

KATIA MONGE MENEGAZZO



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ABOUT

Guatemalan Designer and third year student at Istituto Marangoni Milano specializing in womenswear and accessories. My main source of inspiration stems from mixed media experimentation, particularly an item's ability to be deconstructed and take on new, unexpected forms. I am passionate about bridging together both my contemporary skillset in digital design and appreciation of artisanal design approaches and environmentally-friendly practices. I possess a strong attention to detail, and an ability to learn and implement new skills quickly.

HONORS & AWARDS

Selected as finalist in Womenswear for **Camera della Moda Italiana**, Milano Moda Graduate '22

Selected by **Sarah Sozzani Maino**, head of VOGUE Talents, as the most promising student at Marangoni Milano to showcase at Marangoni Dubai '22 Fashion Show

Finalist, **Vogue Talents in Vogue Italia** September '22 Issue

'22 Marangoni **Top 10** Design Portfolios of the Year

Portfolio selected by **Armani/Silos** Workshop with Newsha Tavakolian

Collection selected in **Top 30** for '22 Marangoni Fashion show

Selected to participate in **Art Threads Contest** hosted by **Gucci**, for fashion design, illustration, and fabric weaving category

Collection selected for closing the **startup category** for Guatemala Fashion Week

MEDIA PLACEMENTS

[Color and Fantasy, this is Katia Monge](#)

[Katia Monge, an up and coming young woman in fashion](#)

[The Guatemalan finalist to participate in Milan Fashion Week](#)

SKILLS

Free hand drawing

technology trend awareness

IT/digital skills

adaptability

artistic aptitude

WORKING EXPERIENCE

- 2022 - Currently** Freelance Illustrator at **Johanna Ortiz**
Hired to create illustrations on behalf of designer for the Resort '23 and FW '22 Collections.
- Sept 2022** Showroom Intern at **Numeroventuno / Tomorrow**
Handled processing of all incoming inventory of N21, a luxury womenswear brand and multi-brand showroom. Merchandised and maintained sample showroom for all client appointments. Oversaw sample sets for 14 designers, maintaining inventory records on a daily basis.
- Feb - Sept 2022** Dresser at **Zeta Fashion**
Worked as a dresser for Prada, Marni, Emporio Armani, Etro, Diesel, Moncler at the FW '22 womenswear shows, helping dress models for the runway.
- Aug 2022** Design Intern at **Luna del Pinal**
Developed and corrected patterns for the FW '23 collection. Took the lead in rendering technical illustrations on the behalf of the design team, using Adobe Photoshop and Illustrator. Virtually re-created the fabric properties and textures of the collection. Traced and measured prototypes.
- Jun - Aug 2019** Fashion Design Intern at **Lia Cohen**
Created technical drawings using Illustrator, inclusive of garment specifications. Assisted with print development, re-producing handmade print designs on Photoshop. Researched and presented a comprehensive knitwear design, production, and trend report.
- Nov - Dec 2018** Production Intern, Wovens and Manipulations at **Lia Cohen**
Developed various handwoven manipulations on fabric using a variety of stitching techniques, complementary to the design of the F/W '21 collection. Designed different three dimensional effects implementing various fabrics, beading, and embroidery, using the color palette designated by the design team.
- Jun - Aug 2018** Creative Direction and Styling Intern at **Look Magazine**
Assisted in the production of the October and November issues. Responsibilities included model casting, hair and makeup booking, on-set catering, permits, pulling samples on behalf of stylist, and budget reconciliation.

EDUCATION

- (2019-2022)** Bachelor Degree at Istituto Marangoni AFAM Fashion Design and Accessories (Womenswear pathway)
- Image Digital Processing
 - Techniques of Visual Communication
 - Fashion History and Culture
 - Graphic Design
 - Experimental Prototype Creation
 - Integrated Product Design
- (2018-2019)** Foundation Year on Fine Arts at Savannah College of Art and Design
- Life Drawing I DRAW 200
 - DSGN II: Comp and Media
 - Art History Criticism: Culture and Context
 - Color: Theory and Application
 - Ink to Ideas: Critical Concept
 - DSGN I: 3-D Form in Space
- (2005-2018)** American School of Guatemala High School Diploma
- Graphic Design
 - 3D Sculpture Art

INFORMATIC SKILLS

- Expert in Adobe **Illustrator**
- Expert in Adobe **Photoshop**
- Expert in Adobe **InDesign**
- Expert in Adobe **Lightroom**
- **CLO 3D** Virtual Fashion
- Microsoft Suite

LANGUAGE

- Fluent Speaking in **English** and **Spanish**
- Limited Working Proficiency in **Italian**