

Diana Place

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I am a graduate of BA Fashion Styling and Production from University of the Arts London (UAL). I have a passion for visual narrative and storytelling through diverse media channels, and am currently developing my skills with Spark AR and Godot game engine. Currently working as a team member of Studio Squidbeak on the Tranzfuser Enterprise Pathway.

Skills

Adobe: Illustrator (Advanced), InDesign (Intermediate), Photoshop (Intermediate), Premiere Pro (Introductory)

Competent in various social media platforms

Excellent communication skills with colleagues and clients

Education

London College of Fashion, UAL / BA Fashion Styling and Production

September 2018 - June 2021, London, England, UK

Experience

John Parkinson Agency / Intern

November 2019 - January 2020, London, England, UK

Updating the agency website and social media platforms consistently with new work from the creatives and photographers represented by the agency.

Created a private and custom portfolio page on the website for a potential client.

Promptly booked travel and accommodation for photographers as added to the calendar.

Vegan Fashion Week / Intern - Marketing

July 2019 - October 2019, Worked Remotely

Manages live incoming chats and manages customer service responses, using emails to create an FAQ template for the remainder of the team.

Research and establish contact with 100+ buyers from e-commerce and brick-and-mortar retailers to participate in the Buyer Hospitality Program, 100+ corporate sponsors for the event, and 150+ brands to be featured in the showroom as well as on the runway.

Macy's / Sales and Support Associate

September 2015 - August 2018, July 2019 - September 2019 Costa Mesa, California, USA

Successful team member for the 'At Your Service' pilot program in the fourth largest brick-and-mortar store in the company, which focused on handling a high volume of in-store and posted returns, online order fulfillment and pick ups, and bill payments.

Served as a liaison between customers and customer service to resolve issues regarding loyalty accounts, unsatisfactory experiences, and missing or incorrect orders.

Volcom / Intern - Men's Merchandising and Design

April 2017 - June 2017, Costa Mesa, California, USA

Unpacking, logging and steaming samples in preparation for catalogue shoot. Participated in the Style Out of the collection in preparation for the shoot and buyer walk through. Organising and maintaining the order of the sample line on-set during photoshoot.

Uploaded CADs and apparel information to Product Lifecycle Management software, using software to identify and compile obsolete colorways from previous seasons to make room for new options for the design team.