

CLÉMENCE PLAGNARD

INDUSTRIAL DESIGN
DESIGN LEADERSHIP
PHYSICAL PRODUCTS + SYSTEMS

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PROFILE

Industrial designer and design leader with 10+ years developing physical products, architectural systems, furniture, lighting and bespoke installations. Brings creative direction together with hands-on product development, fabrication, manufacturing and sourcing.

DESIGN EXPERTISE

Industrial Design
Design Direction
Product Development
Architectural Systems
Furniture + FF&E
Lighting
Design for Manufacturing
Prototyping + Fabrication
Material Development
Supplier Development
Design Strategy
Team Leadership
AI-Enhanced Workflows

EDUCATION

MASTER'S INDUSTRIAL DESIGN

ENSCI-Les Ateliers
Paris · 2018

Distinction for Visual Aesthetic and
Prospective Concept

DESIGN + TECHNOLOGY

Parsons
New York · 2013

SELECTED TOOLS

Rhino · SolidWorks
Fusion 360 · Cinema 4D
Adobe Creative Suite
Figma

EXPERIENCE

THE SPLASH LAB

2025–PRESENT

Director of Operations

- Directed a 7-person cross-functional team across logistics, project management, technical support and customer service.
- Scaled operational infrastructure to support 25% business growth in 10 months; automated 36% of customer orders through an ERP upgrade.
- Drove product launches across inventory, vendors, logistics, profitability and value engineering.

ZURU TECH

2023–2025

Senior Industrial Designer

- Established and led the Los Angeles design department across industrial design, interiors, computational architecture and spatial experience.
- Expanded a prefabricated architectural platform into interiors, FF&E and custom furniture, establishing a cohesive design language across scales.
- Directed AI-driven design projects for automated floor plans, kitchen configuration and material generation, translating design principles and architectural constraints into computational rules and workflows.
- Built international supplier relationships and sourcing workflows to translate design concepts into manufacturable products.

ZURU TECH

2022–2023

Industrial Designer

- Developed a prefabricated architectural system from building envelope to interior components, balancing design coherence, functionality and manufacturability.
- Drove design integration across teams in New Zealand, China and Italy, aligning design intent with manufacturing and proprietary software implementation.
- Led the Los Angeles office renovation and developed design guidelines to inform international workplace upgrades.

FATHOM & FORM

2019–2022

Lead Designer

- Led bespoke architectural systems and custom components for luxury projects including Chanel and House of Noyes.
- Translated ambitious architectural concepts into buildable solutions, aligning architects, engineers, contractors, fabricators and specialty vendors through installation.
- Built drafting, purchasing and project workflows as the studio scaled from 4 to 17 employees.

NEPTUNE GLASSWORKS

2018–2020

Head of Research & Design Development

- Developed custom lighting and glass systems from concept through fabrication, including tooling, molds, modular assemblies and production methods.
- Converted bespoke fabrication techniques into repeatable workflows supporting one-off installations and scalable product systems.

FACE DESIGN + FABRICATION

2014–2015

Designer

- Developed fabrication documentation and installation plans for custom architectural metalwork, supporting projects from shop fabrication and finishing through on-site installation.