

ISABEL

MONTEIRO BÜHLMEIER



ABOUT ME

I'm a designer with a multicultural background, fluent in German and English, and conversant in Korean and Spanish. I aim to make sustainability more accessible in fashion and to nurture my and my peers' love for fashion.

Education

8.2022- 6.2026

Royal Academy of Art (KABK),
Year 2 BA Fashion Student, Den Haag, The Netherlands

08.2007- 06.2022

Frankfurt International School (Grades 1-12),
IB Diploma, Oberursel, Germany

Work

25.01.2022 – 18.05.2022

Commission for ballgown

Volunteering

2019-2020

Charity Fashion Show

2016-2021

House Captain at International IB School

Creative Skills

- Illustration (design and technical)
- Draping
- Sketching
- Painting
- Knitting
- Printmaking
- Knitting
- Styling
- Photography
- Sewing
- Patternmaking

Technical skills

- CLO3D
- Adobe Illustrator
- Krita
- Canva
- MS Word
- MS Excel
- MS Powerpoint
- Google Sheets
- iMovie



I investigated the devastation that the lithium mining projects would bring to northern Portugal. This look specifically references the blurring of the line between conserving nature as it is and the destruction of it in the name of progress.

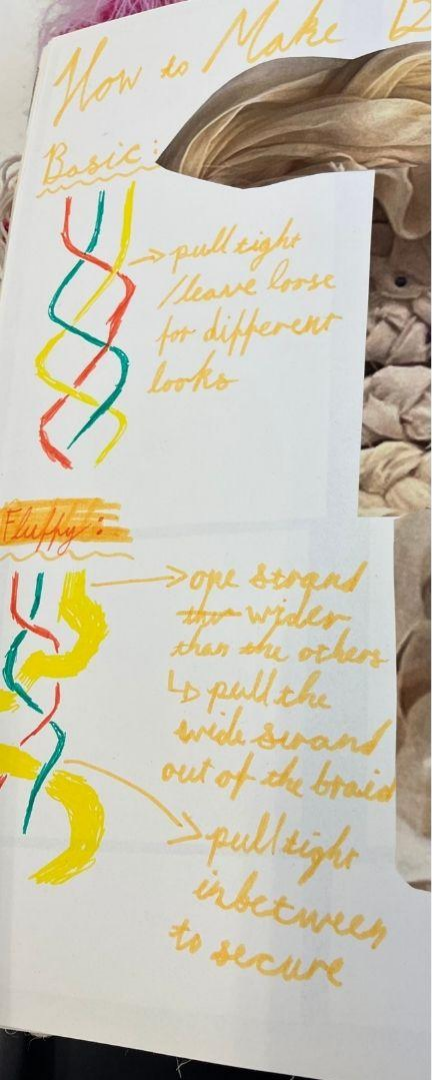
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PROCESS

I used natural unbleached materials that I braided using various techniques and sewed together by hand. In addition, I draped and sewed a stark white synthetic fabric in a way that imitated a braid to highlight further the organic nature of the rest of the garment.



PROCESS

ILLUSTRATIONS





FINAL LOOK

For this pair, I investigated the concept of opposites- specifically maximalism and minimalism and how they both can be absurd.

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PROCESS

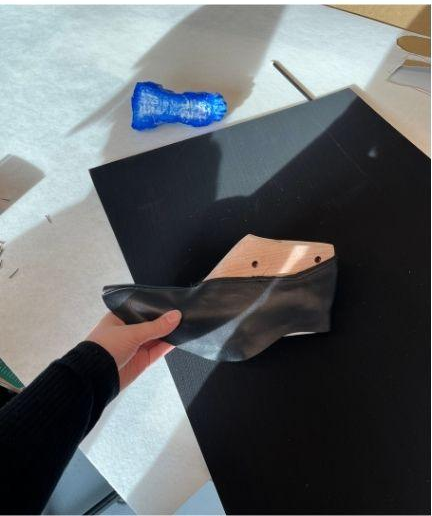
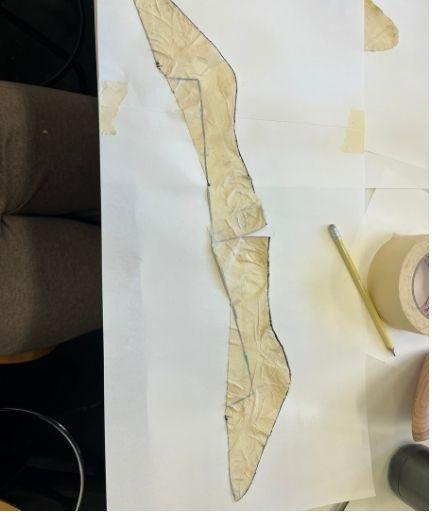
I first began developing the pattern for the maximalist look, and the print and patchwork that would be layered on each other. Then, I investigated ways I could manipulate the appearance of the pattern to create a minimalist look. Both looks use the same pattern, only changed to fit the body type- except for the knitted top for the minimalist.

ILLUSTRATIONS





FINAL LOOKS



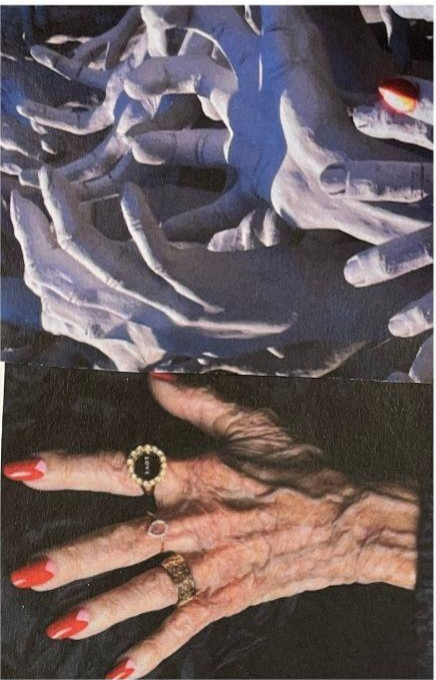
SHOE MAKING

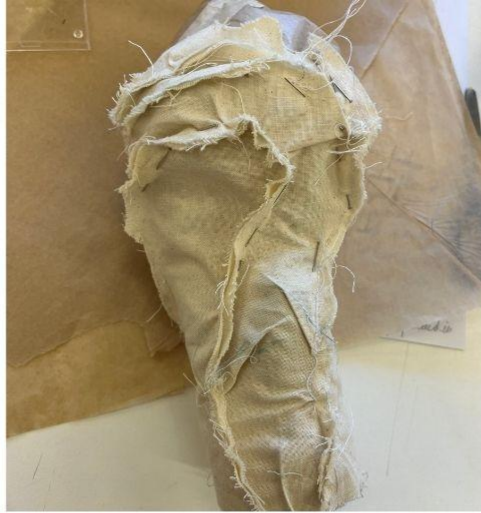
SHOE MAKING



CONCEPT

I was inspired by the shape and the suggestiveness that a hand has. It implies meaning and atmosphere through the most subtle of movements.





PROCESS

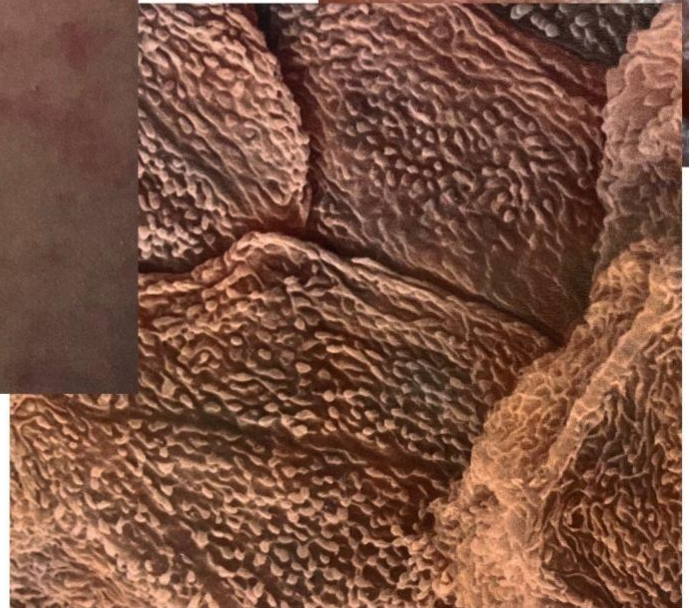
I first began developing a pattern for a deformed hand- exploring different patternmaking methods and making a glove shape. Then blew up the pattern proportionally to cover a person.

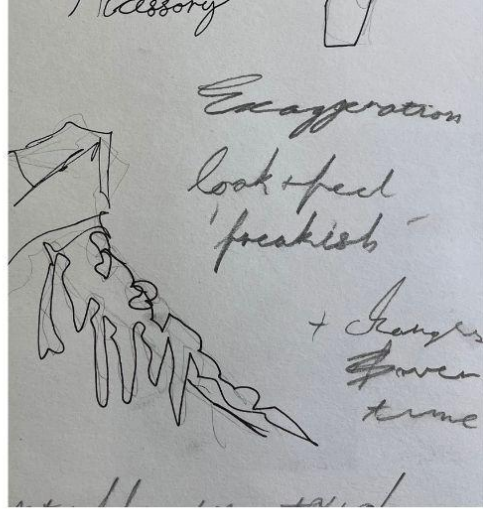


FINAL LOOK

CONCEPT

For this accessory, I was inspired by textured skin as an insecurity. As someone who experiences this, I wanted to visualize how a stranger's gaze can influence how you feel in your skin.





PROCESS

I experimented with how I could use old tights to replicate rough skin. I filled sacks of it with beads of various sizes, burned it, ripped it, fixed parts of it with glue, and stretched it over a towel encased in plaster, often layering several of the techniques. I sewed them all together to create the sleeve accessory.



FINAL LOOK

RECOGNITION



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CONTACT ME

izzymonbu@gmail.com

Instagram: [@izzymonbu.official](https://www.instagram.com/izzymonbu.official)