

Lilly Capombassis

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ABOUT

Footwear Designer with a focus on luxury craftsmanship. Experienced in end-to-end design development, from seasonal research and hand-sketching to on-site factory production.

EDUCATION

Parsons School of Design - New York City (2019-2023)

BFA in Fashion Design | 4.0 GPA

Merit Scholarship Recipient | Awarded each year in recognition for academic and creative work.

SKILLS

- Advanced Adobe proficiency (Illustrator, Photoshop, InDesign)
- Europe & Asia factory experience
- Comprehensive knowledge of footwear, accessories & hardware construction
- Strong concept development skills
- Advanced sketching and ideation abilities
- Extensive experience creating Tech Packs and CADs
- Academic understanding of fashion history & news
- Strong ability to maintain focus while multitasking
- Detail oriented and extremely organized
- Enjoys collaborating as a team player

EXPERIENCE

Ulla Johnson, New York City (May 2024 - Present)

Associate Footwear Designer

- Contributed original design concepts and sketches from SS25 through PF27, collaborating closely with the lead designer
- Conducted seasonal research and concept development, leveraging resources like the Vogue Archive to inform direction
- Created all design assets including hand and digital sketches, CADs, line sheets, color palettes, tech packs and specs
- Participated in all stages of fittings: documented fit issues through notes, photos and physical mockups while contributing actionable design and construction feedback
- Collaborated with Italian factories daily to troubleshoot development issues and maintain timelines
- Travelled to our Italian factories to oversee prototypes and refine fit and construction in person
- Played a key role in onboarding new factories, travelling to ensure alignment with brand quality and construction expectations
- Gained in-depth knowledge of footwear construction and development, strengthening confident problem-solving
- Served as the footwear representative during all runway show fittings, fitting and altering shoes on models to ensure ideal fit and presentation

Rag & Bone, New York City (October 2023 - May 2024)

Footwear & Accessories Design Assistant

- Meticulously built tech packs and passed effectively communicated specs to factories within footwear & accessories
- Proactively researched contemporary trends and material innovation
- Transformed seasonal design concepts through sketching innovative ideas into new seasons
- Crafted and refined prototypes for footwear, handbag and belt development
- Curated visually captivating and cohesive colorup presentations
- Actively contributed creative input during collaborative design meetings, helping shape the overall design and aesthetic of the collection
- Delivered precise technical correction comments to send to factories after evaluating, fitting and wear testing prototypes

The Row, New York City (August 2022 - December 2022)

Accessories Design Intern

- Prepared mood boards and assisted the footwear and handbag designers with color and material research
- Designed technical flats for footwear, handbags and hardware via Illustrator as well as assisted with Photoshop renders
- Assisted in day-to-day administrative tasks, working with the team to develop the accessories collections
- Organized archives, samples, and vintage references

Proenza Schouler, New York City (January 2022 - May 2022)

Footwear Design Intern

- Actively participated in fittings for the FW22 runway show, sewing and altering parts of the shoes last minute
- Photographed samples of the shoes and prepared digital renderings and mockups at prototype stages
- Created presentations for the footwear department with relevant and organized research
- Provided valuable input into the design of new styles, and created sketches with original ideas