



PARIS

24 Y.O

SPATIAL / SET / EXPERIENTIAL DESIGNER

Hi! I'm Capucine, a French multidisciplinary designer.

Now more than ever, I aspire to create work that has purpose: using design as a tool for positive change, particularly in ocean conservation and education. My practice is grounded in research, awareness, and action, staying true to the values I embraced during my studies: intentional design, knowledge sharing, and social impact.

With experience delivering immersive, high-impact environments for cultural and public institutions including projects for the UNOC 2025 (Ocean X Pavilion), Roland Garros, and the 2024 Olympics, I now aim to focus my career on roles that blend experiential design, project coordination, event programming, and strategic content development.

I bring a strong visual sensibility and hands-on experience managing timelines, teams, and complex logistics. I'm especially drawn to mission-driven projects at the intersection of science, culture, and public engagement, where I can help shape meaningful experiences that educate, inspire, and activate audiences.

As an experiential designer, I believe in using art and structure to translate scientific knowledge into emotionally resonant narratives, making research more accessible and raising awareness among broader audiences.

CONTACT

+33 6 67 67 19 55

parrichecapucine@gmail.com

parriche-capucine.com

EXPERIENCES

Since Sep. 2023

SPATIAL / EXPERIENTIAL DESIGNER - WMH PERMANENT CONTRACT + INTERNSHIP

- Led end-to-end design and coordination for immersive spaces across cultural and sports events, including the UNOC 2025 (Ocean X Pavilion), Roland Garros and over 50 projects.
- Collaborated closely with clients and stakeholders to align design with strategic messaging and audience engagement goals.
- Managed multi-phase project workflows from creative ideation to technical execution, ensuring on-time delivery and budget alignment.
- Worked across cross-disciplinary teams to deliver high-quality experiential environments in fast-paced settings.

Nov. 2022 - Janv. 2023

INTERIOR / PRODUCT DESIGNER - JORIS POGGIOLI

Internship

- Furniture design for capsule collections
- Technical plans - Miramare Hotel

FORMATION

2022 - 2025

MASTER'S DEGREE

Interior Architecture & Design with highest honors
L'Institut Supérieur des Arts Appliqués (Paris)

2021 - 2022

ERASMUS EXCHANGE

Interior design section
Nuova Accademia di Belli Arti (Milan)

2019 - 2022

BACHELOR'S DEGREE

Interior Architecture & Design
L'Institut Supérieur des Arts Appliqués (Paris)

2019

HIGH SCHOOL DIPLOMA

With honors
Lycée Louis Pasteur (Neuilly-Sur-Seine)

SKILLS (SOFT/TECHNICALS)

EMOTIONAL INTELLIGENCE
PUBLIC ENGAGEMENT & EDUCATIONAL STORYTELLING
PROJECT COORDINATION & TIMELINE MANAGEMENT
TEAM LEADERSHIP
PASSIONATE
CREATIVITY
EXTROVERT
ATTENTION TO DETAIL

ADOBE SUITE + MICROSOFT OFFICE

(Illustrator, Photoshop, Indesign, Lighroom, PremierePro + Procreate)

3D MODELISATION + RENDERS

(Rhinceros3D, Enscape + Vray, Corona)

TECHNICAL PLANS

(Autocad)

LANGUAGES

FRENCH

ENGLISH

SPANISH

HOBBIES

SKETCHING

DIVING

ATHLETISM

BACKPACKING