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Maggie Pei is a New York based multidisciplinary designer and artist. Trained as a furniture designer and maker, she also has a background in furniture conservation. Her practice is rooted in a deep appreciation for objects, their narratives, histories, and the manner in which they come alive. Her studio practice serves as a world-building experience, where the array of furniture aims to transcend object and become subject, capturing the forgotten sensations of a moment on the threshold where the past converges with the present, and where the lucid coexists with the hidden.

SKILLS

Design & Development |

Furniture design, concept development, mood boards, full-scale prototyping

Fabrication Techniques |

Woodworking, metalworking, restoration, upholstery, laser cutting, mold-making

Production & Documentation |

Creating tear sheets, technical drawings, spec sheets

Software |

Rhino, Fusion 360, AutoCAD, KeyShot, Adobe Creative Suite, Cinema4D

Vendor & Project Management |

Sourcing and managing fabricators, overseeing prototypes, coordinating with vendors

SHOWS

(Upcoming) LIVING ROOM DESIGN FAIR
May.2025 (NYC)

(Upcoming) COLONY GROUP SHOW
May.2025 (NYC)

(Upcoming) GSL GALLERY SOLO SHOW
Late 2025 (Paris, France)

SOTHEBY'S INSTITUTE OF ART
-GROUP SHOW
Dec.2024 (NYC)

THE DESIGNER'S RESIDENCY SHOW
Jun.2024 Colony Design (NYC)

TWO OR THREE THINGS I KNOW
ABOUT HER

May.2024 Joanna Frank (NYC)

ICFF - THE CROSSROAD
May.2024 Javits Center (NYC)

BLUE STEEL
Jan.2024 GSL Gallery (Paris, France)

PRETTY SECRETS
Oct.2023 Spring Studio (NYC)

GO THITHER
Jan.2023 Gelman Gallery (RI)

EDUCATION

Rhode Island School of Design

Furniture Design BFA

EXPERIENCES

Freelance Furniture Designers -GSL Gallery (Paris) & Colony (NY)

May.2024-Present

-Completed a seven-piece furniture collection for GSL Gallery
(Exhibition scheduled for late 2025).

-Designing and prototyping a capsule furniture collection for Living Room Design Fair and Colony Group Show *(Exhibition scheduled for May 2025).*

-Producing detailed specification sheets, 3D models, renderings, and full-scale prototypes.

-Reengineering designs to reduce production costs while preserving design integrity.

-Sourcing and managing fabricators for prototyping and production, ensuring quality and timeline adherence.

Part-Time Gallery Assistant-FORM ATELIER(NY)

Oct.2024-Present

-Conducted research and sourced antique furniture, verifying provenance and restoration evaluation and outsourcing.

-Designed and fabricated custom sculpture stands and platforms for exhibitions.

-Developed prototypes for new designs, managing material sourcing and vendor coordination.

-Daily gallery operation and customer management.

Resident Designer & Gallery Assistant -COLONY (NY)

Aug.2023-May.2024

-Developed and launched a six-piece furniture collection, exploring multidisciplinary fabrication techniques and studio language development.

-Contributed to interior design projects by sourcing materials, drafting layouts, and assisting with spatial planning.

-Assisted in gallery operational logistics, client management, and event planning.

Antique Furniture Restorer -AURA OBJECT (Shanghai, China)

May.2020-Feb.2021

-Restored over 100 pieces of 18th to 20th-century furniture and coordinated with external vendors to ensure accurate restoration work.

-Developed a collection of candle holders, overseeing the entire process from product design to packaging and establishing brand language for the company's product line.

Photo Production Assistant Producer -AD CHINA (Shanghai, China)

Jun.2021-Aug.2021

-Coordinated with departments and vendors for set design, budgeting, and on-site support for a photo production for AD China.