Corrie Osuna

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Cell Phone: 626-421-0120 **Location:** Pasadena, CA

Computer Skills:

- Microsoft Office Suite
- Adobe Illustrator
- Adobe Photoshop
- Internet Savvy
- AIMS Certification

Design Skills:

- Excellent Garment Construction ability
- Detailed Computerized Flat Sketching
- Ability to design to cost
- Strength in Production

Leadership Skills:

- Ability to lead and work with team in collaborative effort
- Strong ability to develop and cultivate industry relations with vendors
- Able to take direction and implement company wide

Work Experience

Company: *David Solomon Clothing* **Position:** *Designer/Director- May 2006 to January 2015*

Concept Design: Regarding concept and initial design, my responsibilities included working with team by providing market research used to implement fresh ideas into our collections. In addition I worked with branding and label strategy team, to ensure that assortment represented their concepts. I analyzed fashion trends and identified new trends far enough in advance to translate those concepts into our dress market in time for production. I Initiated silhouette and fabric research, executed line presentation and line concepts as well as reviewed line sheets. I designed collections around concepts that were directional, yet met aesthetic of our market. In terms of Collaborative effort, I worked with creative team on color palette selection, and fabric selection. In addition, we selected artwork and sourced vintage inspiration garments to use for development process.

Technical Design and Production: Was responsible for utilizing knowledge of fabric, technical fit, and garment construction to direct technical team as well. In overseeing the sample process, I worked from beginning to end including sourcing the vendors, seeing first sample through production quality and organized fit sessions. For technical team, I attended fit sessions, took fit comments, communicated the changes with vendors, followed up on fit samples and reviewed the time and action calendar ensuring on-time delivery. Utilizing extensive garment construction background, I worked with patternmakers and sample sewers from first through production patterns.

Management: Managing vendors, delivery of updated samples and working with design team on a daily basis were also my responsibilities. Worked with team and vendors to ensure that we met time and action calendar dates. For photo shoots, I sourced photographers, selected models, gave art direction and collaborated with photographers and graphics teams to ensure brand aesthetic and collection look were achieved. I hired associate designers, models and sales associates in addition to other team members as needed as well as tracked their employee progress and conducted performance evaluations.

Sales: In addition, I conducted discussion with sales reps and input their feedback appropriately into collections. Based on analyzing sales trends, I designed new collections building on trends that were hot and moved away from styles that were not profitable.

Company: *The Mad Seamstress* **Position:** *Designer June 1998 to May 2006*

Concept Design: In this position, I designed for multiple lines and projects in an extremely fast paced environment, while maintaining consistency and accuracy in both creative design and ability to follow concepts through production. In addition, I Analyzed fashion trends and determined which trends were appropriate for our target market, then implemented the trends in our collections and presented at line review meetings extensively using Adobe Photoshop and Illustrator for presentation. I specialized in utilizing color in unexpected ways, designing from a very specific point of view using shape and silhouette simply, yet directionally.

Technical Design and Production: I Worked with select buyers to create new exclusive mini-collections and followed the concepts through production, communicating fit and technical issues with vendors to reach desired quality product. I also organized fit and technical meetings and facilitated changes and updates in the time and action calendar with vendors.

Management: I managed not only creative aspects of design but also collaborated with the marketing team and fabric research department, as well as worked with art and graphic department to implement fresh ideas.
While I respected my colleagues and their performance ability, I also pushed a little to ensure new concepts were being utilized to generate increases in sales. I managed the design process specifically for cut and sew knit dresses and fabric handbags. I designed and I reviewed line sheets and created them when necessary, and reviewed and updated technical packages.

Company: *Vogue Pattern Company* **Position:** *Technical Illustrator September 1997 to 1998*
Duties included creating technical illustrations that were used as sewing instructions pages in commercial pattern envelopes. Computer sketches and hand sketches were both necessary, and we utilized actual pattern pieces reduced in size by 90% in order to create instructional layout. The company specialized in teaching home for the home sewing industry from beginning to advanced sewers. The illustrations were created in such detail that the consumer was able to view sketches and learn how to create the garment from start to finish.

Company: *Disney Stores Incorporated* **Position:** *Technical Designer September 1996 to June 1997*
Responsibility included creating Technical Packages from sketches and purchased garments. In addition, I had the responsibility of ensuring fit samples meet the desired styling. I created detailed construction sketches, sewing instructions sheets, spec sheets, fit evaluation pages and worked with patternmakers on pattern corrections and fit changes per sample as well as updating the time and action calendar. Regarding fit issues, I sketched drawings showing how the pattern change should be. I communicated fit corrections directly to overseas vendors and factories for approval. I identified potential production quality or cost issues with each sample and provided troubleshooting.

Company: *Drame Trading* **Position:** *Designer September 1994 to 1996*
Duties in this position included design of collection, fabric research, trim selection, color palette selection, shopping the market, as well as managing the production team and process from concept through to completion. Ensuring timely delivery of merchandise according to time and action calendar, working with patternmakers and sample sewers to correct all fit samples was achieved. I was also responsible for managing the production team, meeting with select clientele to present new product ideas as a way to increase sales.

FREELANCE WORK EXPERIENCE

HGTV	**Designer**/Seamstress for show: Sew Much More	1997
HGTV	**Designer**/Host for show: Smart Solutions	1997
Vianni Vianni	**Designer** for Children's Special Occasion Dresses	1996
CG Fashions	**Designer** for Juniors Special Occasion and Prom Dresses	1995
Showtime	**Costume Designer** for Wasp Woman Movie	1994
NBC TV	**Costume Designer** for TV Movie-The Jacksons: An American Dream	1992

Education

The American College for Applied Arts **Major:** Fashion Design
Bachelor of Arts Degree June 1994

The Fashion Institute of Design and Merchandising **Major:** Fashion Design
Associate of Arts Degree March 1993