

## DESIGNER / TECHNICAL DESIGNER

### Summary

Creative fashion designer with background in the categories of swim, intimate apparel, loungewear, and sportswear. Experience designing wovens and cut and sew knits, creating technical drawings and packages. Excellent time management, organizational skills, and work ethic.

### Highlights

- Detailed technical sketches
- Technical packages
- Line sheets
- Garment Fittings
- Garment specing
- Correspondence with overseas vendors

### Accomplishments

Co-founded Ulihu, a men's and women's underwear and loungewear company. Oversaw design and technical design of all pieces and managed production in New York City.

### Experience

#### Designer / Technical Designer

January 2013 to August 2015 Company Name - City , State

Responsible for research, development, and design for each season Prepare technical packages for all styles (Excel & Illustrator) Source and place orders for all fabrics and trims for sampling and production Oversee domestic development and production - all in NYC Communicate with factories to ensure proper fit and construction as well as maintaining timelines Attend all fittings - Responsible for overall fit of product Review and approve all samples (Fit, Pre-pro, and T.O.P.).

#### Costume Designer and Wardrobe Supervisor

June 2001 to August 2015 Company Name - City , State

Presented and finalized costumes for all characters. Purchased and/or made all costumes, within agreed upon budget. Fit all garments and made alterations. Created costume plot from script using Synch OnSet. Facilitated loans from several designers and showrooms.

#### Production Assistant

October 2012 to March 2013 Company Name - City , State

Assisted in product development at all stages of sportswear. Daily Correspondence with domestic factories in New York City garment district. Attended fittings and took notes. Made all updates to sketches for technical packages and relayed changes to vendors. Created line sheets and mailers to send out to buyers.

#### Associate Designer

April 2010 to October 2012 Company Name - City , State

Ralph Lauren Sleepwear / Loungewear Responsible for design development of FOA and FOE loungewear programs as well as assisting head designer in development of Lauren Sleepwear line.

Research and develop existing and emerging concepts and trends as inspiration for color, fabric, and silhouette Use research to develop seasonal trends and produce product presentations including color boards, concept boards, print/story boards, and full figure / flat sketch designs to help sell concepts to buyers Partner with Merchandising to edit line Create detailed flat sketches (using Illustrator) from illustrations or mock ups for tech packs as well as catalog and line sheets Prepare and pass design detail sheets and trim sheets for all designs to technical design Work with technical design to achieve highest quality and best fit possible Responsible for administration and follow up of product design process including daily communication with multiple overseas vendors to ensure product development for all design related questions Attend all prototype and

pre production sample meetings to review garments and note changes Participate in fittings - make revisions to sketches and design packages as needed Create and manage trim sheets, line sheets, boards, seasonal books, and tear books.

Assistant Archivist

May 2009 to August 2009 Company Name - City , State

Photographed and described all incoming assets from designers - vintage/inspiration and prototype/heritage pieces.

Assisted designers in searching and pulling garments to fit a particular theme or query - style, cut, color, print, or detailing.

Created mood and detail boards from garments in archive for designers as requested.

Assistant Designer

August 2006 to October 2008 Company Name - City , State

Assisted designer through all phases of the design process from concept to creation Created detailed flat sketches with specs (by hand and computer - Adobe Illustrator) Completed all initial stages of product development including tech packs, cutters must and issuing style numbers Attended fittings, took notes, and communicated all updates to patternmakers Communicated with head patternmaker and seamstresses on a daily basis to oversee production of orders Created line sheets and invoices for wholesale orders, and researched new stores for future sales Maintained fabric library and sourced new vendors when necessary Consulted clients concerning style, fit, and color Oxford / Li & Fung / March 2006 - August 2006 / Assistant Patternmaker - Women's sportswear division General Assistant to nine patternmakers in large sample room Assisted patternmakers in draping and revising patterns after fittings Transferred patterns from muslins to paper and ensure guideline specs according to tech packages Responsible for specing all incoming sample garments.

Education

Associate of Applied Science : Fashion Design F.I.T - City , State

BA : Eastern European Studies Saint Edward's University - City , State

Computer Skills

- Adobe Illustrator
- Adobe Photoshop
- Microsoft Excel
- Microsoft Office