

Alice Grooves

Costume Designer



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Professional Profile

Deadline-driven Costume Designer with experience in enhancing actors'/actresses' performances by applying knowledge of different materials and textiles to sew patterns for various garments. Passionate about analyzing scripts, researching character histories, and interpreting directors' vision to produce apparel in numerous styles. Proven ability to draw freehand sketches and integrate computer programs into design processes. Accustomed to coordinating with colleagues in lighting and scenic design mediums to create cohesive aesthetics for productions.

Core Skills

- Costume/Wardrobe Design
- Storytelling Elements
- Production Sketches
- Inventory Management
- Sewing & Tailoring
- Fine Art & Textiles
- Budget & Cost Control
- Fashion History Research

Career Summary

Jan 2020 - Present

Cinegrade Digital Cinema, Nashville, TN
Costume Designer

Outline

Satisfy the unique demands of designing clothes for film and TV shows, for a full-service production company with 1K+ employees that is dedicated to producing stunning and engaging video content for 800+ global brands.

Key Responsibilities

- Utilize a solid understanding of story, character, mood, and other filmmaking elements to construct attire for cast members.
- Participate in pre-production meeting with the team prior to the audition process.
- Read full scripts, studied time periods and settings of sitcoms, film, and motion pictures, as well as note areas that could affect costumes.
- Present preliminary sketches for sign-off and carry out final designs in accordance with chosen fabrics, styles, and colors.
- Execute construction technical packet procedures to expedite collaboration with the costume shop.
- Maintain budgetary parameters by buying textiles or ordering pre-fabricated clothing from suppliers.
- Supervise fittings and dress rehearsals and return, store, and dispose of used costumes.
- Assure garments adhere to specific narrative requirements, while also being durable enough to withstand repeated wear and quick changes between scenes.
- Remain abreast of industry developments by identifying new trends, fabrics and techniques, as well as seeking design inspiration.

Key Achievements

- Reduced expenses by 30% through diligently managing the entire costume department, including budget and production time tables.
- Improved team performance by 50% due to training junior designers how to customize materials through dyeing, painting, and sewing fabric.
- Established schedules for every costume, which expedited production time by three hours.