NEW YORK, NY APR 2016 - PRESENT

NEW YORK, NY DEC 2020- JUN 2023

NEW YORK, NY
JUN 2018 - JUNE 2020

NEW YORK, NY MAY 2016 - JUN 2017

BROOKLYN, NY MAR 2015 - APR 2016

SEATLLE, WA MAR 2013 - JUN 2015

LAUREN WESLEY SPEAR

EXPERIENCE

L.W.S. Creative Director + Designer

- Craft spatial experiences and interior environments for top brands: Provide design direction, leadership, and oversight of built initiatives from pre-design inception to project completion.
- Conceive brand-specific design standards, practices, protocols, and roll-out strategies: Produce spatial asset mgmt tools and establish internal/external resource guides for expansion.
- Liaise between executive leadership, marketers, product designers, and facilities operators: Enable effective cross-functional communication to ensure organizational buy-in and creative alignment.
- Build and manage a roster of multidisciplinary team members to support evolving project criteria: Foster a collaborative remote-first studio of both in and out-of-house consultants and creatives.

LIFESTANCE Director of Space

- Reimagined the next generation of physical environments designed for healing: Crafted the foundational DNA for all in-space experiences to unify the spatial offerings across the portfolio.
- Guided the design and construction teams in translating and executing design standards: Design
 oversite of corporate offices and 400+ clinical locations, totaling over 3M square feet nationwide.
- Directed sub-consultant selection and management: Leveraged relationships within the AEC community to successfully pair the brand with strategic, scalable, long-term roll-out partners.
- Continually iterated, updated, and maintained built-environment standards: Keen usage of creative design solutions to achieve morphing business objectives and support best-in-class clinical outcomes.

ALMA Director of Design

- Directed space-based design initiatives: Constructed and executed a multi-market sector build-out strategy of flagship clinical spaces, remote-sites, pop-ups, and corporate offices.
- Co-spearheaded the brand's overall creative conception: Intimate collaboration with agency partners in the creation of brand DNA, positioning, visual identity, and customer journey.
- Promoted cross-disciplinary creative stewardship: Interfaced between marketing, product, community, and growth teams to ensure aesthetic alignment through all visual channels.

MYTHOLOGY Design Consultant

- Guided clients and teams in the creation of innovative and impactful spatial experiences: Contributed to a high-energy, collaborative, cross-disciplinary studio on multiple projects simultaneously.
- Translated existing visual and digital creative briefs into aligned built initiatives: Advised on construction standards, exhibition design, environmental graphics, custom furniture, and millwork fabrication.
- Leveraged graphic storytelling to advance the project delivery and scope: Implemented agency standards in the creation of presentation decks, external publications, and award submissions.

UHURU DESIGN Director of Environments

- Led the spatial design of retail, workplace, hospitality, and F&B projects: Supervised all phases of design, development, specification/procurement, project management, and construction administration.
- Grew and managed in-house Interior Environments Team: Fostered a collaborative culture within the design team; championed by design rigor, experimentation, and innovation.

DLR GROUP Senior Designer, Associate

- Led the interior design work of workplace projects for corporate tech clients: Coupled functional requirements and project-design criteria to compose comprehensive, richly layered design concepts.
- Demonstrated proficiency in all phases of design and construction: Exhibited a deep understanding of the architectural design process & integration of standalone interior projects via Design+Build project delivery.

WILLIAMS+PADDON Intermediate Designer

- Developed design solutions based on established client briefs: Generated concept packages through demonstrating thorough knowledge of materials, systems, specifications, technical details, and codes.
- Supported the design process through technical proficiencies: Documented all project phases from concept, design, and schematic development, to construction documents and administration.

COLORADO STATE UNIVERSITY Architectural Assistant

• Produced and coordinated presentation and contract deliverables: Responsible for programming, test-fitting, detail drawings, 3D models, renderings, physical models, animations, and site-plans.

SAN FRANCISCO, CA

MAY 2011 - MAR 2013

FORT COLLINS, CO

FEB 2007 - MAY 2011

TECHNICAL

Design

Mastery of Adobe products: InDesign, PhotoShop, etc.

Architecture

Mastery of AutoCAD + Sketchup Working knowledge of Revit + 3DMax Management

Mastery of Microsoft, Google and SmartSheet products

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