

CONNIE STINE

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

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

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 ELETRA CASADEI: Associate designer full-time

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. Maintained all embellishment catalogues & met with sales reps to keep updated with new trims & treatments available for all local send-outs. 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 20th CENTURY FOX licensing and merchandising: Apparel Graphic Designer

contract positions

Designed apparel graphics & treatments for various film & television properties. Created graphic assets for building new style guides, including direction for trims, textile pattern repeats, CADS, embroidery/applique art & other textile embellishments. Built seasonal mood boards outlining trend forecasting, color stories and unique fabrication treatments that align with each film/television show direction.

BCTC APPAREL CORPORATION: Apparel Graphic Artist

Designed screen prints & embroidery/appliqué graphics for *Sears, K-Mart, Wal-Mart & BonTon* private label divisions. Created CADS, textile prints & line sheets for women's separates collections. Catalogued & updated all trims & embroideries techniques used by all factories for production. Researched new trims and embellishments for each season to keep designs looking on trend & current. Followed up on all art & adjusted accordingly, to meet budgets while maintaining art & design integrity.

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DREAMWORKS SKG: Designer

Developed creative direction & graphic assets used in the creation of style guides for new, animated films including *Prince of Egypt* & *Chicken Run*. Constructed mood boards outlining current fashion trends, textile trims & embellishment techniques. These boards were used for the development of soft goods licensed consumer products in the apparel, home, and gift departments.

HALLMARK CARDS: Pattern/Sample Maker

Designed & drafted patterns for limited edition Hallmark Keepsakes ornaments and dolls. Constructed first samples and patterns for all factories. Sourced fabrics & trims for use in the prototype construction that worked both mechanically & aesthetically for the product description.

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

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

Produced all apparel & accessory CADS for store inventory production. Created mood boards which focused on 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, fashion trends & materials 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.

2005-2015 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
- Adobe Illustrator, Photoshop & Acrobat
- Microsoft Office suite applications
- Tech packs & product specifications
- Draping, pattern making and sample making
- Tech packs & CADS created directly in Illustrator

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.