

EXPERIENCE

FREELANCE APPAREL & ACCESSORIES DESIGNER

NEO4IC // SAN DIEGO, CA
DAMASCUS APPAREL // SAN DIEGO, CA

JUNE 2019 - PRESENT
OCTOBER 2017 - JUNE 2018

GRAPHIC DESIGNER/PRODUCT DEVELOPER

SEVEN 20 LIFE // SAN DIEGO, CA

SEPTEMBER 2018 - MARCH 2020

- Design and develop Homewares and Novelty products for License Partners to be sold through major retailers
- Create Line Submissions, Factory Spec Sheets, Product Presentations, & Design Briefs
- Research design trends from various sources (Fashion, Beauty, Interior etc.) and translate to our product offerings
- Work on production projects and packaging mock-ups as needed with the Production team

License partners include but not limited to: Warner Brothers, Sanrio, Disney, Marvel

ACCESSORIES DESIGNER

SEIRUS INNOVATION // POWAY, CA

NOVEMBER 2017 - SEPTEMBER 2018

- Design cold weather accessories of all glove & mitt categories ranging from high-end to price-driven pieces
- Technically address fabrics, trims, embellishment, and construction details to execute aesthetic & functional aspects of assigned categories, while adhering to target costs
- Create and maintain tech packs for sampling
- Design and build tech packs with Private Label partners & communicate with factories
- Present the product line at Steering meetings to reps, buyers, and executives
- Research market competitors and translate trends into brand-appropriate pieces
- Manage Art Requirement List for all product packaging for Line Items; work with graphic department & route approval feedback to factories
- Create design boards with inspiration materials and styling for design review meetings

LICENSED ACCESSORIES DESIGNER

JINX INC // POWAY, CA

JUNE 2016 - SEPTEMBER 2017

- Designed visually innovative accessories and headwear for License partners; developed from concept through final production
- Created and maintained original tech packs, comp pages, and spec sheets
- Worked in partnership with Art, Production, Licensing, and Sourcing departments during all stages of development
- Market and trend research; translate concepts and trends to specific product categories.
- Attended events that pertain to the gaming lifestyle
- Input and maintained BOMs into a product lifecycle management system (BeProduct)

License partners included: Blizzard Entertainment, Mojang, Halo, Rocket League, & The Witcher

DESIGNER - ACCESSORIES & APPAREL

METAL MULISHA / LA JOLLA GROUP // IRVINE, CA

NOVEMBER 2012 - SEPTEMBER 2015

- Designed Men's and Junior's accessories: purses, wallets, backpacks, headwear, socks, and footwear; managed from concept through TOP
- Designed SMU'S for apparel and accessories; worked with buyers of major retailers to meet requests while keeping brand integrity
- Worked closely with Merchandiser and Developer to hit margin goals
- Concept development from market and trend research
- Built and maintained tech packs and art submissions in Adobe Illustrator
- Manage BOMs in Lectra Fashion PLM
- Manipulated prints and graphics for specific product categories (re-work hand drawn art for embroidery application, patches, etc.)
- Communicated with overseas and domestic vendors
- Created graphic mock-ups in Illustrator to communicate changes & comments
- Assisted Cut & Sew Designers with CADs and tech pack updates, designed styles, and attended fittings as needed

GENERAL / DESIGN ASSISTANT

ASICS AMERICA // IRVINE, CA

SEPTEMBER 2012 - NOVEMBER 2012

- Data entry into a new system for product management for all trims, materials & factory information
- Assisted design department with updating CADs in tech illustrations and merch boards
- Created full color Accessory CADs from physical samples
- Assisted designers with creating preliminary color boards for upcoming seasons

PRE-PRODUCTION / DESIGN ASSISTANT

WILSTER APPAREL, LLC // LOS ANGELES, CA

FEBRUARY 2012 - AUGUST 2012

- Handled all lab dip, bulk fabric, strike-off, and trim approvals and follow up with factories
- Created line sheets, CADs, and flat sketches in Adobe Illustrator
- Spec'd and created original tech packs from sample garments
- Liaison between buyers and factories for development and production samples

CONTACT ME

[HTTP://WWW.VIOLETBLACKDESIGN.COM](http://www.violetblackdesign.com)

[KIMMY.JAMISON13@GMAIL.COM](mailto:kimmy.jamison13@gmail.com)

661.714.6697



[HTTPS://WWW.LINKEDIN.COM/
IN/KIMBERLY-JAMISON/](https://www.linkedin.com/in/kimberly-jamison/)



[@VIOLETBLACKDESIGN](https://www.instagram.com/violetblackdesign)

SKILLS

ADOBE ILLUSTRATOR

ADOBE PHOTOSHOP

ADOBE IN DESIGN

LECTRA FASHION PLM

BE PRODUCT

EDUCATION

GRADUATED: DECEMBER 2011

FASHION INSTITUTE OF DESIGN
AND MERCHANDISING

LOS ANGELES, CALIFORNIA

ASSOCIATE OF ARTS //

MERCHANDISE PRODUCT DEVELOPMENT

MAGNA CUM LAUDE