



RAHMA MAHMOUD MOHAMED

FASHION DESIGNER

ABOUT ME

Working as a Fashion Designer involved in the complete product lifecycle, from design concept to the final finished garment. I was responsible for developing multiple design options based on client requirements, executing pattern modifications, preparing print/embroidery artwork, and following up with production until the garment was ready.

EDUCATION

Bachelor of Fine Arts – painting department
Alexandria University
2017

SKILLS

Fashion Design (from idea to final product)
Embroidery Artwork preparation
Adobe Illustrator (main tool)
Adobe Photoshop
Print Films Preparation
Product Development

LANGUAGE

- Arabic
- English

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 Moharm Bek – Alexandria

EXPERIENCE

Fashion Designer

2025 – Present

United Garments Factory

- Turning the customer's idea or model concept into multiple design options and pattern variations.
- Finalizing the approved design and preparing all required artwork details.
- Preparing print films for screen printing or embroidery files according to design requirements.
- Following up with sampling and sewing until the product is fully finished.
- Working mainly on Adobe Illustrator and Photoshop for design execution.

Fashion Designer

2021 – 2024

Al-Naggar Garments Factory

- Developing new fashion designs and preparing sketches for sampling and production.
- Creating accurate patterns and adjusting measurements according to the required sizes.
- Selecting suitable fabrics, colors, trims, and matching them with the design concept.
- Preparing clear tech packs and specification sheets for production teams.
- Following up with sampling and solving any technical issues during garment construction.
- Coordinating with production and quality teams to ensure the final product meets the required standards