

ROBERT SMITH

Apparel Designer

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SUMMARY

Apparel Designer is Designing for a string of globally recognized brands. Crafting products that are informed by both trend and history with a concentration in Action Sports and Apparel. Working well as solo designer, art directing, or being part a team in order to create the best product possible. Interact cross functionally with PLMs, Sourcing, Developers, Graphic team, Print team, trim team, and Materials on seasonal line development, including Fit Sessions.

CORE COMPETENCIES

Microsoft Applications, Data Entry, Shipping And Receiving, Adobe Applications.

PROFESSIONAL EXPERIENCE

Apparel Designer

ABC Corporation - September 1991 – February 1994

Key Deliverables:

- Created repeating prints used for sketches, and for art files used by factory for production.
- Responsible for reviewing lap dips, fabric submits, and art submits by factory.
- Assisted in determining what is acceptable for production.
- Met with UMass Lowell track team, the direct market, to show and discuss designs.
- Worked on licensed Jantzen USA sportswear.
- Designed Womens sweaters, knits and cut and sew jerseys.
- Visited local knit factories.

Apparel Designer

Delta Corporation - 1991 – 1991

Key Deliverables:

- Branded and designed company logo Manage and maintain E-commerce WordPress website www.buoy4.com Create presentations with PowerPoint Develop.
- Designer and developer through BOM tech packs for SMU apparel, creating production art graphics in AI Negotiating cost sheets working on excel.
- Independently created young ages 4-6 boys clothing line +Designed children-friendly animals and iconic historic architecture for a Young Explorer.
- Create designs for garments to be sold Put together templates to be sent to production.
- Produced multiple lines simultaneously and oversaw their production Contributed all materials related to the design process including sketching.