



Elena Alaimo

Designer

📍 Milan, Metropolitan City of Milan, Italy

✅ Elena is **Available to work**

[Portfolio link](#)

[Portfolio file](#)

[View profile on Dweet](#)

Links

 [LinkedIn](#)

Work Preference

Location: Open to relocate

Pattern: Open to Full-time work

Employment: Permanent Positions

Skills

CLO 3D Fashion Design Software (Ad...)

Photoshop Elements (Advanced)

In-house Design (Advanced)

zedonk (Advanced)

Illustrator (Advanced)

Excel Automation (Advanced)

Languages

English (Fluent)

Italian (Native)

French (Work Proficiency)

About

I am an Italian fashion designer, art seeker and after working in development for 3 years between London and Paris, I am motivated to redirect my career towards design.

I just ended a MA in Womenswear at Marangoni in Milan (after winning the Vogue talent Scholarship).

My passion towards art is definitely my driving in every project I start, in fact I've been working during my master year at Museo del Novecento, and I am the creative director of two art collective: "The Plastic Family" and "Sparc".

<https://elenaalaimo.wixsite.com/ilmiosito>

<https://www.behance.net/elenaalaimo>

<https://www.vogue.it/vogue-talents/gallery/istituto-marangoni-vincitori-responsible-evolution/amp>

<https://www.artstthread.com/portfolios/stamina--high-basic>

BRANDS WORKED WITH

1x1 Studio

Antonioli Srl

For Bamford

For Marine Serre

For Museo del '900

Kraken Counter Couture

Luglio Musicale Theater

Micol Ragni

Peter Pilotto

Sparc Music Collective

Stella McCartney

the Plastic Family Art Collective

Experience

● Founder of

the Plastic Family Art Collective | Jan 2022 - Now

● Museum Assistant

For Museo del '900 | Oct 2021 - Jun 2022

Key responsibilities:

- Consumer Survey.
- Supervising during the opening time.
- Help for the tickets.

● Creative Director for

Sparc Music Collective | Oct 2020 - Jan 2023

● Technical Product Developer

For Bamford | Dec 2020 - Apr 2021

Key responsibilities:

- RTW Techpack management of WOVEN// SPORTWEAR// ACCESSORIES// TEXTILE.
- Managing of Raw Material process.
- Follow all the samples and Organize fittings.
- Respect the Critical Path and follow the Grading of the whole collection.
- Create good relationship between the company and the manufacturers.

● Chef de Produit Assistant

For Marine Serre | Jul 2020 - Jan 2021

Key responsibilities:

- Create and Update Techfiles.
- Prepare overviews for production.
- Normalization fitting duties.
- Create good relationship between the company and the manufacturers.

● **Product Developer**

| Apr 2020 - Jun 2020

Key responsibilities:

- Organizing trims and leather stockroom.
- Dispatch and Organize the Leather Goods.
- Helping the team with daily development duties.

● **Product Developer**

Peter Pilotto | Oct 2019 - Jan 2020

Key responsibilities:

- Developing products from initial concept to finished goods.
- Overviews for production.
- Codification of every launched product.
- Create and complete costing sheets.



● **Product Developer Assistant**

Stella McCartney | Apr 2019 - Sep 2019

Key responsibilities:

- Developing products from initial concept to finished goods.
- Colour ups and linelist for production.
- Organise and assistance of Design and Production team.
- Story Research.

● **Assistant Designer**

1x1 Studio | Feb 2018 - Sep 2018

● **Assistant Designer**

Micol Ragni | Apr 2018 - Apr 2019



● **Assistant Designer**

Kraken Counter Couture | Feb 2018 - Aug 2018

Oct 2017 - Jan 2018

● **Costume Designer and Seamstress**

Luglio Musicale Theater | Jul 2017 - Aug 2017

Key responsibilities:

- Pattern making & Sawing for actor and actress (Operas: Aida, Boheme, and Cenerentola)

● **Graphic Designer**

Antonioli Srl | Jan 2017 - Jul 2017

Key responsibilities:

- Writing the product information on the website.
- Postproduction images for e-commerce.