

OBJECTIVE

To seamlessly integrate human experiences with their environments through advanced design methods and materials, by leveraging my background in outdoor pursuits and research & development.

SKILLS

Prototyping Pattern Making Sewing Material Testing Lamination Illustration Technical Drawing

CLO3D Rhino Illustrator InDesign Photoshop Procreate 3D Printing Laser Cutting Microsoft Suite PLM

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Bilingual (Mandarin) Innovation Collaborative Trade Shows Fast Learner Detail-oriented

EDUCATION

UNIVERSITY OF OREGON Master of Science, Sports Product Design 2024 UNIVERSITY OF CALIFORNIA, DAVIS Bachelor of Art, Design 2021

EXPERIENCE

R&D Intern / IDeology Design Firm

September - Present 2024, Seattle

Support designers and engineers with clients' project concepts, prototyping, and overseas deliverables. Manage trim, laminate, and fabric systems. Develop tech packs and implement 3D apparel software for material and pattern conceptualization. Validate designs through lab and wear testing.

3D Body-scan Runners Research / University of Oregon

April 2023 - September 2023, Portland

Streamlined 3D body-scan processes to meet research goals within time frames, resolved technical challenges, and collaborated with the engineering team to maintain consistency and enhance efficiency

Fashion Design Intern / ORAZ

October 2021 - June 2022, San Francisco

Facilitated product design by constructing garments through cutting, sewing, and patterning. Sourced fabrics with vendors and managed photo editing and e-commerce updates.

AWARDS

FIT Sport Design Awards: 2024 Equipment design of the year Undergraduate Research, Scholarship & Creative Activities Conference 2020: Multi-functional wearable shelter designed for emergency response.

REFERENCES

Professional: Susan L. Sokolowski, VP at Lululemon Footwear Innovation (susansokolowski@lululemon.com)