

Ralph Rolfson

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EXPERIENCE

MATERIALS DEVELOPER, APPAREL

Boston, MA

02/2016 – present

- Establish and maintain a close relationship with apparel development, product management, design, sourcing and external partners/suppliers
- Support development, product management and design with technical and commercial expertise on fabrics and trims
- Work to consolidate and educate the product team regarding the material toolbox and global consolidation
- Work with overseas offices as a colorist for fabrics and trims running through the Boston office
- Manage internal material library for fabrics and trims
- Ensure internal systems are up to date with correct product specifications
- Strong knowledge of fabric constructions, yarn and fiber types, and international testing standards

DEVELOPER APPAREL

Dallas, TX

11/2011 – 09/2015

- Evaluate all prototypes for compliance with AD, manages fit approval/size specification, approval of color, accessories and materials. Manage comments to T1
- Review and sign off sealing sample with complete AD including all related documents prior to buy ready dates. Ensure full conformity to published policies to ensure a final legal AD for final product
- Design, Marketing and Brand Operations – Development , Materials, Costing and Pattern Maker
- Manage handover from design to T1 to ensure that all information provided to T1 is complete. Manage T1 feedback to design and marketing and incorporate where quality or cost can be improved without sacrificing product aesthetics
- Review and sign off sealing sample with other developers with complete AD including all related documents prior to buy ready dates. Ensure full conformity to published policies to ensure a final legal AD for final product
- Manage and execute time and action plans and ensure on time delivery of samples in good execution, quality and fit
- Help manage the handover from design to T1 to ensure that all information provided to T1 is complete. Help manage T1 feedback to design and marketing and incorporate where quality or cost can be improved without sacrificing product aesthetics

APPAREL DEVELOPER

Philadelphia, PA

12/2006 – 07/2011

- Merchandising, Design, Sourcing, Production Development, Materials Development, Country Offices and Direct Factories
- Manage time and action calendar for assigned categories to meet all deadlines. Track and approve all necessary submits of fabric, artwork, trims and packaging
- Identify key issues in product construction, material selection, manufacturing and pricing and proactively research alternate options in accordance with cost targets
- Work closely with the Category Merchandise Manager / HK apparel Sourcing Team on identifying the most cost-effective source base for product developments
- Participate in fit sessions and product reviews for assigned styles and coordinate with technical services to ensure prototypes accurately reflect construction specifications
- Set up samples and shipping tracking mechanism
- LO/OC Merchandising, Technical Services and Costing

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

Bachelor's Degree in Clothing Technology

SKILLS

- Good Knowledge of specifications management, product costing, and size/fit/grading (as applicable)
- Excellent oral and written communications skills. Strong interactive skills
- Knowledge of production garment construction and manufacturing
- Knowledge of materials used and the engineering and manufacturing processes used to build Vans products
- Proactive, strong problem solving skills and results oriented
- Intermediate Computer Drawing skills for technical and construction detail sketches & related art using Adobe Illustrator and Adobe Photoshop
- Able to multi-task and meet critical deadlines
- Proficient in MS Office, Adobe Illustrator