

# ELIE GLYN

Product and Exhibition Design

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**ABOUT /** Creative professional with experience designing small products, exhibits, furniture / Seeks design position creating innovative products that resonate with the public and represent the image of client companies.

**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](http://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](http://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.