



Sophia Hadji-pakkou

Leather goods & Accessories Designer

📍 London, UK

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Languages

Spanish (Fluent)

English (Fluent)

Greek (Native)

Italian (Basic)

French (Basic)

About

I am an Accessories Designer with a distinguished 7-year track record in luxury and contemporary brands. My expertise spans the design of bags, small leather goods, and belts.

My professional background involves extensive experience in researching and developing concepts, collaborating closely with Creative Directors, and ensuring the seamless progression of collection development. Possessing advanced proficiency in the Adobe Suite, I excel in producing highly accurate and detailed CAD drawings, a skill set that aligns seamlessly with the requirements of this position.

As a detail-oriented designer, I derive satisfaction from meticulously guiding a product from its conceptualization to the final stages of production. Throughout my career, I have forged collaborative relationships with development teams, emphasizing the critical aspects of functionality and wearability in product design. I am confident that my combination of skills, industry knowledge, and commitment to excellence would make me a valuable asset to any team.

BRANDS WORKED WITH

Au Depart

Alexander McQueen

Anya Hindmarch

DANSE LENTE

David Koma

Giles Deacon

Marios Schwab

Experience



● Designer- Leather goods

DANSE LENTE | Jan 2023 - Now

- Oversee the development of the collection from research, design development, sampling to production
- Working directly with the Creative Director to put together the inspiration and concept of the collection.
- Conducting trend based research and competitive market analysis.
- Sourcing and experimenting with leather, nylon and satin to diversify the collection
- Develop new techniques such as weaving and print within target price points.
- Designing, patterncutting and making first mock ups in house before handing out to the suppliers. - Produce accurate, detailed CAD drawings and specs.
- Working closely with the Development team and liaising with suppliers to jointly problem-solve any possible issues that might arise.
- Attending meetings with Product development and Product management to ensure the timely delivery of samples.



● Junior Designer- Leather goods

Alexander McQueen | Apr 2021 - Jan 2023

- Gathering research based on the themes of the collection by visiting libraries, museums and exhibitions.
- Presenting inspiration and design development to the team, in form of documents, sketches and paper mockups.
- Patterncutting and making protos in leather for meetings with the Creative Director and Merchandising team.
- Developing detailed specs on Adobe Illustrator.
- Being involved in fittings with the Creative Director for direct feedback on the designs. - Visiting suppliers and factories in Italy and launching designs with them in person.
- Heading the Small Leather Goods Dep., working with merchandising team to develop and expand the category
- Attending LINEAPELLE in search of new materials, as well as to strengthen relations with current suppliers.
- Managing and updating the Collection Recap Documents in InDesign.
- Working closely and training Graduate Trainees.



● Design Assistant- Leather goods

Alexander McQueen | Mar 2019 - Apr 2021

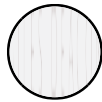
- Assisting directly one of the Senior Designers with the Day Bags category.
- Managing the Small Leather goods category including research, design and specs.
- Researching appropriate constructions through the study of vintage bags and looking for new shapes through conceptual research.
- Working with the Development team on launch sheets and material orders.
- Working directly with the Print and Embroidery team to engineer artworks and create placements for Leather



● Graduate Trainee

Alexander McQueen | Oct 2017 - Mar 2019

- Involved in all the steps of creating a collection from initial researching to sending off to production
- Working directly with designers to patterncut and resolve ideas in 3D
- Creating realistic visualisations of new designs on Adobe Photoshop as well as experimenting digitally with different colour combinations and materials on carryover styles on Adobe Photoshop.



● Intern

Giles Deacon | Aug 2015 - Sep 2015

- Developing embroidery and embellishment techniques for sampling.
- Responsible for cutting and stitching toiles.



● Studio Intern

David Koma | Sep 2015 - Mar 2015

- Responsible for pattern alterations, cutting toiles and final garments.
- Specialised in embroidery and hand- stitching for sampling and show pieces.
- Managing everyday studio tasks.



● Design Assistant- Leather goods (Temporary)

Anya Hindmarch | Jan 2015 - Feb 2015

- Assisting the design team throughout the design process.
- Designing and sampling fabrication techniques for leather goods.
- Developing technical drawings for production.
- Working closely with the Product Development team.
- Responsible for creating and amending visualisations on Adobe Illustrator.



● Studio Intern

Marios Schwab | Jan 2015 - Feb 2015

- Responsible for cutting toiles and final garments.
- Fabric sourcing and sampling.
- Working closely with seamstresses and patterncutters.
- Assisting designers with the collection presentation to buyers.

Education & Training

2014 - 2017

● Westminster University

Bachelor of Arts,