BRENDAN KEIM

EXPERIENCE

BRENDAN KEIM DESIGN

03.2022 - present. Founder / Designer;

independent design consultancy specializing in decorative lighting & furntiure for luxury, retail, & direct-to-consumer brands as well as design & fabrication of custom one-off light fixtures for residential clients.

01.2010 - 10.2016. Independent Artist / Designer;

design, create, & produce one-off products, furniture, high-end lighting & interactive electronics for gallery shows, exhibits, & private clients

McKENZIE & KEIM

12.2015 - present. Co-Founder / Designer / Technical Advisor design, create, and produce highly customizable systems of hand-crafted LED fixtures for residential, commercial, and hospitality spaces.

HOLLY HUNT

12.2018 - 03.2022. Senior Designer, Lighting

develop high-end lighting fixtures from initial concepts &

sketches to final launched products and collections. Sketching, 3D modeling, rendering, technical drawings, specification packages, and development sample & prototype comments. Oversee the design development process through daily communication with cross-functional teams, collaborators, vendors, agents, and brand partners. Create and run sample & prototype presentations and organize samples. Review, comment, and issue approvals on prototypes and production samples. Create training sessions and documents forcross-functional team members on technical details of both. Studio Collections and general lighting field. Create design drawings for custom fixture design requests.

WEST ELM

10.2016 - 12.2018. Designer, Lighting

translate trends, concepts, & design briefs into design presentations that respond to product needs and overarching brand design direction for Lighting. Develop lighting designs from initial concept through approval, through hand sketches, 3D models, renderings, technical drawings, specification packages, and development sample comments. Oversee the design development process through daily communication with cross-functional teams, collaborators, vendors, agents, and brand partners. Create and run sample presentations and organize samples. Review, comment, and issue approvals on products. Maintain records of approved keep samples.

CLODAGH DESIGN SIGNATURE

06.2016 - 10.2016. Senior Industrial Designer. project manager / technical designer on all hardgood licenses including lighting, indoor/out-door furniture, tabletop products, and accessories.

05.2012 - 01.2013. Freelance Design Consultant; 3D modeling, technical drawings, renderings, spec packages.

01.2007 - 07.2010. Designer / Project Manager

sketching, technical drawings, 3D-modeling, specification packages prototype approvals, production & finish sampling, fabrication resourcing, & management of manufacturers for a high-end interior & product design firm; including licensed designs of furniture, lighting, textiles, plumbing fittings, & tabletop products for the home, commercial, & hospitality markets.

LINDSEY ADELMAN STUDIO

09.2012 - 06.2016.

Senior Designer; design and fabrication of high-end lighting, furniture, and home product; prototyping, modeling, manufacturer sourcing, sketching, R&D, client management, international installations, trade shows, technical drawings, production team training & education.

MATTER / JAMIE GRAY

11.2013 - 05.2014. Design Consultant / Technical Designer

design execution & product development of a highly customizable system of hand-crafted LED fixtures for residential, commercial, and hospitality spaces within a 5-month launch deadline. Discus Collection. Setup of lighting fabrication production facilty including ordering of stock parts & lighting specific tools & materials.

PICO DESIGN

10.2007 - 12.2015. Freelance Designer

sketching, technical drawings, 3D-modeling, specification packages. Jewelry, home furnishings, children's furniture

TOWNSEND DESIGN

05.2007 - 01.2012. Freelance Designer/Modeler; sketching, technical drawings, 3D-modeling, & fabrication of custom lighting & furniture solutions for a high-end design build.

07.2005 - 04.2007. Junior Designer/Fabricator

design and fabrication of custom lighting, high-end modern furniture, built-ins, & casegoods ranging from residential kitchen & bath, commercial showrooms, restaurants, salons, & office environments. Installations in NYC and Washington, D.C. Sketching, technical drawings, 3D-modeling, & all stages of prototyping & fabrication.

NICK DINE

08.2009 - 12.2009. Freelance Designer

3D-modeling & renderings for a complete line of licensed tabletop products

KEITH RECKER / SERRV

06.2008 - 12.2008. Freelance Designer

sketching, technical drawings, 3D-modeling, specification packages, prototype approvals, & production sampling for a complete line of ceramic and batik tabletop products for a non-profit organization.

TEACHING

WEST ELM

10.17 Design Team Lighting Camp

created and taught an after-hours lighting design & fabrication workshop for Design Team. Students first learned the basic skills & safety precautions of lamp wiring while sketching & 3D modeling their individual designs. Worked with students on where to source stock parts & fabrication on any custom part needs.

URBAN GLASS

6.17 Design / Fabricate Lighting Exploration Workshop created & co-taught a week long workshop for students of all ages and skill sets. Workshop focused on the relationship between lighting and glass objects & how to marry the two via stock and custom hardware. Students fabricated their own glass pieces and learned how to wire their own light fixtures. Each student left with a final lamp of their own design.

COOPER-HEWITT & LINDSEY ADELMAN STUDIO

5.14 - 6.16. Lighting Workshop Educator, Family Programs; created an ongoing series of custom lighting workshops for inner-city children ages 7-12 and their families where we played with real off-the-shelf lighting components, learned about safety issues regarding electricity, and how to wire a socket, plug, and switch.

5.15 - 6.16. Lighting Workshop Educator, Teen Programs; created an ongoing series of custom lighting workshops for inner-city teenagers ages 13-18, where they designed and built individual light fixtures with real off-the-shelf lighting components, learned about safety issues regarding electricity, and how to wire a complex lighting circuit with multiple sockets, a plug, and switch.

RHODE ISLAND SCHOOL OF DESIGN

2.13 - 5.13 Adjunct Professor; Lighting 101.

created & taught a new lighting class allowing students to explore their own design process, focusing on lighting objects.

1.12 - 2.12 Adjunct Professor; Lighting: From Bulbs to Bits. created & co-taught a new lighting class allowing students to explore their own design process, focusing on lighting objects.

CAMP WALT WHITMAN

6.11 - 8.11 Wood Shop Director;

created a safe wood shop based curriculum for campers between the ages of 7-14 years old. Projects were designed for 1 hour classes, 6 day classes, and full summer classes.

COOPER-HEWITT

05.07 - 6.07 Design For The Other 90%: Innovation Through Necessity Workshop

invited experts in the field of teaching design thinking, professional designers, and educators to the summer design institute co-taught workshop to 30 selected high school students. Workshop was later used as teaching tool for K-12 teachers from around the country for professional development training in bringing design into the classroom.

EDUCATION

8.10-6.12 RHODE ISLAND SCHOOL OF DESIGN Master of Fine Arts, Furniture Design

8.02-5.05 PRATT INSTITUTE Bachelor of Industrial Design

6.04-8.04 DENMARK'S INTERNATIONAL STUDY Summer study abroad, Furniture Design certificate

AWARDS / EXHIBITIONS

5.19 Roll & Hill Launch Party, Apollo & Nova Collection, NYC

6.18 AD Home Show, NYC

6.17 AD Home Show, NYC

5.16 Sight Unseen OFFSITE, Sight Unseen, NYC

11.15 Crystalize, LAMP, Vancouver, BC

5.13 NoHo Next, Sight Unseen, NYC

10.12 MAKE, Story, NYC

5.12 Samuel Gragg Award, RISD FD, Providence, RI

5.12 Graduate Thesis Exhibition, RISD, Providence, RI

5.12 Sonos Listening Library, Standard Easl, NYC

5.12 PLURAfacture, RISD, Providence, RI

5.12 Raw + Unfiltered, AmDC, NYC

3.12 Threat, AmDC, NYC

3.12 AmDC presents Threat, MAD Open Studios

5.11 Use Me, AmDC, NYC. Awarded 2nd Place

4.11 Reclamation, NPS/RISD, Sagamore Hill, NY

3.11 Graduate Student Grant, RISD

5.10 Breakables, AmDC, NYC

5.05 Student Design Award, Pratt Institute

7.04 DIS Designskol Exhibition, Copenhagen, Denmark

SKILLS

design / drafting / technical drawings / sketching / model making / rendering / Solidworks / AutoCAD / Rhinoceros / Photoshop / Illustrator / InDesign / Keyshot / wood & metal working / electronics / wiring / prototyping / fabrication / teaching / Arduino / Coding / Robotics / prototyping / fabrication / CNC / 3D Printing / laser-cutting / CAD/CAM