

SENIOR TECHNICAL DESIGNER

Summary

Product Developer/Technical Designer with strengths in apparel, handbags and jewelry. I have an extensive knowledge of materials, manufacturing and quality assurance. Dynamic product engineer highly skilled in creative problem solving with exceptional collaborative and interpersonal skills, who illustrates sophisticated expertise in a variety of innovative approaches, to design, prototype and test creative products, services and experiences. I thrive working within a team environment and I have extensive experience working in partnership with domestic and international teams.

Skills

- Adobe CS6 Adobe Illustrator Flex PLM Grovesite
- WebPDM Microsoft Word Excel
- Optitex
- Garment specs and sketches Fit Assessment
- Product Development
- Technical Direction, Line and Product Review Flat Pattern Making and Corrections
- Garment Construction Draping

Accomplishments

- Events and Networking Pillar Lead on the LGBTQA Business Council.
- Participant in BullseyeCrowd: an innovation execution platform to develop a place where anyone at Target can share their ideas and get access to the resources to turn their ideas into reality to provide new market potential for Target.

Experience

Senior Technical Designer 03/2017 to Current

Company Name City, State

Senior Technical Designer 11/2013 to 02/2016

Company Name City, State

- Responsible for product creation and communication from design hand-off to production for SWAT TD for Children's apparel as well as Women's Jewelry and Handbags intermittently as needed.
- Tech pack creation and revision throughout the product development process, meeting calendar dates and communicating with agents and manufacturers.
- Creation of samples from a sketch while maintaining the integrity of the design concept.
- Provide technical solution support relevant to design.
- Ensure products are engineered to cost standards and negotiated through order placement.
- Provide technical direction, internally and externally, on corrective actions needed to bring samples to brand standards.
- Utilize written comments, sketches or photos as needed to communicate.
- Share information cross divisionally to ensure continuous implementation of best practices.
- Execute placement of adopted styles in accordance with the sourcing strategy.
- Responsible for calendar creation and managing milestone dates to achieve on-time delivery.
- Establish strong collaborative relationships with cross-functional divisional teams.
- Manage work in progress, tracking and reporting for product development.
- Identify efficiencies within my brand/category to support CTM initiative.
- Creation of product standards as well as Good, Better, Best costing grids for product categories that I have owned.
- Manage team of 2 - Associate Technical Designer and Product Development Coordinator.
- Assisted direct reports in career development as well as technical development at a product category level.

Technical Designer II 06/2011 to 11/2013

Company Name City, State

- Responsible for product creation and communication from design hand-off to production for Shaun White Boys Apparel and Girls and Boys Accessories.
- Tech pack creation and revision throughout the product development process, meeting calendar dates and communicating with agents and manufacturers.
- Creation of samples from a sketch while maintaining the integrity of the design concept.
- Provide technical solution support relevant to design.
- Ensure products are engineered to cost standards and negotiate through order placement.
- Execute placement of adopted styles in accordance with the sourcing strategy.
- Responsible for calendar milestone dates to achieve on-time delivery.
- Establish strong collaborative relationships with cross-functional divisional teams.
- Manage work in progress, tracking and reporting for product development.
- Creation of product standards for product categories that I have owned.

Technical Designer I 03/2009 to 06/2011

Company Name City, State

- Responsible for product creation and communication from design hand-off to production for Girls Woven Bottoms and Outerwear

Responsible for product development and coordination from design team on to production for all 10 categories and 6 sub-categories.

- Tech pack creation and revision throughout the product development process, meeting calendar dates and communicating with agents and manufacturers.
- Creation of samples from a sketch while maintaining the integrity of the design concept.
- Provide technical solution support relevant to design.
- Execute placement of adopted styles in accordance with the sourcing strategy.
- Responsible for calendar milestone dates to achieve on-time delivery.
- Establish strong collaborative relationships with cross-functional divisional teams.

Associate Technical Designer 02/2006 to 03/2009

Company Name City , State

- Worked on graphic tees for all Abercrombie brand product categories.
- Worked independently in Illustrator and PLM systems to create high quality tech packs and comments at all fit stages.
- Measured and evaluated samples for fit sessions to ensure on-body standards were met.
- Collaborated with merchant and design teams to create and distribute tech packs to vendor partners.
- Critically reviewed samples for issues and worked with vendor partners to establish production friendly constructions.
- Manipulated garments in fit sessions to reflect style direction based on design and merchant feedback.
- Adjusted and made pattern corrections based on garment updates coming out of fit sessions.
- Applied grading to patterns and evaluated graded nests for production to ensure visual and fit accuracy between all sizes.

Education and Training

BACHELOR OF SCIENCE : BUSINESS University of Central Missouri City , State , USA BUSINESS

Skills

Adobe, Adobe Illustrator, balance, concept, costing, delivery, Direction, functional, graphic, Illustrator, managing, market, Excel, Microsoft Word, PLM, Product Development, develop product, progress, quality, Quality Assurance, reporting, sketching, sourcing strategy, strategy, tops, written