



# Sabina Maria Johanna Ghislaine Devriendt

HEAD DESIGNER LEATHER-GOODS

📍 Milan, Metropolitan City of Milan, Italy

✔ Sabina Maria Johanna Ghislaine is **Available to work**

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## Links

 [LinkedIn](#)  [Instagram](#)

## Work Preference

Location: Open to relocate

Pattern: Open to Part-time work

Employment: Freelance Assignments, Hourly Consulting, Permanent Positions

## Skills

Designed creative concepts designed to...

Responsible for inspiring and managing...

Understand brand objectives and trans...

Ensure assets, timelines and budgets (Ad...

review work done by the creative team,...

bringing the team together to achieve...

I understand, study, and keep up with the...

## Languages

Italian (Fluent)

Dutch (Fluent)

## About

I am a passionate designer of fashion accessories.

I worked till June 2022 as Head Designer of Dolce & Gabbana for Leather Goods for Men, Women, Alta Moda and Special Projects.

I have been working more than 30 years in this sector for International Brands. Missoni, Dries Van Noten, Bally, Tod's, Dolce&Gabbana, Etro.

I am searching for new beautiful opportunities.

In my work, I believe in an open, curious, sincere, calm approach, transmitting love and passion for this profession. And work hard.

Sabien Devriendt

### BRANDS WORKED WITH

Accademia del Lusso

A.F.Vandevorst

Bally

Dolce & Gabbana S.R.L.

Dries Van Noten

Etro

Missoni

NABA

Polimoda

Sabien Devriendt

TOD'S Group

## Experience



### ● head designer leathergoods

Dolce & Gabbana S.R.L. | Feb 2021 - Jul 2022

- 1)Respecting the time schedule and deciding the direction for the next season/catwalk/special projects /Alta Moda, with never stop work on profound research for inspiration, stimulating and drive design-team. Research new materials, new hard-wear, new techniques. Visit providers.
- 2)Brainstorming with team and editing the research. Decide materials and make color card and make order the materials. Decide which items to proceed as prototypes. Make final drawings with team. Make drawings with 1/1 proportions of prototypes.
- 3) Interact with merchandising for the commercial needs. Deciding carry-overs.
- 4)Following up the whole process of making the prototypes in the factory. Deciding materials, hard-wear, manufacture of the samples.
- 5)Reunion with Stefano and Domenico : show final samples and final designs of the complete development of the collection, make editing together.
- 6)Proceed with design-team and product-team to make the collection on schedule.
- 7)Presentation in showroom.
- 8)Reunion with product to make the items perfect for production.



### ● head designer

Etro | Nov 2016 - Jan 2021

- 1)Respecting the time schedule and deciding the direction for the next season/catwalk/special projects, with never stop work on profound research for inspiration, stimulating and drive design-team. Research new materials, new hard-wear, new techniques. Visit providers.
- 2)Brainstorming with team and editing the research. Decide materials and make color card and make order the materials. Decide which items to proceed as prototypes. Make final drawings with team. Make drawings with 1/1 proportions of prototypes.

English (Fluent)

French (Fluent)



- 3) Interact with merchandising for the commercial needs. Deciding carry-overs.
- 4) Following up the whole process of making the prototypes in the factory. Deciding materials, hard-wear, manufacture of the samples.
- 5) Reunion with Veronica and Kean Etro : show final samples and final designs of the complete development of the collection, make editing together.
- 6) Proceed with design-team and product-team to make the collection on schedule.
- 7) Presentation in showroom.
- 8) Reunion with product to make the items perfect for production.

#### ● head designer

Dolce & Gabbana S.R.L. | Jan 2006 - Jan 2016

- 1) Respecting the time schedule and deciding the direction for the next season/catwalk with never stop work on profound research for inspiration, stimulating and drive design-team. Research new materials, new hard-wear, new techniques. Visit providers.
- 2) Brainstorming with team and editing the research. Decide materials and make color card and make order the materials. Decide wich items to proceed as prototypes. Make final drawings with team. Make drawings with 1/1 proportions of prototypes.
- 3) Interact with merchandising for the commercial needs. Deciding carry-overs.
- 4) Following up the whole process of making the prototypes in the factory. Deciding materials, hard-wear, manufacture of the samples.
- 5) Reunion with Stefano and Domenico : show final samples and final designs of the complete development of the collection, make editing together.
- 6) Proceed with design-team and product-team to make the collection on schedule.
- 7) Presentation in showroom.
- 8) Reunion with product to make the items perfect for production.



#### ● head designer

TOD'S Group | Jan 2005 - Jan 2006

- 1) Respecting the time schedule and deciding the direction for the next season with never stop work on profound research for inspiration, stimulating and drive design-team. Research new materials, new hard-wear, new techniques. Visit providers, fairs
- 2) Brainstorming with team and editing the research. Decide materials and make color card and make order the materials. Decide wich items with Diego Della Valle to proceed as prototypes. Make final drawings with team. Make drawings with 1/1 proportions of prototypes.
- 3) Interact with merchandising for the commercial needs.
- 4) Following up the whole process of making the prototypes in the factory. Deciding materials, hard-wear, manufacture of the samples.
- 5) Reunion with Diego della Valle : show final samples and final designs of the bags , make editing together.
- 6) Proceed with design-team and product-team to make the collection on schedule.
- 7) Presentation in showroom.



#### ● senior designer

Bally | Jan 2002 - Jan 2005

- 1) Respecting the time schedule and never stop work on profound research for inspiration, Research new materials, new hard-wear, new techniques. Visit providers, fairs.
- 2) Brainstorming Decide materials together and make color card and make order the materials. Decide together with wich items to proceed as prototypes.

Make final drawings  
 Make drawings with 1/1 proportions of prototypes.  
 3) Interact with merchandising for the commercial needs.  
 4) Following up the whole process of making the prototypes in the factory.  
 Deciding materials, hard-wear, manufacture of the samples.  
 5) Reunion : show final samples and final designs of the bags , make editing together.  
 6) Proceed with product-team to make the collection on schedule.  
 7) Presentation in showroom.

### ● designer

A.F.Vandevorst | Jan 1999 - Jan 1999

leather goods for women and men's bags



### ● head designer

Dries Van Noten | Jan 1997 - Jan 2002

1) Designing the leather goods for women and men's bags, small leather goods. Japanese license for bags and small leather goods.  
 Respecting the time schedule and deciding the direction for the next season with never stop work on profound research for inspiration.  
 Research new materials, new hard-wear, new techniques.  
 Visit providers/fairs  
 2) Brainstorming  
 Decide materials and make color card and order the materials.  
 Decide together with Dries which items to proceed as prototypes.  
 Make final drawings.  
 Make drawings with 1/1 proportions of prototypes.  
 3) Following up the whole process of making the prototypes in the factory.  
 Deciding materials, hard-wear, manufacture of the samples.  
 5) Reunion with Dries : show final samples and final designs of the bags , make editing together.  
 6) Proceed with factory to make the complete collection on schedule.  
 7) Presentation in showroom.



### ● head designer

Missoni | Jan 1996 - Jan 2002

Collection leather goods for women bag's  
 1) Respecting the time schedule and deciding the direction for the next season with never stop work on profound research for inspiration.  
 Research new materials, new hard-wear, new techniques.  
 Visit providers/fairs  
 2) Brainstorming.  
 Decide materials and make color card and order the materials.  
 Decide which items to proceed as prototypes.  
 Make final drawings.  
 Make drawings with 1/1 proportions of prototypes.  
 3) Following up the whole process of making the prototypes in the factory.  
 Deciding materials, hard-wear, manufacture of the samples.  
 5) Reunion with Angela Missoni : show final samples and final designs of the bags , make editing together.  
 6) Proceed with factory to make the complete collection on schedule.  
 7) Presentation in showroom.  
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### ● founder

Sabien Devriendt | Jan 1991 - Jan 1996

I started a collection of gloves and bag's who were sold in best stores around the world: Barneys (NYC), Libertys (London), and many more.

### ● apparel designer

| Jan 1986 - Jan 1991

freelance apparel designer consultant for various fashion houses  
 1986-1991



- **Professor in Bag Design**

Polimoda | Nov 2022 - Now

Due for completing the assessment and receiving their diploma, the project involves all the skills acquired during the course to build and present a small collection of accessories, exploring their inspirations, ideas and creativity through the assignments given in the brief.

- **Professor in Accesories and Shoe design**

NABA | Nov 2022 - Now

Due for completing the assessment and receiving their diploma, the project involves all the skills acquired during the course to build and present a small collection of accessories, exploring their inspirations, ideas and creativity through the assignments given in the brief.



- **Professor in Drawing and Accessories Design**

Accademia del Lusso | Jan 2023 - Now

Due for completing the assessment and receiving their diploma, the project involves all the skills acquired during the course to build and present a small collection of accessories, exploring their inspirations, ideas and creativity through the assignments given in the brief.

## Education & Training

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1982 - 1986

- **Royal Academy of Fine Arts Antwerp**

maximun of votes, fashion