



Riccardo Attanasio

Research, Design and Development - Leather Goods & Accessories

London, UK

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Links

[Website](#) [LinkedIn](#)

Languages

Italian (Fluent)

Spanish (Basic)

English (Native)

About

A dedicated and highly motivated Leather Goods Design Specialist, with extensive industry experience covering all aspects of Design, Research & Development, Sourcing, and Manufacturing, from concept and sketch to finished product.

I am well organised, dynamic, and results-driven, with a proven record specialising in emerging and creative luxury brands; developing and implementing strategies to elevate product and collections, and drive business growth.

Managing tight-knit teams both in the UK and abroad, and collaborating closely with Design, Merchandising, Artisans, Workshops and other External Vendors, and reporting to Senior Management my focus has always been on delivering the highest quality luxury goods.

I have strong roots and a background in the luxury sector and have built a wide network of raw material and finished goods partners at different levels, including tanneries, mills, hardware manufacturers, printers, embroiderers and other specialist artisans and crafts people.

I am also interested in the evolving world of tech and fashion and how advances in new materials and technologies can help support responsible Research, Design & Development to create the next generation of luxury goods which are mindful to the impact on our environment.

BRANDS WORKED WITH

Attanasio Design & Development

Burberry

Christopher Kane

Deipel Srl

Metal Dynamics

Paul Smith

Thomas James Accessories

Experience

● Head of Research, Design and Development

Attanasio Design & Development | Sep 2018 - Now

Consulting for Luxury and Contemporary Brands, covering Research, Design, Development, Sourcing and Strategy.

Clients included:

Gucci; Research, Sourcing and Development

Gruppo Colonna; Research, Sourcing and Development

BY FAR (brand); Research, Design, Development, Sourcing and Strategy

NEOUS (brand); Research, Design, Development, Sourcing and Strategy

Focus on BY FAR:

- Managing the entire product lifecycle of all styles within the Accessories Category

- Consisting of four Collections per year, c.160 SKUs per collection. Plus, exclusives and capsules.

- Working closely with the Creative Director, the wider Design Team, Merchandising, Production and Senior Management to strategise, manage and deliver the Accessories Collection.

- Preparing, developing, and presenting research from initial concepts and inspiration, through sketch, research, models and prototyping, providing technical input on all materials and styles and assessing challenges.

- Weekly meetings with Creative/Design Director to present the Collection progress and plan next steps.

- Planning strategies for the research and development of all materials and finished goods within the category.

- Researching, sourcing and onboarding new materials and vendors, to continually offer the highest levels of product, cost optimisation and service and maintain an efficient Supply Chain.

- Building and managing relationships with a network of international

vendors, with regular travel to support.

- Responsible for all product specifications and costing.
- Responsible for managing product industrialisation and final sign off all styles within the Collection.
- Handover to Production, and the main point of contact for any Design/Technical issues that may arise during Production.
- Seasonal company-wide presentations and weekly performance reporting to Senior Management.
- Creating and managing the critical path and Collection budget.
- Managing and mentoring a tight knit UK/EU team, supporting in their personal growth.

In addition to consulting is an on-going research project, which stems from years of sourcing and collecting design-related material which I am able to draw upon in my work.

The physical archive brings together hundreds of creative references from a range of sources including Art, Culture, Fashion, Photography, Architecture & Industrial Design.



● Design and Development Manager - Accessories and Footwear

Christopher Kane | Jul 2013 - Mar 2018

Following the brand's acquisition by the Kering Group in 2013, new categories were introduced and I joined the brand to launch the Accessories Category, eventually also overseeing the Footwear and Sneakers Categories.

Working alongside the Creative Directors and Senior Management the role was a combination of Creative, Technical and Managerial responsibilities covering all aspects of the Design and Development process from concept to finished product.

- Remaining true to the Design and Brand vision at all times.
- Preparing, developing and presenting ideas from initial concepts and inspiration, through sketch, research, story boards, models and prototyping.
- Style, shape and vintage research.
- Managing and owning the entire Product Development Process.
- Establishing and managing the Critical Path and Development Budget.
- Sourcing Raw Materials and Finished Goods Vendors and building/maintaining relationships.
- Establishing a Raw Materials and Finished Goods Supply Chain, creating and implementing strategy and procedures
- Research and Development of all leathers, fabrics, hardware, trims, embroideries, and other special works.
- Working closely with Finished Goods and Raw Material Vendors to engineer, industrialise and optimise all Finished Goods and Raw Materials, from a product and commercial point of view.
- Involved first-hand in the Development of all products both in the studio and workshops/factories from concept to finish product.
- Producing, communicating, and maintaining all spec sheets during the Development Process and then handing over to Production.
- Responsible for approving and handing over all styles for Production, and supporting during the Production Process
- Competitor, client and trend analysis and presentation.
- Sales analysis for strategic collection range planning, to guide design decision making.
- Seasonal Company-wide Collection Presentations. Additional ad hoc presentations and product training to external retail partners.
- Working with the Creative Directors and Stylists to prepare the Collection for the seasonal Runway Shows.

● Technical Development - Accessories (Leather Goods) Design and Development

Deipel Srl | Jan 2012 - Sep 2012

A nine-month workshop-based role gaining 360-degree practical and technical knowledge of luxury leather goods and accessories, with a focus on;

- Pattern Drawing and Model Making
- Materials and Selection, including Leather, Fabrics, Exotics, Trims, Embroideries and Special Fabrications
- Cutting and Preparation
- Assembly, Sewing and Finishing



● **Accessories Product Development Manager**

Paul Smith | Jul 2011 - Dec 2011

Overseeing and managing the Product Development process and Product Development Team for all Mens and Womens Accessories.



● **Product Development and Brand Account Manager**

Metal Dynamics | Oct 2008 - Jul 2011

A consultancy based in London, servicing a range of Luxury and Contemporary brands to Design, Develop and Produce their leather goods, soft accessories, jewellery, hard accessories, and bespoke hardware.

● **Product Development and Brand Account Manager**

Thomas James Accessories | Oct 2008 - Jul 2011

A consultancy based in London, servicing a range of Luxury and Contemporary brands to Design, Develop and Produce their leather goods, soft accessories, jewellery, hard accessories, and bespoke hardware.



● **Production Assistant - Prorsum Collection**

Burberry | Sep 2006 - Oct 2007