

LIZ TILLEY

PROFILE

Highly creative artist, designer, and naturalist with experience in fashion, costume, landscape, furniture, and event design. Excellent collaborative and interpersonal skills; adept in understanding and synthesizing the needs of disparate parties. Passionate about the environment and the practice of clean, thoughtful, sustaining design. Deeply committed to using creative talents to foster community and high quality of life. Skilled project manager with experience working as a player in projects large in scope and scale.

EXPERIENCE

LANDSCAPE DESIGNER, EVO DESIGN STEAMBOAT SPRINGS, CO 2007-PRESENT

- Generate design vision and inspiration for high-end residential properties.
- Create concept designs and sketches, develop plant palettes, and select and procure furniture and accessories.
- Oversee landscape install crews in the field.
- Extensive field design which includes: defining boundaries, planting beds, water features and roads, as well as placement of large objects (boulders, ponds, furniture).

FOUNDER/PRINCIPAL, LIZ TILLEY DESIGNS OAKLAND, CA 2000-PRESENT

- Established one-of-a-kind and custom hat and accessories business, specializing in fine millinery, beaded flowers, aprons, and jewelry.
- Design, pattern, and build custom pieces for a wide array of clients and occasions.
- Successfully meet deadlines and maintain extremely high quality standards

MILLINER, SAN FRANCISCO OPERA SAN FRANCISCO, CA 1998-2005

- Managed and motivated a millinery team within strict time, quality, and budgetary constraints.
- Synthesized differing aesthetic and functional criteria to satisfy the requirements of production designers, directors, and singers.

DESIGNER, CO-FOUNDER, CLOUD FACTORY DESIGN COLLECTIVE WEST COAST, 1999-PRESENT

- Designed and made clothing and accessory collections for fashion performances and sales.
- Worked collectively on production-design, planning, promotion and ticket sales for events.

EDUCATION

BFA-California College of Arts and Crafts, Oakland/San Francisco 2000