

ORJECTIVE

To obtain a Technical Design position in the Fashion Industry.

EDUC/ITION

Virginia Commonwealth University, Richmond, VA May 2012

VCUarts Department of Fashion Design and Merchandising.

Fashion Design, BFA, Cum Laude

SKILLS

Visual Design

- Develop design concepts, color stories and silhouettes
- Create original hand-rendered illustrations, presentations and concept boards
- Research specific markets for use in presentations and design development

Applied Skills

- ♦ Construct and fit knit and woven garments
- Develop designs and patterns through draping techniques
- Flat pattern draft
- ♦ Screen print
- ♦ Hand knit

Technical Skills

- Render computer generated illustrations with Adobe Illustrator and Photoshop
- Generate flat technical drawings with Adobe Illustrator
- Produce specification sheets and tech packs for various types of garments
- Develop computer-generated patterns with Lectra

EMPLOYMENT + EXPERIENCE

Norma Kamali Inc.- Production / Tech Design Intern

May 2012 - August 2012

The Virginia State Lottery- Validations Asst.

November 2011 - May 2012

"The Rock in The Sun" Film Trailer- Costume Design Asst.

MCV School of Nursing- Historical Recreation Intern

Summer 2011

ACHIEVEMENTS

- Maintained Dean's List Status for the semesters of: Fall 2008, Spring 2009, Fall 2009, Fall 2010, Spring 2010, Fall 2011
- ♦ Winner, College Fashionista x C&C California Ultimate T-Shirt Design Contest, December 2011
- Best In Show, InLight Richmond Wearable Art Fashion Show, September 2009