

CONNIE STINE

7407 Rice Court, Fairview, TN 37062
(310) 283-8868

ckolupa@gmail.com ♦ www.conniestine.com
www.linkedin.com/in/connie-stine-05226824

SUMMARY: I am a seasoned designer & illustrator with over 25 years of product development experience working within the apparel, entertainment & home/gift industries. I am currently seeking a full-time creative role which will enable me to challenge my growth, strengthen my skills and evolve my creative & limitless imagination.

DESIGN EXPERIENCE:

2022-2026 (full-time) Johnathan Kayne, LLC: Design assistant

Assisted in the design of evening gowns for women and children. Created detailed fashion illustrations for custom gown orders while tracking the production from sketch to finished product. Designed beadwork & embellishment art where needed. Created tech packs and communicated with all factories overseeing first sample construction of all garments. Designed and developed production-ready graphics for all company merchandise. Assisted with in-house fittings, sewing, pattern making and construction of accessories.

2015-2017 (full-time) C.R. GIBSON: Technical designer; soft goods & packaging

Designed & created patterns for plush toys, baby apparel & accessories along with corresponding production-ready art for packaging, labels and hang tags. Developed tech packs and textile prints while working with overseas vendors to ensure accurate product development while adhering to required child safety regulations. Approved lab-dips, trims and color proofs for all packaging assets. Worked with multiple projects simultaneously ensuring cohesive designs translated between seasonal collections.

1991-1995 (full-time) ELETRA CASADEI: Associate designer

Designed women's evening wear and daytime dresses. Supervisor of sample room, overseas production and commercial contracts such as *Wheel of Fortune* and *Entertainment Tonight*. Illustrator for advertisements & promotional publications. Designer of all bead and embroidery artwork. Communicated with all domestic & overseas factories to ensure accuracy of all embellished artwork to meet projected deadlines. Maintained and updated line sheets & CADS during collection development.

1992-2018 (contract) 20th CENTURY FOX licensing and merchandising: Apparel Graphic Designer
Designed apparel graphics for various film & television properties, including the *Bolshoi Ballet Theater*.

BCTC APPAREL CORPORATION: Apparel Graphic Artist

Designed screen prints & embroidery/appliqué graphics for *Sears, K-Mart, Wal-Mart & BonTon* private label divisions. Created CADS, prints & line sheets for women's separates collections.

THE CLEVER FACTORY: Graphic Designer/giftware division

Created seasonal gift bags starting with pencil sketches, that were later developed into production-ready art files.

DREAMWORKS SKG: Designer

Developed creative direction & graphic assets used in style guides for new, animated films including *Prince of Egypt* & *Chicken Run*.

GIBSON GUITAR CORP.: Apparel graphic Artist

Designed men's & women's T-shirt & knitted accessories graphics using a proprietary stencil art process with Adobe Illustrator to create the image.

CONNIE STINE/2

HALLMARK: Pattern/Sample Maker

Designed & drafted patterns for select *Keepsakes* ornaments and dolls. Constructed first samples for factories and sourced fabrics & trims.

JAKKS PACIFIC: Pattern/sample-maker for children's costumes, accessories and various doll clothing sizes.

MATTEL, INC.: Fashion illustrator & designer for *Barbie* doll apparel designs. Created style boards showing marketing direction with CADS of *Barbie* brand apparel assortments for international licensees.

MGM CONSUMER PRODUCTS: Developed apparel & accessory graphics for the *Pink Panther* junior/girls apparel program. This included coordinating hang tags, labels, and character art reflecting current market trends

SKECHERS: Designed original embroidery & screen print graphics for women's apparel division.

THE DISNEY STORE, INC.: Apparel Graphic Designer & Sample Maker

Produced all apparel & accessory CADS for store inventory production. Created research & concept development mood boards highlighting seasonal fashion trends, color stories & art direction for all product categories & seasons. Created unique packaging designs and constructed girls costume accessory samples for factory production.

WARNER BROS. CONSUMER PRODUCTS: Apparel Graphic Designer

Developed product style boards for various marketing directions. Created apparel assortment CADS for all divisions including kids, adults, soft/hard home goods & accessories. Provided creative art direction used in style guides for new film properties.

WALT DISNEY CONSUMER PRODUCTS/Creative Resources: Fashion Designer/Illustrator

Designed & produced unique runway apparel for a fashion show promoting the release of the *101 Dalmatians* live-action film. Provided creative direction through mood boards & fashion illustrations. Created CADS to be used in style guides for various film properties.

TEACHING EXPERIENCE:

2005-2015 (contract) LOS ANGELES COUNTY HIGH SCHOOL for the ARTS: Fashion Design Instructor
Grades 10-12, course description: Syllabus included teaching fashion illustration techniques, design research and development, drawing croquis, CADS, draping, patternmaking, sewing and construction.

SUMMARY OF SKILLS:

- Hand sketching
- Product renderings and photo retouching
- Textile print design
- Production-ready art and color separations
- Experienced working with leather & hardware
- Operation of single-needle, standard overlock, Babylock and Bernina embroidery/sewing machines
- Adobe Illustrator, Photoshop & Acrobat
- Microsoft Office suite applications
- Tech packs & product specifications
- Draping, pattern making and sample making

EDUCATION:

Otis Art institute of Parsons School of Design: 1991-BFA Illustration and Fashion/Costume Design, Los Angeles, CA

Parsons School of Design: 1986 College Credit Program: Illustration Fashion/Costume Design, New York, N.Y.