



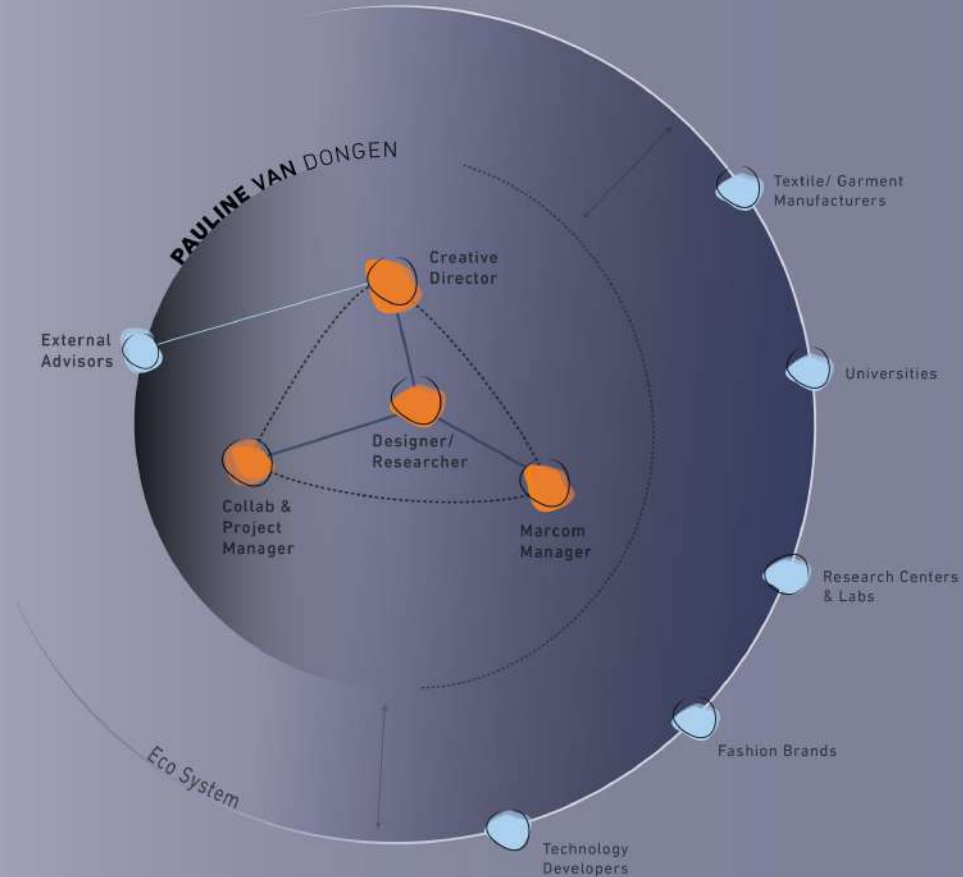
Company
Structure,
Job Roles, &
Research Areas

PAULINE VAN DONGEN



COMPANY STRUCTURE

The studio is made up of a small team of people with diverse backgrounds, it is organized in a horizontal way by dividing responsibility and decision-making over the different team members.



**COMPANY
STRUCTURE**

JOB ROLES

There currently are four different job roles within the studio:

- Creative Director
- Designer / Researcher
- Collaboration & Project Manager
- Marketing & Communication Manager

Creative Director

"change maker"

Characteristics

open-minded, empathetic
& encouraging

endlessly curious

entrepreneurial
& collaborative

Responsibilities
& Activities

studio vision
& design philosophy

design research
approach & methods

concept creation
& design research

project acquisition
& management

networking
& public speaking

consultancy
& advising

educational
activities

JOB
ROLES



Designer/
Researcher

"explorer"

Characteristics

open-minded, creative
& research oriented

endlessly curious

organised, flexible
& collaborative

Responsibilities
& Activities

design research
& concept creation

material exploration
& reflection

sketching & visualisation

sample & prototype
development

product engineering
& testing

qualitative studies
& field research

documentation
& reporting



JOB
ROLES

**Collab
Manager**

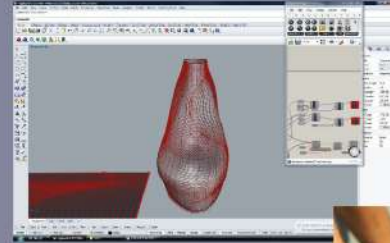
"connector"

Characteristics

endlessly curious

considerate
& organised

collaborative
& encouraging



**Responsibilities
& Activities**

share studio vision

share design research
approach & methods

concept creation

project acquisition
& management



**JOB
ROLES**

Marcom Manager

"storyteller"

Characteristics

endlessly curious

strong voice &
fluency

empathetic &
open minded

analytical

Responsibilities & Activities

develop & share
studio vision

marketing & communication
strategy

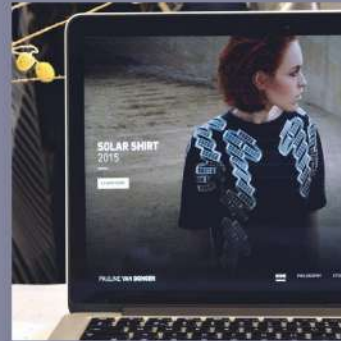
concept creation
& creative storytelling

visual identities

content development

communication with
partners & media

JOB ROLES



RESEARCH AREAS

Our work can be roughly divided into three research areas:

- Solar fashion & textiles
- Textiles with shape shifting qualities
- Textiles and garments that focus on the sense of touch

SOLAR FASHION & TEXTILES



See the following projects:

[Solar Dress](#)

[Solar Shirt](#)

[Solar Windbreaker](#)

[Radius](#)

[Zonnestof](#)

DYNAMIC & SHAPE SHIFTING



See the following projects:

[Skynfeel Apparel](#)

[Ruff](#)

[Phototrope](#)

THE SENSE OF TOUCH



See the following projects:

[ISSHO](#)

[Fysiopal](#)

[MYSA](#)

[Body Wonders](#)

EMERGING SKILLS

We consider skills and expertise related to the following topics highly relevant for future candidates/employees:

- Recycling and circular design
- Qualitative user studies and field work
- Equity-centred design (participatory design/co-creation)
- Digital design skills (programming; 3D modelling; digital textile design)
 - Developing and growing biomaterials (bioengineering)
 - Design ethics (philosophy of technology)



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