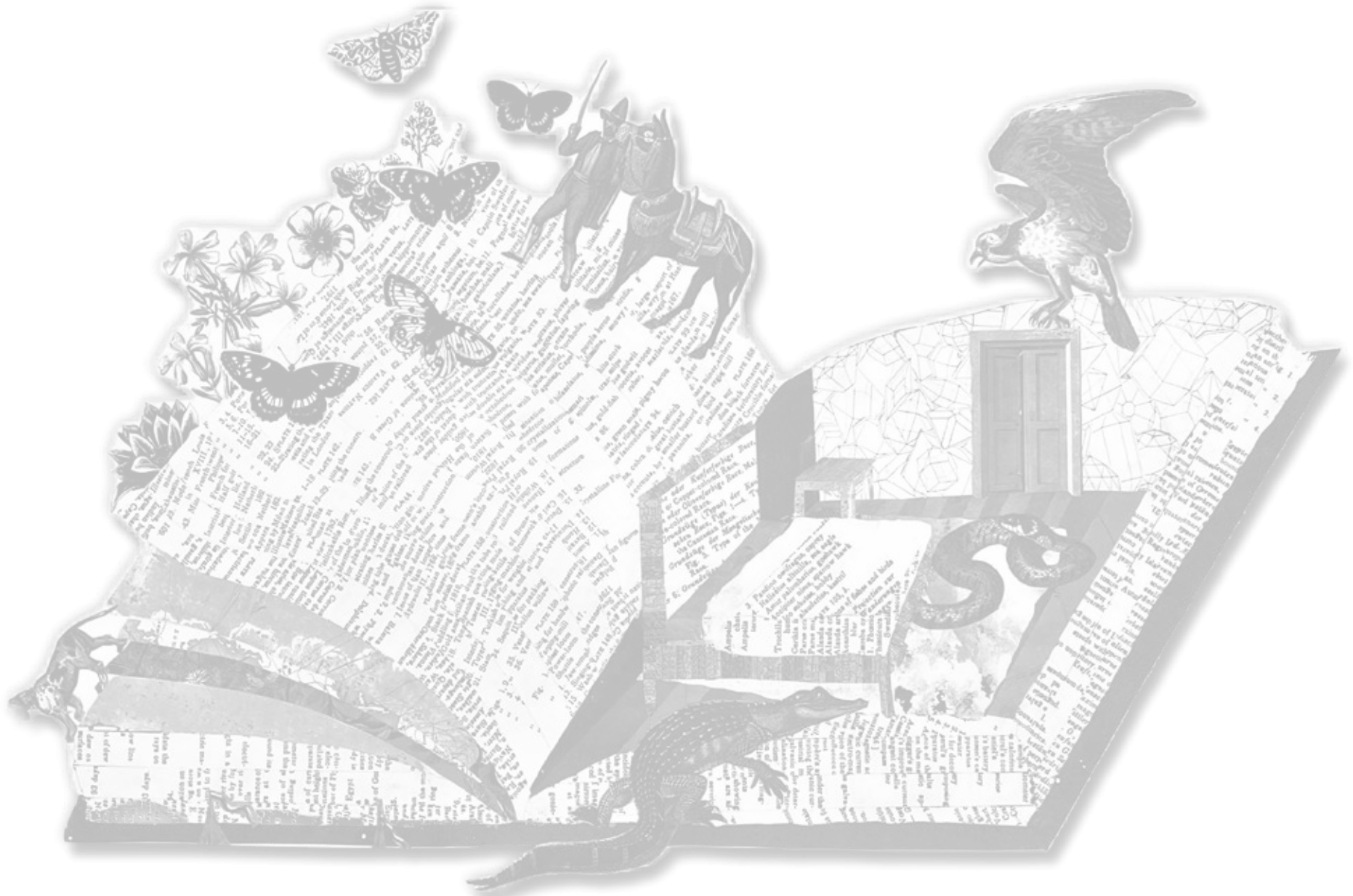


PORTFOLIO

EMMA J.
SHAERF

Selected
Work 2021 - 2026

TABLE OF CONTENTS



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PROJECT 01: ECO SHARE

Multi-use building focusing on research-driven prototypes and the juxtaposition of the landscape of workplace and early education.

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Commercial workplace design focused on interactive experiences for a video gaming company and secondary users.

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Lighting and circulation project dedicated to creating a specialty market experience through layout.

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Residential design for a modern bedroom and boudoir, drawing historical inspiration in design and form.

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ABOUT ME

Design philosophy, selected awards and resume reflecting my background, experience and approach to design.

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E C O S H A R E

A LIFELONG BOARD GAME

Eco-Share reimagines underused office space as an **adaptable ecosystem** where work, care, learning, restoration and community coexist. Centered on the **parallel journeys of a working parent and child**, shared resources, intentional proximity and flexible programming support independence while creating recurring moments of connection.



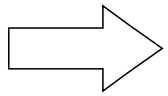
Adaptive workplace prototype
Chrysler Building, New York City



ADAPT • CONNECT • SUPPORT • RESTORE • SHARE

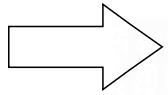
How can space become an **incentive** rather than an **obligation**?

Key Issues → **Design Response**



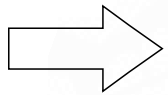
VACANT SPACES → ADAPT

Flexible programs reactivate underused office and retail spaces.



SOCIAL DISCONNECT → CONNECT

Shared thresholds, amenities and overlapping routines create recurring opportunities for interaction.



WORK-LIFE BALANCE → INTEGRATE

Proximity, visibility and choice connect work and childcare while preserving independence and intentional moments of reunion.



Architect: William Van Alen
Height: 1,046 FT
Stories: 77

ADAPTABLE

PERSONAL CONNECTION

Growing up, I visited my father's office on the **67th and 68th floors of the Chrysler Building** and participated in an **art exhibition**. The experience introduced the workplace as more than a place of productivity — it became a place where **family, creativity and community could intersect**.

Eco-Share builds on these memories through a flexible framework for future generations of workers, families and creators.

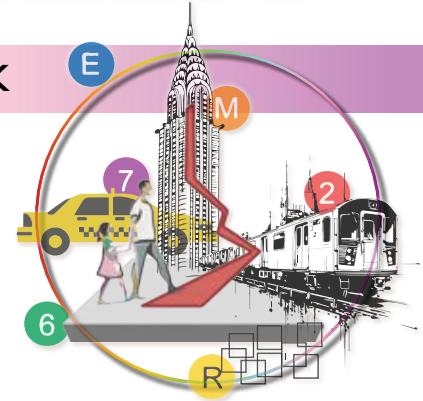
AMA Capital Partners

Capital Fund Management
Outfront Media
CAA Sports
Blank Rome
Avenue Group, AVNU
Pixida
CS Strategies
Vince
Blue Chip Prime Fund
Green Hill Venture
IDC World Wide
Eastern Advising Capital
Lewis Beach Kaufmann
Demand Base
Carlton Fields
Diversified Search
Incapital Holdings
Oxford Analytica
CFM
Dilenschneider Group
TravelPort
Arenda Investors
Sky Dental
Arbor Research
Bamberger Group
Brasil Warrent
Aldo
Castleton Commodities
CBS
Chase Bank
Creative Arts Agency
Duane Reade
Embassy of Spain Reade
Evolution Media
J Fitzgibbons
Kimco Realty
Simpson Thacher & Bartlett
Madison Avenue Eye Care
Miller Graubard
Moses & Singer
MyMaki
Newbridge Securities
North Star Group
Pa Consultant Group
Penner Law Firm
Richard & Patel
Roosevelt Institute
Wilfrid Aubrey
Blenville Capital Management
Troutman Sanders
Wohabe Law Firm
Skyde and Company
Memorial Sloan Kettering
Spaces
Wolf, Greenfield & Sacks, PC
Maxim Group
SABA Capital Management
Trevor, Stewart, Burton & Jacobsen
Aerosole

WHY THE CHRYSLER BUILDING?

WORKPLACE | LEGACY OF ARCHITECTURAL INNOVATION | PERSONAL LANDMARK

GENERATIONAL IDENTITY: Designed for adaptability, the Chrysler Building introduced innovative modular steel partitions, integrated floor systems and high-speed elevators. Its crown, eagles, gargoyles and geometric detailing translate Chrysler's automotive motifs into architecture, expressing the speed and craftsmanship of the Machine Age. Financed as an investment in Walter Chrysler's family, the building became more than a corporate asset—a defining icon of the New York skyline.



..... GETTING TO THE SITE



TRAIN



WALK



BUS



BIKE



SUBWAY

DESIGN TRANSLATION

ADAPTABILITY → flexible programming

ART DECO → framed thresholds + wayfinding

LEGACY → intergenerational workplace



Permission to



A Lifelong Board Game | Narrative Framework

Inspired by multi-generational board games, Permission to Play uses **gamification** to organize intersecting journeys through work, care, learning, play and restoration. Each player encounters **different challenges**, makes choices and follows **a path toward individual and shared rewards**.



SUSAN

WORKING PARENT

Focus · Reassurance ·
Flexibility



TAYLOR

GROWING CHILD

Routine · Independence
· Discovery



ALLISON

CARE FACILITATOR

Visibility · Adaptability
· Support



RACHEL

EMERGING PROFESSIONAL

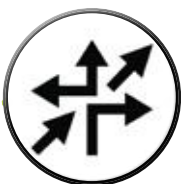
Choice · Creativity ·
Restoration



CHARACTER



CHALLENGE



CHOICE

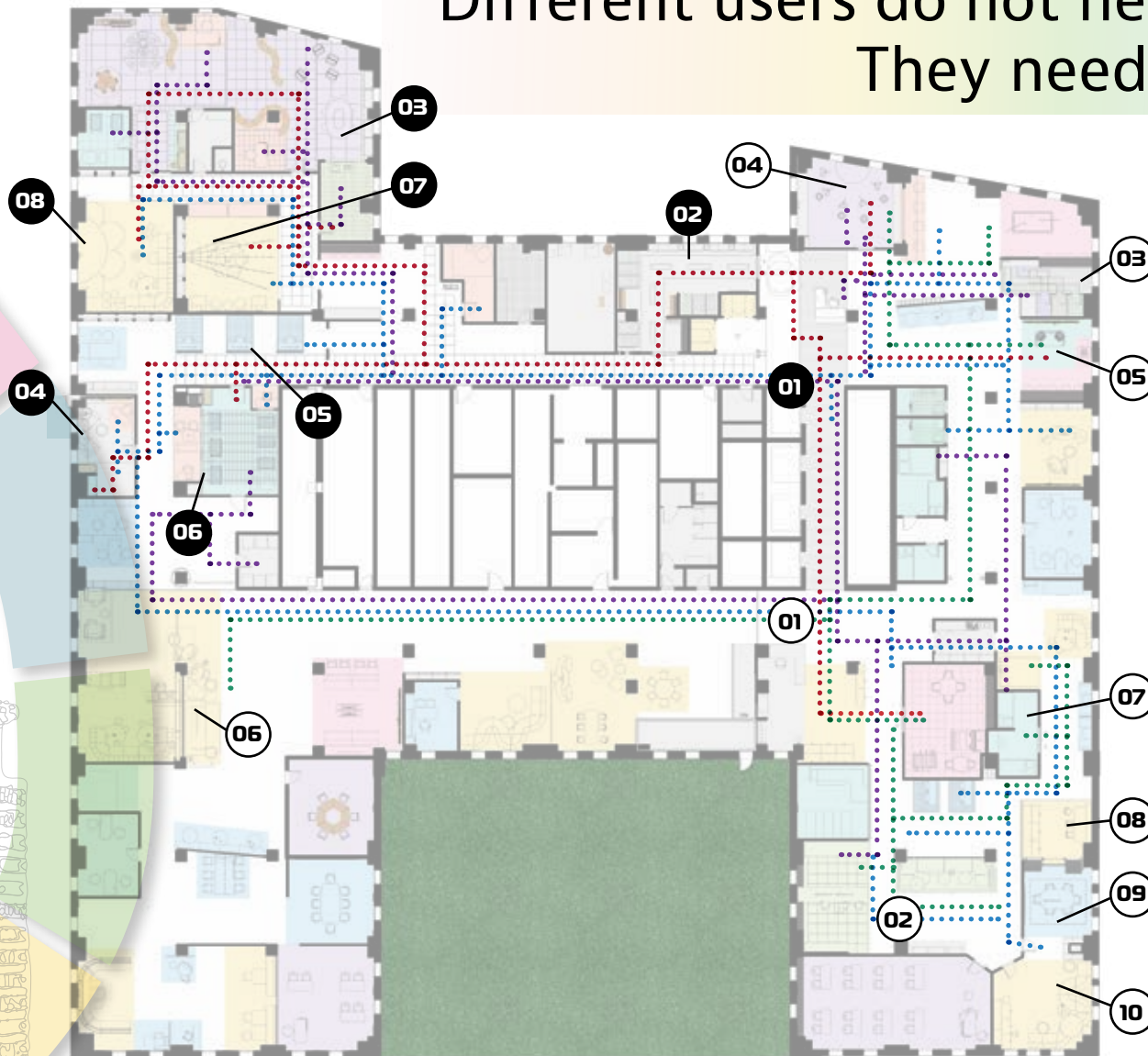


PATH



REWARD

Different users do not need **identical spaces**.
They need **connected choices**.



● Path 1 | Work + Care

○ Path 2 | Work + Restore

BUILD THE BOARD



Deconstructing the Cube

| Spatial Framework



The Rubik's Cube models an **adaptable system** that shifts to create new patterns. Like the puzzle, the workplace adapts to **users' needs and routines**.



MODEL
ROTATE · OVERLAP · RECONFIGURE

ARCHITECTURE
CUT · SHIFT · SHARE

Child Experience

ARRIVE + ORIENT

Taylor and Susan arrive together before separating into parallel routines of work and care. Child-centered wayfinding supports Taylor's independence, while Allison guides the handoff, balancing connection with autonomy.



START HERE



01

Arrival | Routine

A visible check-in establishes a clear handoff between Susan and Allison, guiding Taylor's transition into childcare.

02

Park

Color-transf wayfir

REWARD • FAMILIARITY • CONFIDENCE • INDEPENDENCE



02



+ Orient | Choice

Encoded bays and street-like markings
transform storage into an immersive
guiding experience.



Child Experience

LEARN + PLAY

Taylor moves from arrival into guided learning and play. Flexible activity zones support exploration, skill-building and independence while clear sightlines allow **Allison** to supervise.

03 Learning Center | Participate
Flexible seating and varied settings support rotation of activity between guided learning, collaboration, and retreat, with smaller areas for sensory regulation and storytelling.



INDEPENDENT DISCOVERY
Self-directed imaginative play supports exploration.



GUIDED LEARNING
Group instruction and shared activity with Allison.



SOCIAL PLAY
Interaction, cooperation and problem-solving.

Developmental Theory — Movement, routine and interaction support skill-building and growing independence.

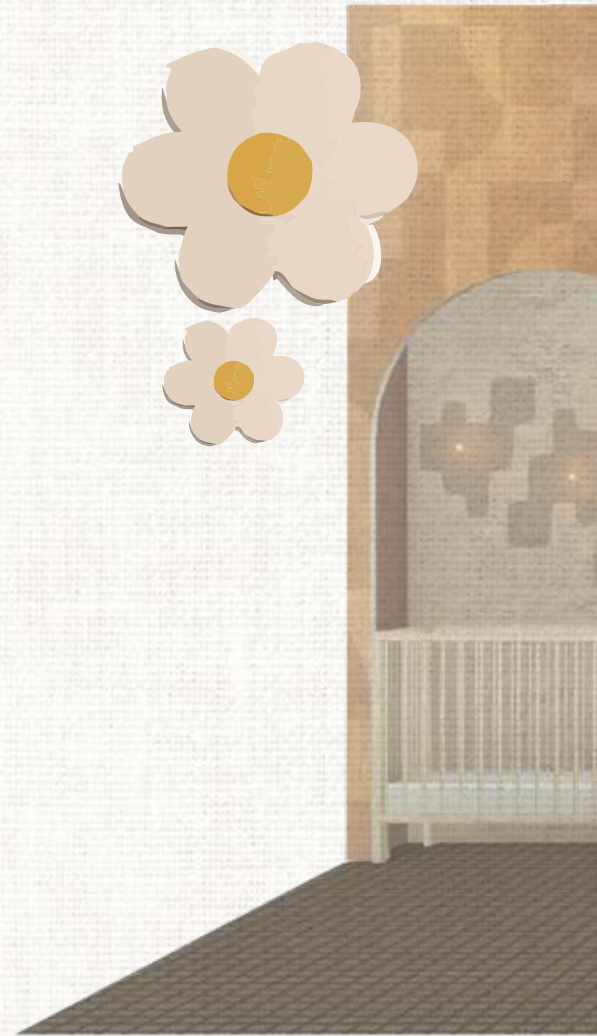
PARENT INTEGRATION

WORK NEARBY



Parent and childcare programming remain separate when necessary, while intentional proximity creates opportunities for visibility, support and connection.

Susan moves between shared thresholds, meeting points and adjacent touchdown stations, with private care rooms and check-ins supporting caregiving transitions throughout the day.



04 Private Office | Retreat

Secluded setting for focused work, feeding, rest, and privacy. Adjustable lighting, crib and changing station support essential care needs.



NURSERY

SEPARATE BUT CONNECTED.

The nursery remains a distinct care environment while allowing Susan to stay connected to Taylor's routine. Framed views provide reassurance without disruption, while Allison maintains supervision and care.



05

Touchdown | Proximity

Adjacent work settings support focused tasks, while keeping care nearby.

06

Nursery View | Balance

Framed openings maintain visual connection between work and care.



CONTROLLED ACCESS

Defined entry points keep transitions supervised.



PRIVACY

Layered boundaries support rest and care.



VISIBILITY

Framed views assist work-life balance to adjacent settings.

REUNION

Susan and Taylor reconnect after independent per
spaces support check-ins, conversation, and trans



07 Collaboration Lounge | Gather

The shared lounge creates a central meeting point where work, caregiving transitions and informal gathering

REWARD • CONNECTION • BALANCE • BELONGING

periods of work, learning and play. Located between coworking and childcare, the shared position.



08 Flower Lounge | Participate
Shared seating and a small presentation area bring parallel routines back together through conversation, play and shared activity.



overlap.

SHARED EXPERIENCE

EVERYDAY CONNECTIONS

Rachel moves through **work**, **creativity** and **varied settings** allowing her to choose her focus and participation throughout the day.



02

Connective Spaces | Gather

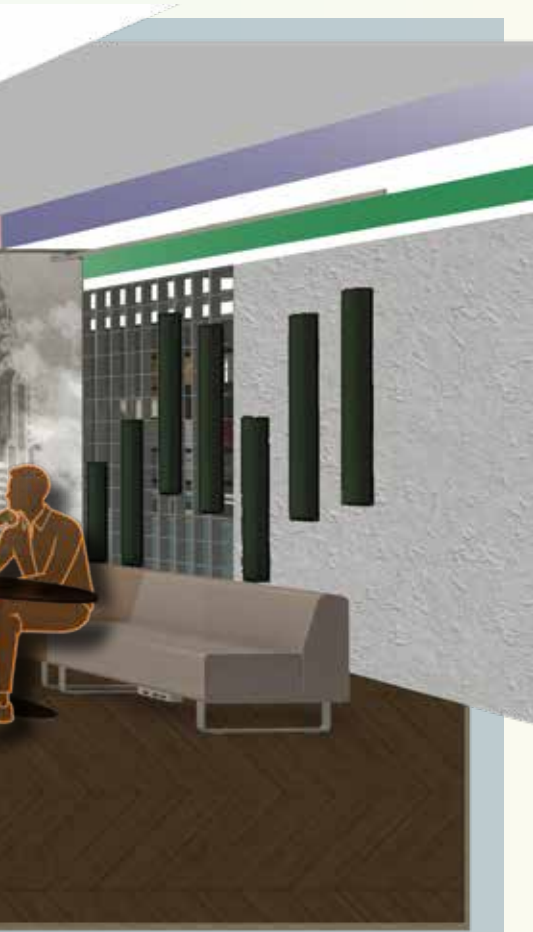
Shared tables and casual seating invite conversation, informal work and refueling, while nearby breakout spaces offer focus and connection.



ORIENT

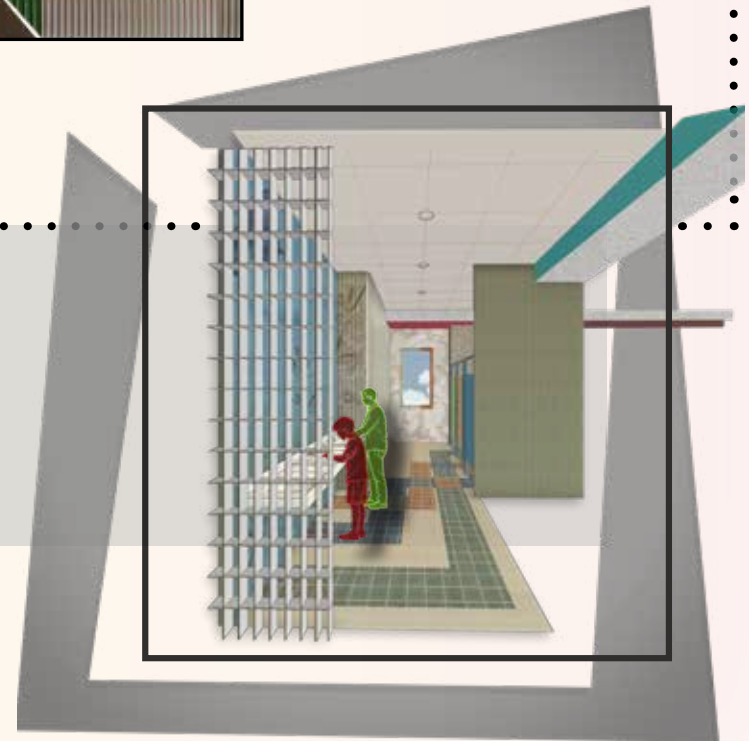


and **restoration**, with
r levels of engagement,
ay.



- 01 **Arrival | Orientation** •
Material transitions guide
Rachel from the elevator
bank toward check-in,
storage and shared spaces.

- 03 **Shared Restroom | Inclusive**
The shared layout optimizes
square-foot efficiency and
accessibility while reducing
gender-based barriers. Materials,
color and spatial cues support
intuitive wayfinding.



CONNECT



ADAPT



04

The space supports **different levels of participation**, allowing users to observe, join or pass through. **Flexible programming** provides opportunities for collective events, workshops and shared learning while **balancing separation with connection**.



ADAPT

Spaces shift with changing users and activities.

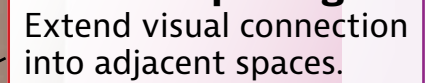


Built-in Storage

Supports changing activities and shared supplies.



SHARED FLEX SPACE



SHARED WELLNESS

PAUSE + RESTORE

Accessible wellness settings support shifts between Movement, quiet retreat and rest encourage **pa**

Attention Restoration — Low-stimulation environment



05 Transition Lounge | Regulate

A quiet setting supports retreat and transition between tasks, with interactive screens for planning and activity.

06 R A

between productivity, reset and restoration through varied levels of **privacy and sensory stimulation**.
Pause, recovery and overall well-being.

Environments support mental recovery and renewed focus.



Relax Lounge | Pause

An open, quiet setting for informal breaks and conversation.

07 Rest Pods | Retreat

Enclosed spaces offer privacy for short periods of rest.



08

Flex Nook | Innovate

Semi-enclosed space for brainstorming and collaboration.



09

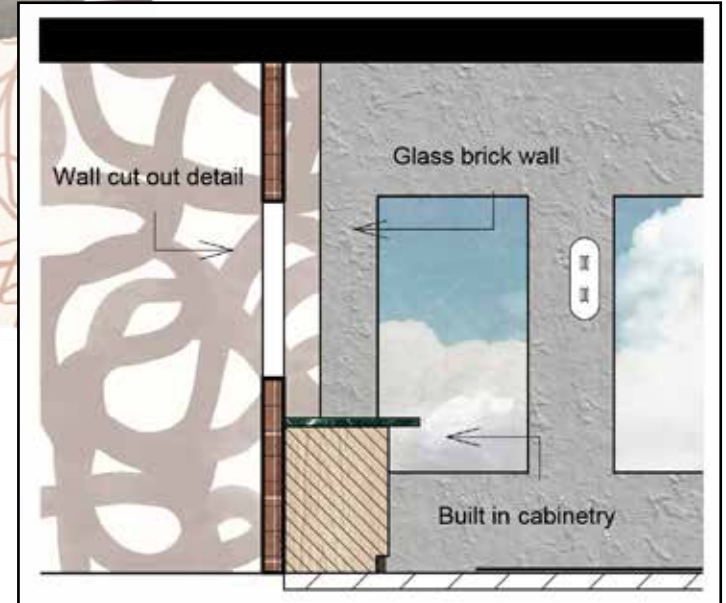
Conference Room | Meet

A circular table reduces hierarchy and encourages participation.

CONFERENCE SUITE

Separate but connected settings support fluid shifts between focused work, formal meetings and informal exchange. Chrysler-inspired arches, shared walls and built-ins define **flexible zones** while maintaining visual continuity, acoustic privacy and a connection to the building's Art Deco heritage.

REWARD • PARTICIPATION • EXCHANGE • BELONGING



SECTION: SHARED WALL

10 Breakout Lounge | Exchange
Curved seating extends conversation into nearby spaces.

Third Place Theory — Transitional settings support informal interaction between work and meetings.



DISCUSS

FOCUS

BREAKOUT

ROTATING MARKETPLACE

The ground floor uses a **shared-economy model** to empower local vendors through **flexible, short-term rentals and adaptable zones**. Off-site preparation allows concepts to rotate throughout the day while reducing the cost and risk of testing new ideas.



Sky

CREATIVE ENTREPRENEUR

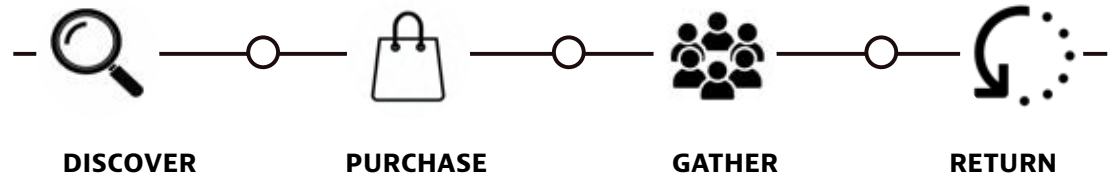
Challenge:

Cost + customer reach

Reward:

Access · Feedback · Community

COMMUNITY LOOP



ADAPTABLE SERVICE BAR

Shared utilities support changing hospitality-driven concepts without rebuilding.



MORNING
Pick up

MIDDAY
Refuel

EVENING
Gather



GRAB & GO

Self-service stations and package lockers support efficient daily visits.

REFUEL MARKET

Prepared hot-bar food and easy grab-and-go essentials.

E C O S H A R E

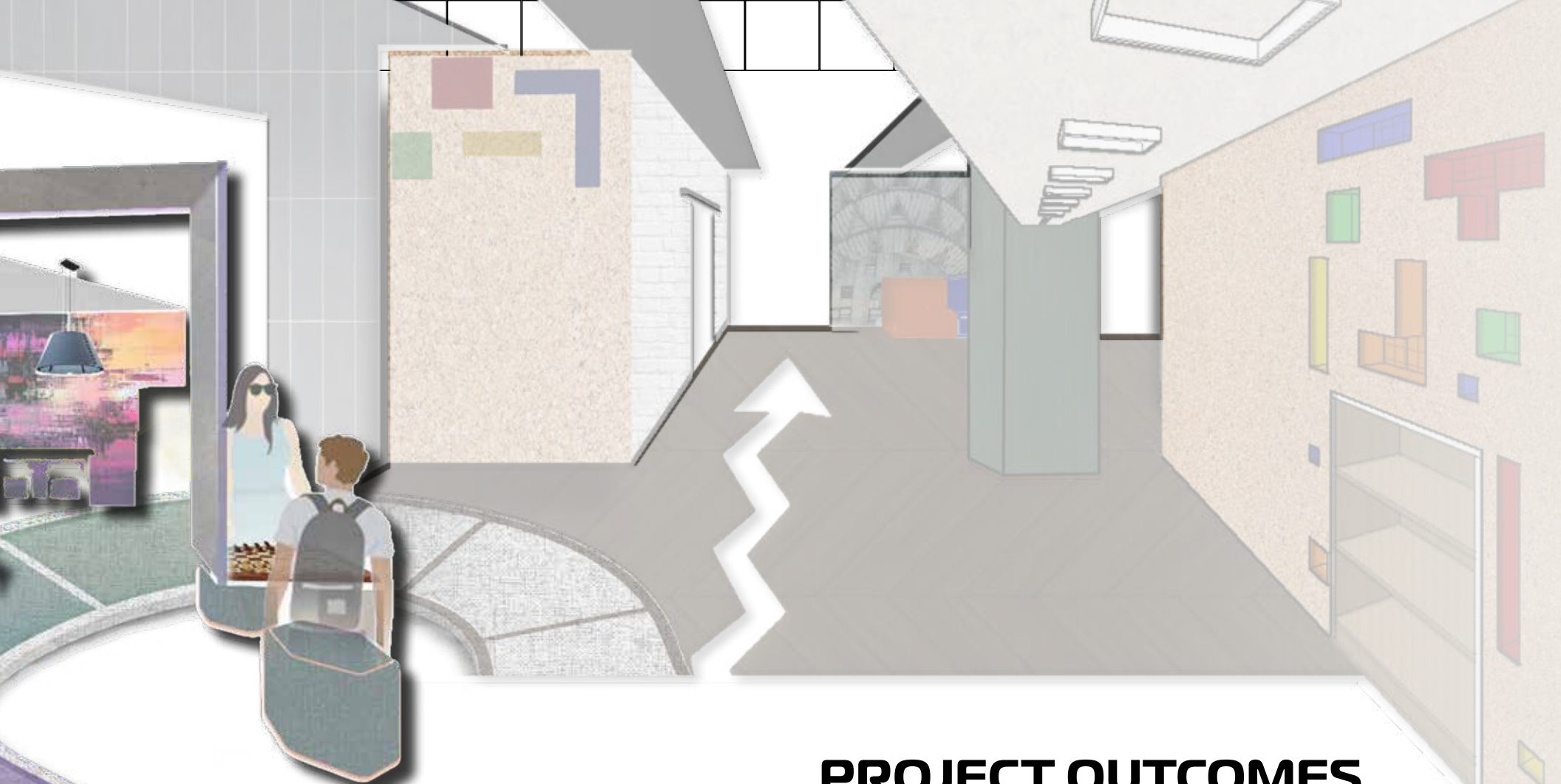
A Lifelong Board Game

“THERE IS
NO ONE
SIZE THAT
FITS ALL.”

SO WHY
SHOULD SPACES
BE DESIGNED
AROUND

“ONE SIZE
FITS MOST”?





PROJECT OUTCOMES

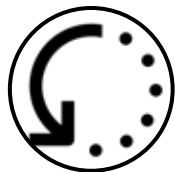
Eco-Share transforms the workplace from a **fixed destination** into a **connected system of choices** where work, care, play, learning and restoration **coexist** within an **inclusive ecosystem**.



PEOPLE
Stronger
connections



WELL-BEING
Healthier, more
balanced routines



ADAPTABILITY
Spaces that evolve
over time

FOLLOW PATHS · SHARE EXPERIENCES · GAIN REWARDS

Project 2: UBISOFT



CLIENT OVERVIEW

Founded in 1986 by the Guillemot brothers, **Ubisoft is a global leader in the gaming industry**. Generating \$2.37 billion in revenue in 2022, the company employs over 21,000 people across 45 offices worldwide. Ubisoft's games engage with over 17 million players globally across console and mobile platforms.

Bringing **new games and stories to life**, the company is best known for iconic franchises including **Tom Clancy**, **Assassin's Creed**, **Watch Dogs**, **Far Cry** and **Just Dance**.

CONCEPT: DNA

DNA, or deoxyribonucleic acid, is the genetic code that defines an individual's patterns and unique traits. **Evolving through generations**, DNA adapts to create new sequences of traits inherited from a blend of both parents.

CONCEPT APPLICATION: Inspired by the site, the project honors its past while shaping future stories, blending the qualities of the new users with the history of the built environment.

BACARDI - YOUTH ARTS NATIONAL HEADQUARTERS - UBISOFT

THE JEWEL BOX



Location: The Jewel Box

Built in 1963, the Bacardi Imports Tower was commissioned by Facundo Bacardi as a new headquarters for the Bacardi beverage company. In 1973, Ignacio Carrera-Justiz was tasked with designing the building next to it. Known as the Jewel Box, the addition adds a unique, eye-catching gem to the area.

2100 Biscayne Blvd, Miami, FL 33137

CORE TEAM

DEVELOPMENT PHASE

PRE-PRODUCTION

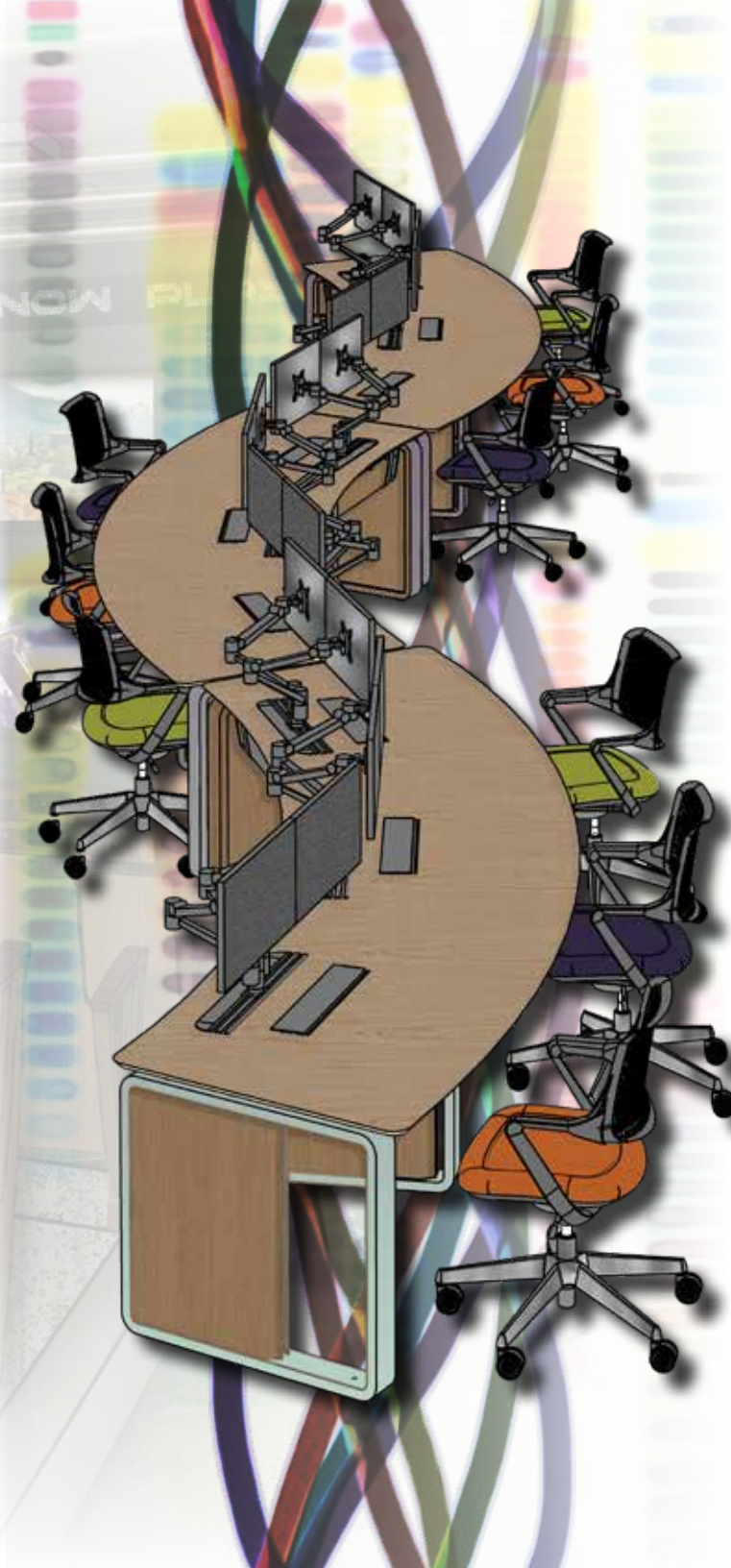
ALPHA PHASE

BETA PHASE

MASTER PHASE

LIVE PRODUCTION





DESIGN INTENT & GAME PROCESS

From ideation to completion, departments **collaborate across internal teams and global**. Each phase — development, concept, design and production — plays a vital role in shaping the final outcome. The design establishes distinctive spaces that foster virtual connection, breakout collaboration and engagement among diverse internal and external user groups.

BRAINSTORM, RESEARCH, PLOT & STORY CONCEPT PRESENTATION

ARCHITECTURE, CHARACTER & PLOT DEVELOPMENT

CODING PRELIMINARY VERSION OF GAME, SOUND EFFECTS

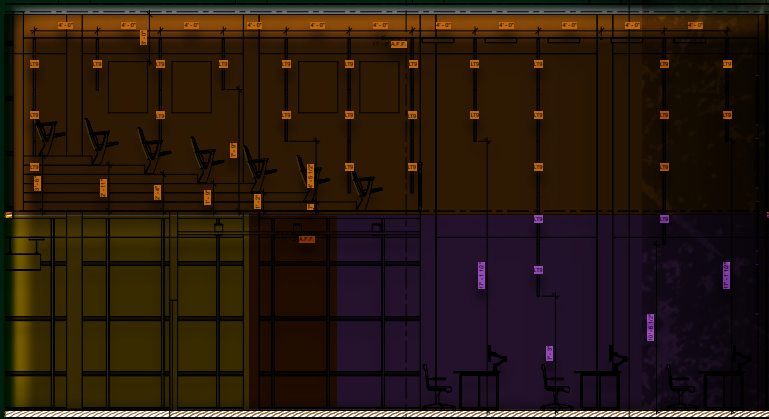
TESTING EARLY GAME, WORKING ON FEATURES

DEVELOP GAME EXPERIENCES + LEVELS, PLAYER FEEDBACK

FIX BUGS IN CODE, ADVERTISING, PREVIEW GAME

GAME GOES LIVE TO THE PUBLIC, WORK ON ADDING LEVELS

INTERACTIVE MULTI-LEVEL GAMING THEATER



- Flexible** mixed-use space
- Viewing** platform and seating
- Activity** testing and event space

UBISOFT



The **Insider Program** allows gamers to participate in the development process by testing early versions of a game. Their feedback helps developers evaluate new features and storylines, identify flaws and refine the gaming experience.



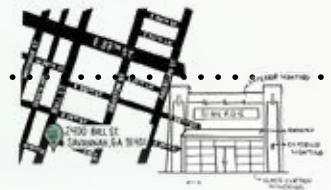
Project 3: **LITE FOOT CO.**



LITE FOOT CO.

Founded by Katie Hubbert in 2021, Lite Foot Co. began with “Hillary the Refillery,” a mobile truck offering refillable household essentials. The brand expanded with the “Lite Foot Box,” a quarterly subscription delivering curated, affordable eco-friendly products.

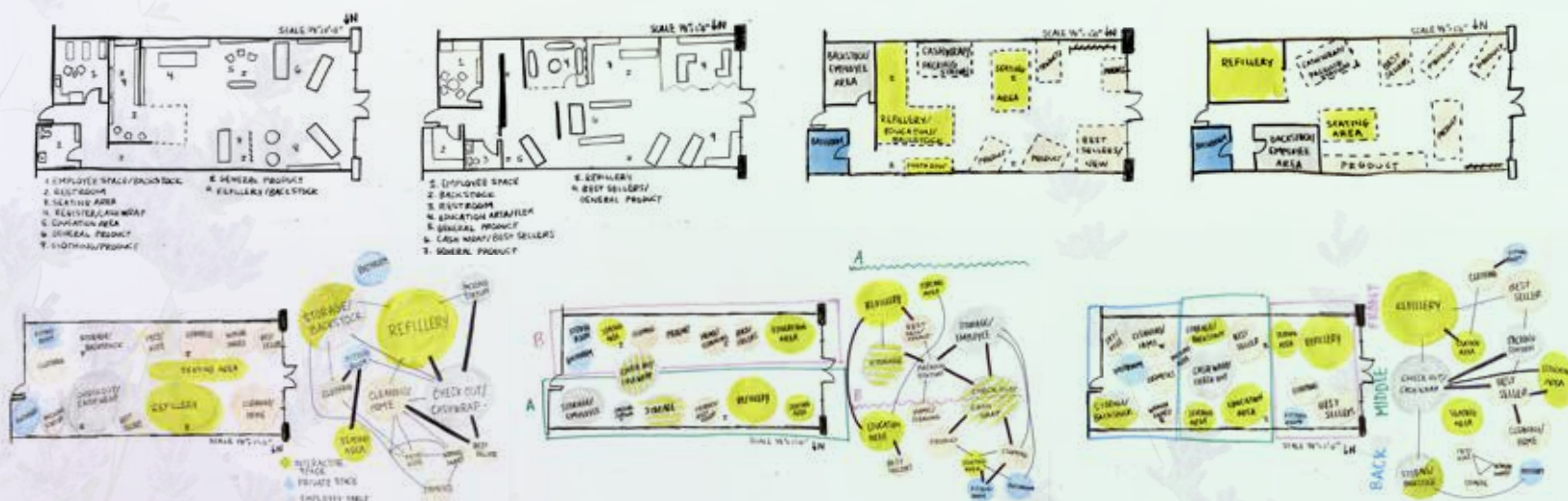
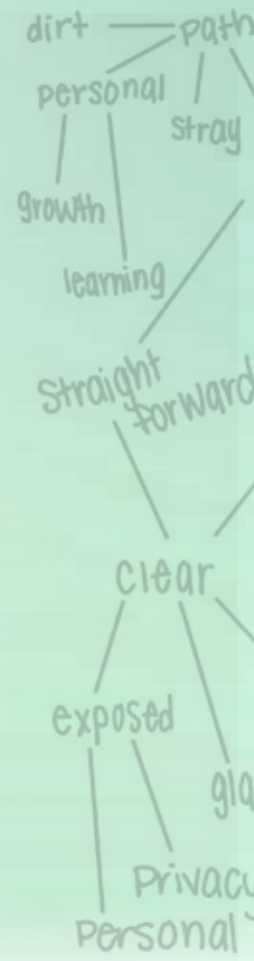
In 2024, Lite Foot Co. announced its **first brick-and-mortar location**, combining its signature refillery service with locally sourced goods and product education, **making low-impact living approachable and accessible**.



CONCEPT: SPECTRUM OF TRANSPARENCY

Spectrum of Transparency embodies the company’s commitment to openness, clarity, and accessibility through both **form** and **function**.

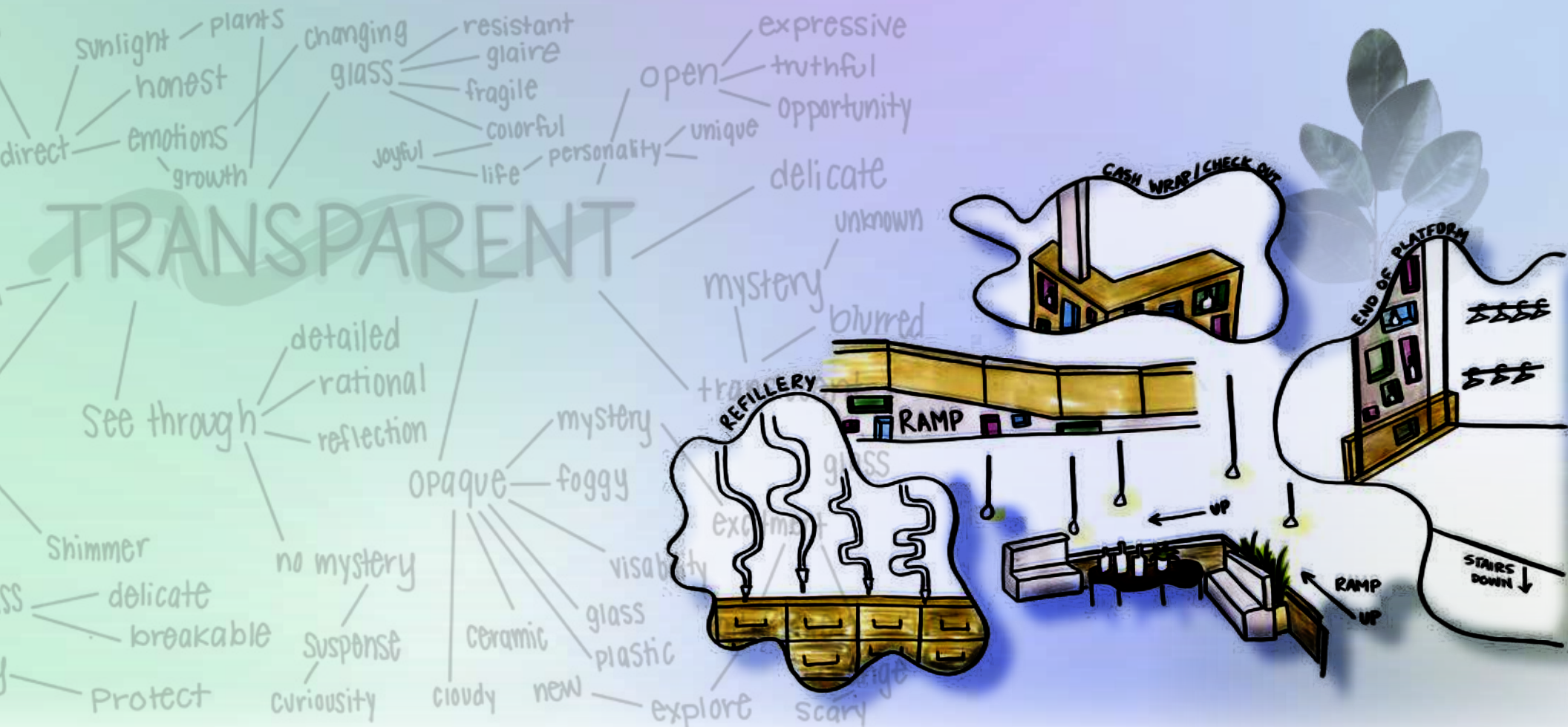
Within the retail environment, transparency drives trust, strengthens operations, and reinforces sustainable behaviors—creating a seamless, informed shopping experience that **empowers customers and promotes future-focused initiatives**.



DESIGN

Universal principles of accommodation behaviors—from

A continuous range of sequence for all long-term retail



IN DEVELOPMENT: TRANSPARENCY

Examples shaped the framework, positioning accessibility as a primary spatial driver rather than a secondary consideration. The layout maximizes efficiency to create an intimate shopping experience that supports a spectrum of **autonomous browsing to assisted service**.

The ramp anchors circulation, transforming the path of travel into a defining element, creating an equitable spatial environment for all users. Varied merchandising heights, scales, and sightlines enhance clarity, reinforce adaptability and support the store's evolution, aligning with Lite Foot Co.'s mission of accessible, low-impact living.

UNIVERSAL PRINCIPLES

Universal design principles support an inclusive retail experience, ensuring all touchpoints are accessible and accommodate a range of ages, sizes and abilities. Integrated design strategies reduce barriers, increase shopper confidence and reinforce Lite Foot Co.'s mission of making sustainable living more accessible.



THE REFILLERY

The signature refillery promotes a pay-by-weight offering discounted products to **establish** **waste habits**. Easy-to-navigate pumps in support, clear sight lines and seamless st

REVOLVING
DISPLAY





SIGNAGE & MERCHANDISING DISPLAYS

weight model,
h long-term, low-
tegrate back of house
staff assistance.



Color and letter coded systems provide clear, accessible wayfinding for autonomous shopping. High-contrast, ADA-aware labeling and varied heights enhance accessibility, while displays align with adjacent drawers for intuitive product placement. Integrated storage minimizes back-of-house supports efficient restocking, and improves employee efficiency.

WRAP
GLASS DISPLAY
W/ COLORFUL
MIXED TRANSPARENCY

CUSTOM CASH WRAP

Functioning as both a **point of sale** and **curated display**, the design anchors the space through strategic placement, supporting organized circulation, enhancing staff visibility, and fostering a conversational, community-oriented checkout experience.

Project 4: **EYE OF THE STORM**



FRESH PRODUCE



PREPARED DISHES & **MEAL KITS**

ADDRESS: 9 DRAYTON ST. SAVANNAH, GA

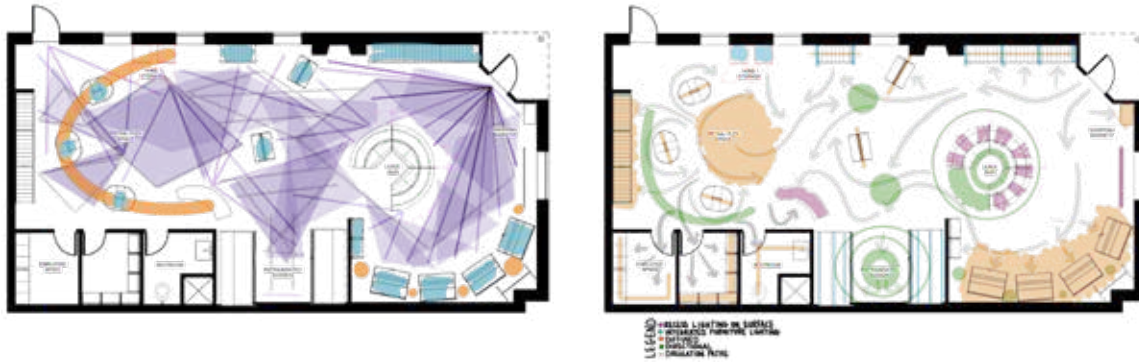
SPECIALTY MARKET

Location: Savannah, GA
Retail Concept

PROJECT OVERVIEW

Located in Savannah's downtown Historic District, the project introduces a specialty market to address the **area's lack of nearby grocery options**. Surrounded by retail, dining, nightlife, academic buildings, hotels, and Airbnbs, the market offers a curated selection of goods and meal kits—providing a convenient alternative for locals and visitors seeking home-cooked meals without dining out.

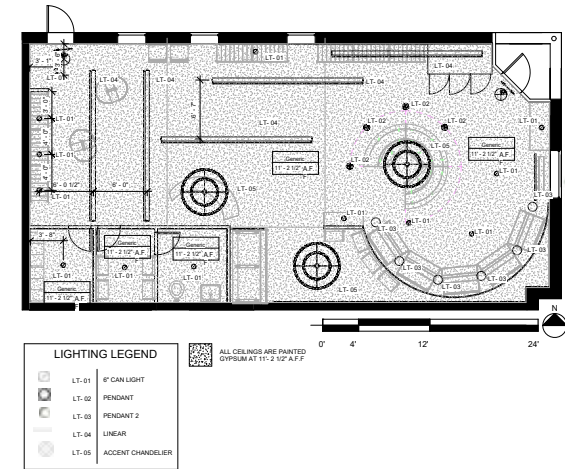
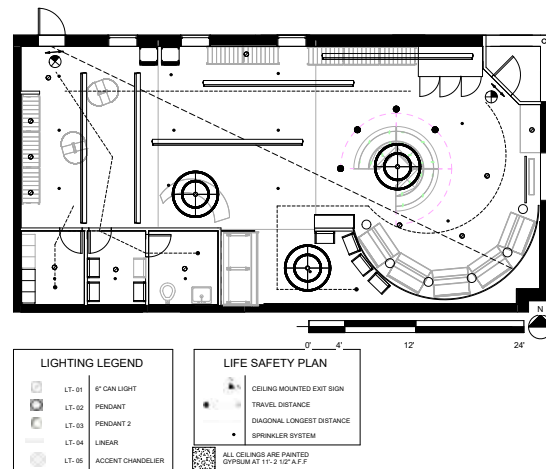
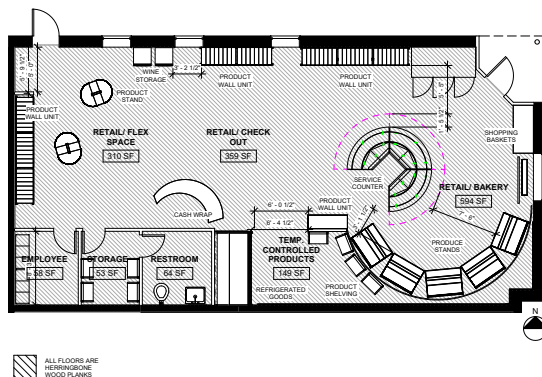
LIGHTING & CIRCULATION MAPPING



CONCEPT

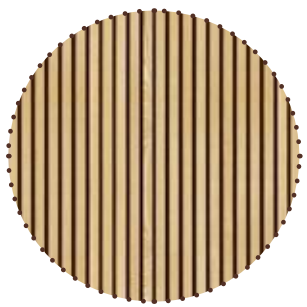
Eye of the storm emphasizes lighting and layout to guide circulation. Unlike conventional grocery layouts, **curved paths** allow shoppers to **navigate without dark or congested aisles**. Drawing on the **calm at the center of a hurricane**, the design **creates a sanctuary**-like shopping experience that feels distinct from traditional grocery environments.

LIFE SAFETY, REFLECTED CEILING & FLOOR PLANS

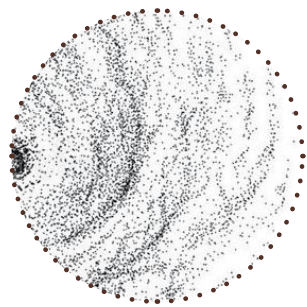




MATERIAL AND LUMINAIRE SELECTIONS



NATURAL WHITE
OAK SLAT PANEL



CUSTOM WALLPAPER:
HURRICANE MAPPING



NATURAL GREEN
STONE



MARSET DRIPPING
PENDANT, AMBER



SABA 200 PENDANT,
NICKEL/ROSE GLASS

Project 5: **SU JIN**



PROJECT AWARDS & RECOGNITION

Built Design Award - **Interior Design, New Concepts (2023)**

IDA Design Awards - **Gold in Sustainable / Green Interior Design (2023)**

IDA Design Award - **Sustainable Hospitality Design (2023)**



SU JIN

THE STORY OF SU JIN

Derived from Sino-Korean—**Su** meaning “to gather and harvest” and **Jin** meaning “precious and rare”—the project celebrates Seoul’s cultural heritage, history, ecology, and traditions to create an authentic, forward-looking dining experience.

Flaws of Fine Dining

Unsustainable practices of sourcing food, exploiting the food system

Restricted ability for **customization** & **dietary accommodations**

Exclusivity & price **limit accessibility** to broader audience

Focus on physical **presentation** over appreciation of food

Complex menus offer small portions

Fosters a **pretentious** atmosphere that feels **unwelcoming** & not family- friendly

Centered on curiosity, sustainability, and education, the design deepens appreciation for the local site and the broader restaurant ecosystem, highlighting learning from nature’s everlasting beauty.



The collaborative project proposes a multi-layered approach to reimagine the fine dining experience. Su Jin is designed not only to create a unique dining experience, but to extend beyond to foster curiosity, sustainability, education and respect for the process.



FIRST FLOOR

- 1 Entry
- 2 Assistance Desk
- 3 Biodiversity Lab
- 4 Kitchen Space
- 5 Mugunghwa Lounge
- 6 Sunju Bang
- 7 Seoul Ssan Bang
- 8 Restrooms

SECOND FLOOR

- 1 Cable Car Access
- 2 Assistance Desk
- 3 Elevator/Stairs
- 4 Su Jin Murals
- 5 Yoo Market



Custom Plate Installation, Seoul Ssan Bang

CUSTOM ARTWORK, INTEGRATING AI

The Plate Wall and Su Jin Murals combine traditional Korean motifs with contemporary art. Using AI-generated imagery, Photoshop, and rendering techniques, the designs incorporate elements of local art, flora, ecosystems and cultural symbols. The **integration of AI reflects a deep respect for the past while embracing future innovation.**



MUGUNGHWA FLOWER

South Korea's **national flower** symbolizes resilience and wisdom. Meaning **“eternal blossom that never fades,”** the flower holds deep cultural significance.

Drawing inspiration from the flower, lanterns act as a grounding element, visually connecting the two floors and echoing the flower's central stigma. Surrounding spaces unfold like blossoms, radiating outward to reflect the form and essence of the Mugunghwa.

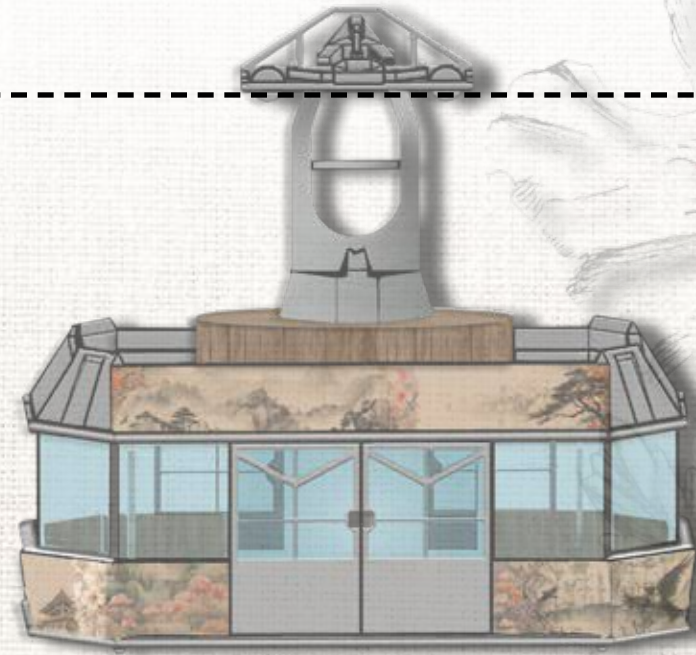


TRANSPORTATION

Accessible by hiking paths, bus, car, or a proposed cable car stop integrated into the existing structure, the site creates a unique sense of discovery. Each mode of travel deepens a connection to Namsan Mountain, offering distinct alternative experiences defined by the journey taken.



Yoo Market, Second Floor



Cable Car, Concept Design

BIOMIMICRY & EDUCATION

Guided by biomimicry principles—**form, process, and ecosystem**—Su Jin reconnects visitors to **food's origins and promotes sustainable, future-focused thinking.**

The Yoo Market and Bio Lab offer hands-on learning through modern interpretations of traditional dishes, sourced and prepared on-site. Local ingredient kits encourage continued exploration of Korean cuisine and support shopping locally.

THE STORY OF SU JIN: MURALS

Custom mural panels ground the space, weaving together past, present, and departure, guiding the narrative of Su Jin and its connections. The generated visuals narrate aspects of the user journey, blurring boundaries and sequence of the story—**echoing the project's fluidity and cyclical nature**.

JOURNEY

GROWTH

DEPARTURE

RENEW

present, and future. The murals welcome guests upon arrival
n to **nature**, **culture**, and **innovation**. Layered, overlapping AI-
boundaries between art and technology. Each path reveals a shifting
al concept.

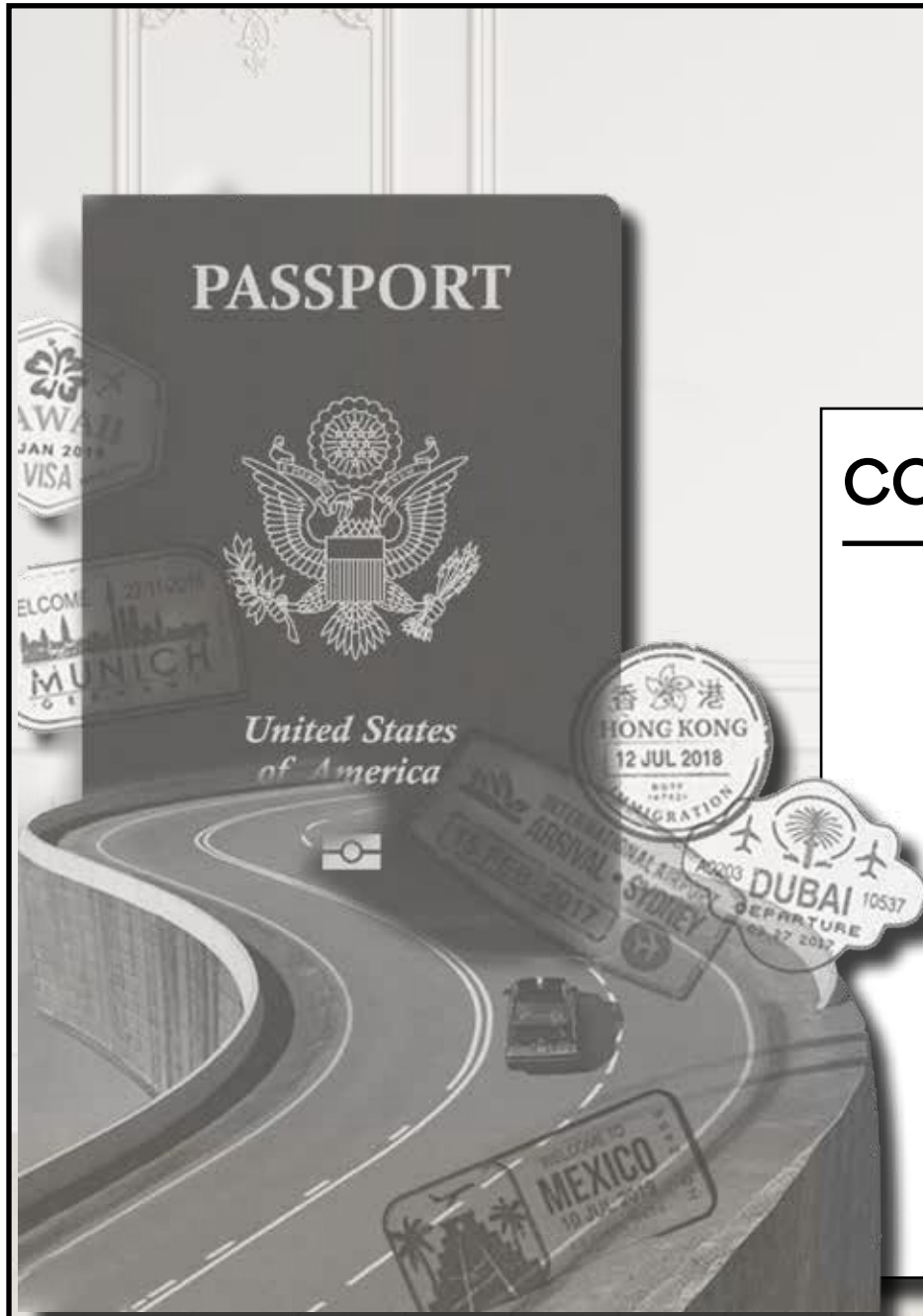


NURTURE

PREPARE

CYCLE

REFLECT



CONCEPT: RETURN FLIGHT

The emotional experience of returning home after a long journey evokes a sense of grounding, filled with memories and mementos collected along the way.

Much like a personal journey home, the space reflects the eclectic style of a young artist beginning a collection of prints, textures, and objects sourced during her travels.

DESIGN INTENT

Inspired by the ornate opulence of 17th and 18th-century Neoclassical, Rococo, Chinese, and Baroque aesthetics, the design blends historical reference with a fresh, youthful perspective. Bold patterns, layered textiles, and statement furnishings add visual depth, while creating cohesive moments throughout the space.

BEDROOM & BOUDOIR

The 350 square-foot space integrates a sleeping area and boudoir, crafted for a chic, modern woman. Designed as a sanctuary for both rest and personal expression, the layout maximizes functionality, separating spaces while maintaining a seamless visual connection.



Bedroom and Boudoir, Furniture Plan

The design illustrates the convergence of interior design and fashion, resulting in a timeless atmosphere where style is both lived in and celebrated. Layered with global influences, the design celebrates the beauty of homecoming, evolving identity, and the intimacy of curated, lived-in spaces.



DRESSING ROOM

The boudoir serves as a personal retreat, displaying a curated collection of fashion.

Suspended clothing rods provide flexible storage while acting as sculptural elements, showcasing garments against architectural framing.

DRESSER & MIRROR

Drawing from Neoclassical influences, the dresser and sofa feature classic cabriole legs as a nod to traditional craftsmanship.

Organic curves and decorative motifs echo naturalistic forms, introducing elegance, detail, and historical reference.



SEATING

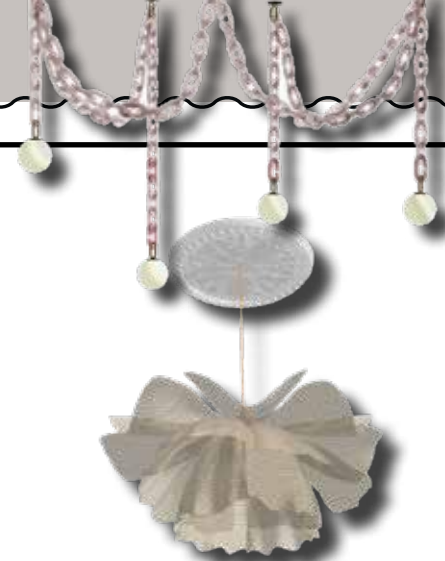
The tufted sofa pairs cabriole legs with contrasting upholstery, blending classical form with modern refinement. Soft, muted tones underscore the room's femininity, while velvet upholstery, marble accents, and layered pillows introduce texture, warmth, and personality to enhance comfort and visual richness.



LIGHTING

Layered lighting creates a soft, feminine ambiance.

A custom chain-link fixture reimagines the traditional crystal chandelier, while a coffered ceiling and velvet draped window accentuate the 12-foot ceilings, enhancing the space's light, openness and sense of opulence.



ABOUT ME



DESIGN PHILOSOPHY

I create to uncover beauty and purpose, driven by curiosity and what I see, touch and experience. Through observations, research and storytelling, I explore how people interact, navigate and connect. I aim to create thoughtful, inclusive solutions that balance aesthetics with function, transforming ideas into meaningful experiences.

GET IN TOUCH:
EMMAJS@SHAERF.COM
+1 (347) 835 - 0454

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN
B.F.A. INTERIOR DESIGN
2021 - 2024

ACHIEVEMENTS / AWARDS

SUSTAINABLE/GREEN INTERIOR DESIGN
IDA AWARD
COLLABORATIVE PROJECT, SU JIN (2023)

SUSTAINABLE HOSPITALITY DESIGN
IDA AWARD
COLLABORATIVE PROJECT, SU JIN (2023)

INTERIOR DESIGN - NEW CONCEPT
BLT AWARD
COLLABORATIVE PROJECT, SU JIN (2023)

SOFTWARE SKILLS

Revit, Enscape, SketchUp, InDesign, Illustrator,
AutoCAD, Procreate, Google Suites, Midjourney



ADOBE PHOTOSHOP CERTIFICATION, 2023

PROFESSIONAL EXPERIENCE



ASSISTANT MANAGER

STONE CLOVER LANE - NEW YORK, NY | DECEMBER 2024 - JUNE 2026

- Directed daily store operations and led team to exceed target sale goals.
- Designed and executed visual merchandising, seasonal displays, and store layouts to enhance customer flow and reinforce brand aesthetic.
- Led training exercises to enhance customer experience.



SALES ASSOCIATE

ONE FISH TWO FISH - SAVANNAH, GA | JULY 2022 - MAY 2023

- Advised clients on home essentials, clothing, and gifting selections while completing Interior Design degree.
- Developed visual merchandising strategies to enhance product presentation and store flow.



LUXURY PROPERTY MANAGER

PRIVATE ESTATE- NEW YORK, NY | JULY 2020 - JANUARY 2021

- Oversaw daily operations of a 10,000-square-foot townhouse in Gramercy Park, including systems and space management.
- Served as primary liaison for owner, coordinating maintenance and improvement on-site.



CLIENT SPECIALIST / SUPPORT

TORY BURCH - NEW YORK, NY | OCT 2019 - JAN 2020

- Delivered client support across voice, chat, email, and SMS channels for domestic and global customers using Salesforce, Gladly, SAP, IBM (OMS), and UPS WorldShip.
- Upheld brand standards through detail-oriented product knowledge and professionalism.



ASSISTANT MANAGER / STYLIST

LF SPORTSWEAR - NY & CA | MAY 2016 - JANUARY 2020

- Directed weekly sales objectives, styling initiatives, and store merchandising strategies.
- Built and maintained client relationships, advising on style, events, and inventory needs.
- Consistently ranked as a top sales producer across outlet locations.

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