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EXECUTIVE SUMMARY

Over the course of my career, I have built an expertise in the planning and execution of environments for some of the best-known brands in the world. Today I lead a team of project managers and technical designers for Ganter, a global market leader in high-end millwork production. Prior to this, I was responsible for store planning at Hugo Boss, the German fashion powerhouse. At Hugo Boss, I delivered hundreds of projects worth millions of dollars in various sizes and complexity across all business fields.

Throughout these experiences from both client and supplier side, I continue to be amazed that anything is possible through the power of creativity and collaboration.



SKILLS

Store Planning

Schedule & Budget
Creation

Web-Based
Project Management

Roll-out execution

Renovation & Phased
Construction Planning

Schematic Plan Creation

Value Engineering

Sourcing

Concept Development

Millwork Production

GANTER INTERIOR | New York, 2016 – Present **Head of Project Management and Key Accounts**

Primary responsibilities include leading the New York office in efforts linked to Ganter Group's business philosophy. These include new business development, client relationship, project management, and execution. Additional responsibilities include coordination of North American projects executed by my team located at our headquarters in Germany.

- Led the U.S. Divisions first full-service pop-up-shops worth \$1.2mil.
- Expanded client base, and entered into new business fields.
- Won new bids worth \$4.4mil in hospitality and commercial projects.
- Introduced web-based project management software to my team in the U.S. and Germany.

HUGO BOSS AMERICAS | Savannah and New York, 2006 – 2016 **Director of Store Planning**

From initial location feasibility studies until turnover, I was responsible for all aspects of store planning in every business channel throughout the U.S. and Canada. In addition to key-city locations in Mexico and Brazil.

- In 2016: Scaled the department to manage over 100 projects with an estimated construction budget of \$30.0mil.
- Developed a secondary market design concept, which reduced total project costs by over 17 percent.
- Designed and executed the brands outlet concept and rolled this out into the region. Through value engineering, we achieved costs lower than global benchmarks.
- Defined and executed concept roll-outs for company-owned, outlets, and department stores
- Hired the brand's first lighting designers. Executed the first store with 100 percent LED lighting.
- Hired and developed a network of architects, contractors, and consultants.



AWARDS

VM&SD - Retail Renovation. North Michigan Avenue Flagship, Chicago, IL

VM&SD – Renovations. The Venetian Hotel & Casino, Las Vegas, NV

VM&SD – Excellence in Visual Merchandising & Store Design. Columbus Circle Flagship, New York, NY



PROFESSIONAL AFFILIATIONS

Member VM&SD Editorial board

ICSC

- Developed high-quality construction documents creating a more efficient review, budgeting, permitting and construction process.
- Introduced web-based project management software as a regional and global collaboration platform.
- Designed and executed the brands 70,000 square foot corporate offices and showrooms in New York City.
- Sourced and defined local millwork supplier.

HUGO BOSS FASHIONS, INC. | New York, 2004 – 2006 **Director of Store Planning and Real Estate**

Responsible for all phases of Hugo Boss Store Development. Including capital budget planning, real estate, store planning, and construction. Led cross-functional meetings to ensure location and square footage were on-brand, and aligned with the business requirements - product assortment, operations and visual merchandising.

- Manage/control information flow between international design teams, local architects, and project teams.
- Analyze global store design to ensure capacities and adjacencies yield success for the U.S. market.
- Ensure global design standards comply with local building code, rules, and regulations.

HUGO BOSS FASHIONS, INC. | New York, 2001 – 2003 **Manager of Store Planning**

Transitioned from Visual Merchandising to Store Planning. Responsible for the National franchise expansion and was the primary connection between the Hugo Boss teams and franchise partner teams.

HUGO BOSS Fashions, Inc. | Los Angeles and New York, 1998 - 2001 **Visual Merchandising Manager**

Initially recruited to oversee Visual Merchandising for Hugo Boss Los Angeles, I developed and implemented new systems and process to ensure my territory locations presented the brand at the highest level. Promoted and relocated to New York, with increased responsibilities in the United States.

MARIO'S INC. | Seattle and Portland 1995 - 1998 **Head of Visual Merchandising**

First internal visual merchandiser for Mario's hired to develop the department. Responsible for yearly department budgets, planning/executing monthly window changes and in-store environments. Played a significant role in Marketing and working with architects during store renovations. Established a team of four staff visual merchandisers and launched a rolling intern program with the local fashion schools.

Education

Broward College: Architecture with related studies in Set Design, Fort Lauderdale, FL.
Macfatter School: Commercial Art, Davie, FL