for Owen's clients.

PHILADELPHIA MUSEUM OF ART / Philadelphia, PA

Exhibition Design Intern / May-August 2005, 2006

Assisted senior designers with gallery layout and arrangement of art objects in cases for special exhibitions / Researched visual, historical and artistic information / Developed interpretive plan and wrote supplementary item labels and biographic texts / Projects include: *Gaetano Pesce: Pushing the Limits* (2005-2006), and *Georg Jensen Silversmiths* (2006-2007).

PROFICIENCY /

DESIGN

Innovative ideas inspired and reinforced by research, experimentation / Sharp three-dimensional vision enhanced by experience with real-life production methods / Strong communication skills and talent for narration / Dedicated hard-worker and dependable team-player.

COMPUTER

Drafting and 3-D Modeling / VectorWorks, Rhino 3D, SketchUp, Concepts Unlimited, TurboCAD, Ashlar-Vellum Cobalt & Graphite. Graphics / Adobe Photoshop, Illustrator, InDesign, MS Office.

SHOP

Wood / Machine and hand-cut traditional/nontraditional joinery, plywood molding, carcass construction, surface treatment, finishing. Metal / Precision machining, TIG welding, bending, grinding, finishing. Other / Sewing and upholstery, basic glassworking, mold-making and casting, building models and prototypes for presentation.

INTERESTS /

Art and Design / Neoclassicism, Romantic- and Modern-era Classical Music, Art Nouveau, mid-Century Modernism, contemporary material innovations. Other / French Revolution studies, antique maps, political science, cooking.