



# Fashion designer for passion

LISA BOZZATO IS A YOUNG SHOE DESIGNER FROM MILAN, WHO HAS ALREADY GAINED GREAT PROFESSIONAL EXPERIENCE AND DREAMS OF WORKING FOR AN IMPORTANT FASHION HOUSE THAT PUTS CREATIVITY AND RESEARCH IN FIRST PLACE

It's widely known that women love shoes! And her innate passion for this "desirable object" has led Lisa Bozzato to become a shoe fashion designer. 32 years, a degree in Industrial Design, this young woman from Milan in a few years has already gained a number of interesting work experiences.

## Where does your passion for shoes come from?

I have always been interested in shoes, since I was a little girl, so much so that the first thing I used to notice in people was their shoes. I like to think I inherited this passion from my great-grandfather, who was a shoemaker, and from my grandfather, who helped him for many years.

## What was your training path?

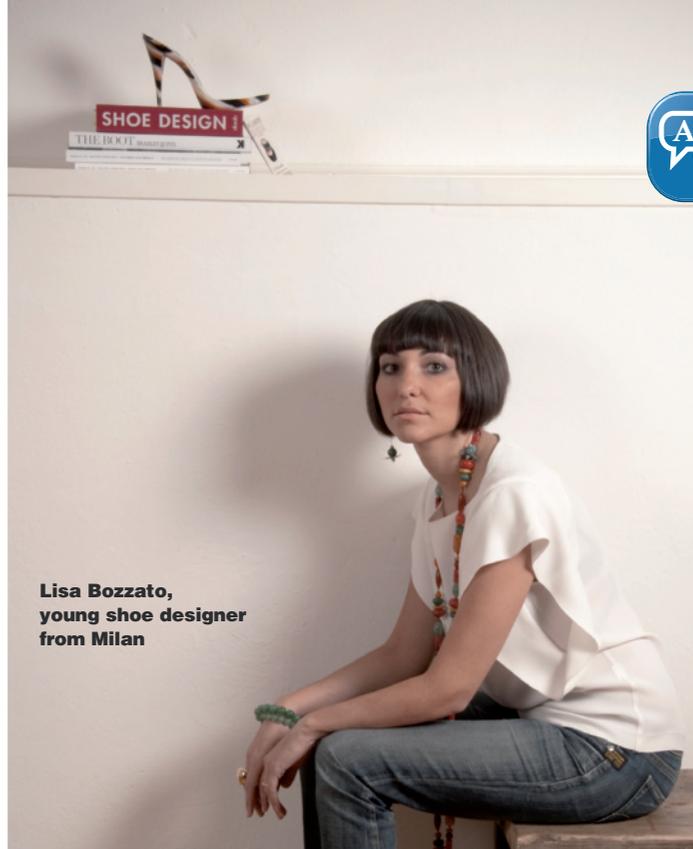
I studied at the Polytechnic of Milan graduating in Industrial Design and then, as course of studies, I chose fashion and accessories, shoes specifically, that has been the subject of my graduation thesis.

## And what about your professional career?

I started as a junior designer with two internships, first at Bally and after at Giorgio Armani. Then I worked with Kate Spade, an American footwear brand that creates funny, colorful, ultra-feminine and hyper-decorated shoes, entirely made in Italy. Then I moved to Spain to work for Castañer, a brand that is famous for its espadrilles, that creates shoes also for leading fashion houses. Back in Italy, I began my career as a freelance senior designer creating collections mainly for Via Spiga, a brand with which I work still now.

## What are the aspects that you like more of your work? What are the "cons"?

I love my job and I naturally take the upsides. The only downside is perhaps that, not working for my own brand I must necessarily adapt my aesthetic taste to the soul of the brands I work with.



**Lisa Bozzato,**  
young shoe designer  
from Milan

What I miss now is the continuous relationship with production: the shoes I design are made abroad and so I lost immediacy and dynamism that normally result from daily contact with who manufactures shoes.

## Who are the professional figures with whom you interface normally? What are the difficulties?

Shoes are the result of team work and therefore you must be able to speak with different professional figures. In my case I interface, not only with the Creative Director, but also with the sales department and the technical manager, an Italian with whom I have a very stimulating relationship. It is essential to have the good luck to run into people who are open, favorably disposed to comparison and experimentation and not clung to false beliefs.

## How do you imagine your future?

I think I want to continue working as a freelance, perhaps expanding my collaborations. However I don't exclude the possibility to work for a big fashion house where creativity and research are in first place and aesthetic contents are essential as those of feasibility and sailability.

## How does Lisa Bozzato "see" shoes?

Shoes are the design objects that can make every woman feel beautiful and attractive, strong and self-confident as a few other accessories can do. To realize this, shoes must not necessarily have extreme characteristics, but rather original features and attention for details: the ideal shoe is a small balanced object aesthetically complete.

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An outline  
of shoes designed  
by Lisa Bozzato