

CONNIE STINE

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SUMMARY OF SKILLS:

- Exceptional creativity and unique design solutions for any project size and time frame
- Hand sketching and traditional illustration skills using an extensive range of mediums & art styles
- Design & development of initial concepts through finished product for any market level and category
- Graphic skills utilizing **Adobe Creative Suite** within PC and Mac environments
- Creative graphic design solutions for print, packaging and soft goods, including textile prints
- Creation of production-ready art and color separations
- Development of product technical packs, specifications, renderings and photo retouching
- Skilled in **Microsoft Office** applications
- Experience working with overseas vendors in production procedures & product safety specifications
- Understanding of textile & trim markets and working directly with vendors
- Draping, pattern making and sample making in a wide variety of fabrications
- Creation of first product sample/prototypes.
- Operation of single-needle, standard overlock, Babylock and Bernina embroidery/sewing machines

DESIGN EXPERIENCE:

- 2018** **THE CLEVER FACTORY INC:** Freelance gift bag designer
- 2015-2017**
(full-time) **C.R. GIBSON:** Technical, plush & packaging designer for baby division *Baby Dumpling*.
Duties: Designed plush toys, baby apparel and accessories along with corresponding packaging, labels and hang tags. Developed tech packs and patterns while working with overseas vendors to ensure accurate development. Approved lab-dips, trims and color proofs for packaging art.
- 1991-1995**
(full-time) **ELETRA CASADEI:** Manufacturer of better women's suits, evening dresses and separates
Duties: Associate designer for evening wear and daytime dress divisions. 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.
- 1992-2014**
(contract) **20th CENTURY FOX licensing and merchandising:** Designer and illustrator of apparel for various film and television properties.
BCTC APPAREL CORPORATION: Screen print and embroidery/appliqué graphics for *Sears, K-Mart, Wal-Mart & BonTon* private label divisions.
COLLEEN ATWOOD: Created original illustrations for the films '*Nine*' & **Tim Burton's** '*Alice in Wonderland*'.
DREAMWORKS SKG: Development of consumer product marketing directions for new films.
ESCANTE: Designer and illustrator of lingerie and women's costumes.
FOX FAMILY WORLDWIDE: Costume design and illustration for animated and live-action television properties.
GIBSON GUITAR CORP.: Designed T-shirt graphics for men and women.

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HALLMARK: Pattern making & construction of first samples for *Keepsakes* ornaments and dolls.

HANNA-BARBERA, INC.: Apparel and graphic designer of various animated properties and product programs for *Cartoon Network* brands. Designed all car graphics for the Halloween-themed *Scooby Doo* NASCAR.

HASBRO TOYS, INC.: Assisted in the development of the *Action Man* character for entertainment division.

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

THE JIM HENSON CO.: Conceptual apparel and graphic development for pre-teen soft and hard lines markets.

LA CREATIVE EMBROIDERY: Creation of artwork for original embroidery designs.

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

MGM CONSUMER PRODUCTS: Developed *Pink Panther* junior apparel program including coordinating hang tags, labels, graphics and character art reflecting current market trends.

SEVEN FOR ALL MANKIND: Embroidery graphics for fine-gauge knits and sweaters.

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

THE DISNEY STORE, INC.: Fashion illustrator for apparel and accessories. Research and conceptual development for all product categories and seasons. Packaging design and construction of costume accessory samples.

TRUE RELIGION BRAND JEANS: T-shirt and embroidery design developed from hand-painted illustrations.

WISH LICENSING: Assisted in the development of a brand of signature loungewear for *Seventeen Magazine*.

WALT DISNEY CONSUMER PRODUCTS INTERNATIONAL/Latin America/Asia: Development of apparel and accessory product lines for various international markets and licensees.

WARNER BROS. CONSUMER PRODUCTS: Development of new character art styles and product style boards for various marketing directions.

WALT DISNEY CONSUMER PRODUCTS/Creative Resources: Apparel and accessory designs/illustrations for style guides used by domestic licensees.

TEACHING EXPERIENCE:

2005-2015 (part-time) **LOS ANGELES COUNTY HIGH SCHOOL for the ARTS: grades 10-12**
course name: Fashion design & illustration **course description:** fashion illustration techniques, design research and development, draping, patternmaking, sewing and construction.

2014-2015 (part-time) **MILKEN COMMUNITY SCHOOLS: High school, grades 10 -12**
course name: Fashion design & construction **course description:** basic sketching, design, draping, patternmaking, sewing and construction.

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.