

#### Technical Designer

# **EXPERIENCE**

## ADRIANNA PAPELL | New York, New York

#### Associate Technical Designer: January 2025 - Present

I am currently working on the Aidan Mattox team, which focuses on industry trends for a younger customer. As an Associate, I manage a subset of styles for each delivery, which I evaluate and correct based on company standards. To ensure on time deliveries for a successful selling season, I organize weekly workloads and manage the division's administrative files & communications. This includes communicating with the sales team to confirm new styles are available for processing, booking weekly fittings, updating charts, executing new POs, and prepping styles as they arrive.

SACHIN & BABI | New York, New York

Associate Technical Designer: December 2023 - December 2024 Assistant Technical Designer: October 2021 - December 2023

Tasked with all divisions (S&B Mainline, Bridal & BHLDN [Missy & Plus]), my responsibilities as an Associate varied based on the phase of the season. At the start of a delivery, I developed new styles and processed tech packs. As production progressed, I evaluated proto samples, fit samples, and T.O.P.s for spec accuracy & wearability. Based on comments during weekly fittings, I updated styles, approved grading, and redistributed the tech packs to factories— all while simultaneously communicating with my internal cross-functional partners. I also managed the Lectra Digitizing System and trained new hires on the program.

## THE WALT DISNEY COMPANY | Orlando, Florida

## Creative Costuming Technical Design Assistant: June 2019 - COVID

As a Technical Designer for the Entertainment Team, my responsibilities included translating designs into technical flats and patterns while completing related tech packs. I attended weekly fittings, helped manage production T&A, and trouble-shot operational wearability for performers across Disney's park and parade characters. My role expanded to cover the same areas for Marvel and Pixar. Additionally, I spent time refining my skills on the production floor with the Millinery, Cutting, Sewing, Fabric & Embroidery Teams.

## DICKS SPORTING GOODS | Pittsburgh, Pennsylvania

#### Reebok & DSG Private Label Intern: Summer 2018

As an intern, I designed within set parameters and collaborated with cross-functional teams—fit, color, buying, and production—to execute Reebok's 2019 Back-to-School Collection. I conducted competitive brand research to support the launch of Reebok's private label DSG, gaining hands-on experience in concept development and the full product lifecycle within a corporate environment.

## **EDUCATION & HONORS**

## SYRACUSE UNIVERSITY | Magna Cum Laude - 3.75 GPA | August 2015 - May 2019

Major: BFA in Fashion Design from the College of Visual and Performing Arts

Minor: Retail Management from the Whitman School of Management

Study Abroad: London College of Fashion

## SENIOR THESIS AWARD WINNER | May 2019 in New York, New York

Iris Apfel Award of Excellence in Design; Moschino Award of Excellence in Design; Anna Sui Award of Excellence in Design; Joan Rusitzky Fashion Design Award for Excellence in Color, Fabrication, and Design

## WORLD RETAIL CONGRESS U.S. REPRESENTATIVE | April 2018 in Madrid, Spain

One of four students selected worldwide to present my award-winning research on the future of fashion to an international audience of industry leaders.

## FSF NATIONAL MERIT SCHOLARSHIP AWARD WINNER | January 2018 in New York, New York

Selected for an exclusive design competition based on my performance in the YMA FSF National Case Study competition. I was tasked to study the opportunities and threats of evolving technology in the fashion industry.

## YMA FSF NATIONAL CASE STUDY COMPETITION WINNER | October 2017 in New York, New York

Nation-wide case study competition prompting participants to create a brand that would fit well with Macy's new partnership with ETSY.

**SKILLS:** Technical Flats; Flat Pattern Making; Draping; CLO3D; Lectra; Gerber's Accumark; CAD Creation; Pattern Placed Prints (placed engineering and sublimation scaling); 3D Body Scanning