

## Michael Vance

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### Design Director

**Model No. Furniture.** *Oakland CA. April 2021 – Present*

Tasked with creating a new furniture brand's aesthetic and product offerings. Produced using the latest eco-friendly tech with a focus on large scale 3D Printing. Designing both direct to consumer and business to business product solutions using computational design and fabrication techniques, products are made domestically, all furnishings are artfully crafted from sustainably sourced woods and materials.

### Industrial Design Consultant

- **Salesforce.** *San Francisco, CA. August 2018– April 2021*

Design and development of Salesforce Creative Team Environments and Corporate Interiors.

- **Walker Edison.** *Salt Lake City, UT. September 2020 – April 2021*

Consulting on the design and production of home furnishings.

- **Ben Soleimani Inc.** *Beverly Hills, CA. 2019*

Brand development and product design for a newly created home furnishing company.

- **Rochdale Spears Company.** *Mill Valley, CA. June 2018– April 2021*

Consulting on the design and production of luxury home furnishings.

### Senior Furniture and Lighting Designer

**AvroKO.** *San Francisco CA. April 2019 – May 2020*

Responsible for creating and implementing all custom furniture and lighting programs for hospitality projects worldwide. AvroKO has established a new paradigm in the hospitality industry, encompassing a multitude of disciplines while creating thoughtful and engaging interiors, brands, products, and environments.

### Senior Designer Product Development.

**Restoration Hardware.** *Corte Madera, CA. March 2014 – May 2018*

Reporting directly to the Senior Vice President of Product Development. Supported the design and production of all Furniture Collections for RH. Specializing in Outdoor and Upholstery. Contributing to special projects such as New Gallery Openings, Hospitality and New Concept Development.

### Senior Designer.

**Douglas Durkin Design.** *San Francisco, CA. May 2013 – March 2014*

Design and development of all custom furniture and lighting for the clients of Douglas Durkin Design.

**Michael Vance Design.** *Pamplona, Spain. 2007–2013*

- **Williams-Sonoma Home.** Design and development of Furniture and Lighting.
- **ISI: Idea Solution Innovation.** *Noain, Spain.* Furniture Design for the consumer and hospitality markets.
- **Hotel Avenida.** *Pamplona, Spain.* Interior Design. Complete redesign and renovation of the Hotel Avenida.
- **HV Inmuebles.** *Pamplona, Spain.* Interior Design. Residential decoration and furniture design.

- **My Studio ID.** *Mutlva Baja, Spain.* Apparel Concepts and Accessory Design Development.
- **Miguel Angel Ciganda.** *Pamplona, Spain.* Furniture, lighting, and product design for the consumer and interior design markets. Product groups include: upholstered sofas and chairs, workspace seating, lighting and accessories.
- **Simmons Kids & Delta Children's Products.** *New York, NY.* Furniture design for the nursery, bedroom, and playroom.

#### Design Director

**Pottery Barn Kids, Williams-Sonoma Inc.** *San Francisco, CA. March 2002 – June 2007*

Directed the design and development of furniture and lighting for Pottery Barn Kids. Set seasonal brand direction, managed design teams, identified new business opportunities, and implemented production strategies domestically and in Asia. Products groups focused on the nursery, bedroom, playroom, study, and family room. Contributed to the design direction of accessories, apparel, textiles, room décor, and seasonal toys. Pottery Barn Teen. Created the premier furniture collections for the launch of the Pottery Barn Teen brand.

#### Product Development Manager.

**ITIF Inc.** *San Francisco, CA. September 2001 – March 2002*

Established the San Francisco office for the Toronto based fixture manufacture. Consulting on the design and fabrication of retail fixture programs for clients such as: Key Bank, All Steel, Old Navy, Banana Republic, Gap, and RLX.

#### Design Manager, Global Store Design.

**Gap Inc.** *San Francisco, CA.* February 1999 – October 2001

Participated in the design, production, and rollout of a completely new concept of Gap Brand Retail Environments. Responsible for all retail floor fixtures, hardware, fitting rooms, multimedia, and cash wraps.

#### Designer.

**Design Continuum Inc.** *San Francisco, CA. August 1997 – April 1998*

Product, Branding, and Environmental Design. Participated in projects ranging from sporting goods, consumer electronics, interior architecture, and retail environments.

#### Design Consultant.

*San Francisco, CA. November 1996 – August 1997*

- **Fuseproject:** Javad Positioning Systems: Product Exhibition.
- **Mauk Design:** Exhibition design for Intel and Sony Electronics.
- **Mountain Hardware:** Retail fixture, signage, and exhibition design.
- **Zimmerman & Crowe Design:** Levi Strauss & Co.
- **Daniel Quan Design:** The Pacific Science Center, Seattle, WA.
- **Gift:** Handbag and accessory design.

#### Designer.

**West Office Exhibition Design.** *San Francisco, CA. June 1994 – October 1996*

Designed exhibits and produced fabrication drawings for the New California Science Center, Los Angeles, CA. Other tasks included: model making, photography, research, and large-scale renderings.

**CCA Design Campus Model Shop Technician.** 1991 – 1993

### *Education*

#### **California College of the Arts.**

San Francisco, California. Bachelor of Fine Arts in Industrial Design. 1991–1994

#### **Syracuse University.**

Syracuse, New York. Candidate for Bachelor of Science in Industrial Design. 1989 – 1991

### *Honors*

Student Representative – CCA Board of Trustees 1992–93 ISDA Student Show 1993 Published Student & Professional work: ID magazine, Communication Arts, Exhibitor Magazine Critique Magazine Critic's Choice Award. The Big Crit 1999. Sony Electronics Comdex '98 Exhibit

### *Skills*

Expert in: Solidworks, Keyshot, Rhino, Graphite, and Adobe Creative Suite

Expert in: Color and Finish Specification, Textiles, Paints, Metals, and Plastics.

Excellent: Sketching, Rendering, Prototyping Model Making and Product Photography.

Fluent in Spanish.

### *Interests*

Painting, Ceramics, and any products related to Cycling.