

OLIVER SIM

FASHION DESIGNER

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J. FOWLER (*Continued...*)

- Made successful transition from accessories to apparel in fast-paced, highly demanding environment.
- Improved productivity and quality by implementing sound organizational principles in formerly chaotic environment.
- Planned efficient production schedule and arranged client fittings in markets across the US.
- Worked to maintain positive employee morale during period of financial difficulty for company.

DEREK VANDER INC., New York, NY

1995 – 1997

Designer and manufacturer of upscale women's coats

Assistant Designer

Initially hired as assistant to designer with responsibility for creating samples, but subsequently assumed numerous additional responsibilities including assisting the sales team, sending out samples, coordinating order entry and designing promotional and marketing materials.

- Established in-house graphic design/ creative services department, providing the company with greater flexibility and reducing costs.

THE BELASCO THEATER, New York, NY

1994 – 1995

Costume Cutter

Worked with head draper to cut, construct and sew final alterations to new garments for the original production of Francis Drake's *Strange Days*. Created replacement period pieces for *Scrooge* and also altered/repaired costumes for that production.

CYMAN TABLEWARE, New York, NY

1994

Assistant Designer

Played key role in the design and production of upscale and bridge market sportswear/career wear. Accountabilities included designing and producing samples for private label/catalog offerings, pattern-grading for new additions to the line, and creating an archive of designs by flat-sketching collections.

Other Experience:

Manager/Assistant Manager/Associate Graphic Design & Production – Krasmer Tie-makers/Tailors; Visual Merchandiser – Elizabethan's Stores Inc.

AWARDS & HONORS

Two-time winner of *Best Daywear* from the Fashion Institute of New York

EDUCATION

FASHION INSTITUTE, NY - Millinery technique / HAMMOND COLLEGE, NY - Apparel Design