

# Briana Guin

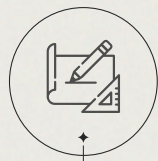
interior & graphic designer

## education

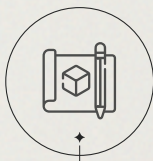
### Auburn University

Bachelor of Science in Interior Design  
2014 - 2018

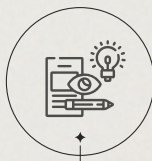
## specialties



interior design &  
spatial storytelling



conceptual design  
& development



graphic design &  
brand strategy

## design capabilities

### software

AutoCAD ● ● ● ● ● ● ● ● ● ●

Revit ● ● ● ● ● ● ● ● ● ●

SketchUp ● ● ● ● ● ● ● ● ● ●

Illustrator ● ● ● ● ● ● ● ● ● ●

InDesign ● ● ● ● ● ● ● ● ● ●

Photoshop ● ● ● ● ● ● ● ● ● ●

## skills & strengths

digital rendering

materials identification

design direction

presentation development

space planning

branding & identity

strategy

graphic design

sketching



New York, NY



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## work experience

### CNX - Condé Nast

#### experiential designer

november 2019 - present

- ◆ collaborate with the creative and production team to ideate and design branded experiential built spaces, events & installations
- ◆ create 3D visualizations of spaces, events, and installations to convey the fleshed out designs in order to present to clients
- ◆ engage with a wide range of projects from a design standpoint, including but not limited to crafting design presentations, design development, corresponding with vendors, and overseeing site installs

### ICRAVE

#### interior designer

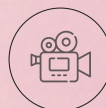
may 2018 - november 2019

- ◆ hands on approach and direct input for projects from conceptual & schematic design all the way to construction completion while also maintaining client and vendor relations during process
- ◆ utilized 3D modeling, research, diagrams, sketches, presentations, etc. to convey and present full design approach to client
- ◆ brought innovative design solutions to each project and collaborated with team to further develop and complete said projects

## interests



fashion  
& beauty



theater  
& film



cooking



sustainability



museums  
& art



video games  
& tech