

SOPHIE MKUBLY

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Creative and focused fashion designer recognized for attention to detail in design. Offering technical skills and knowledge of construction, fabrics, fitting, and finishing techniques to create quality, unique, sustainable garments for conscious consumers.

Education

Mount Mary University, Milwaukee, Wisconsin

Sept. 2016 - Dec. 2018

Bachelor of Arts (BA) in Fashion Design

Awards: "Attention To Detail" at CREO 2018 - Junior Collection

Featured in M Magazine Design Competition

The Savannah College of Art and Design, Savannah, Georgia

Sept. 2013 - Nov. 2015

Bachelor of Arts (BA) in Fashion Design

Study abroad: SCAD Lacoste, France campus - Summer 2015

Womenswear Experience

Harley Davidson, Milwaukee Wisconsin

May 2022 - Present

Product Developer: Responsible for driving the development, engineering, fit execution, and specifications for innovative, advanced products of the highest level. Leads and manages the critical path from concept to pre-production with Design, Tech Design, and manufacturers. Ensuring deadlines are adhered to and follow up on all prototype/sample issues to resolve and drive to completion. Identifying, calling out and making recommendations to mitigate any risks/challenges identified at all stages. Partners with Design and Merchandising to understand and execute the product concept of styles and the overall aesthetic and translates to physical proto samples. Partners with Sourcing and Design using industry experience to provide solutions related to cost engineering and adhering to the target margins. Recommends construction, material, or manufacturing suggestions to enhance functionality, aesthetics, and fit. Builds and maintains bill of material files with a strong focus on data integrity within the PLM system.

Design Assistant: Organizes and maintains records of Design development including fabric selections, fabric, lab dip, and trim approvals, and design/sketch updates based on supplier and cross-functional feedback. Provides comments on lab dips based on Pantone color swatches. Communicates with suppliers to ensure product is executed according to Design direction. Tracks Design samples and regularly communicates with suppliers to assure samples will arrive on time for major meetings. Organizes physical samples in the office to assure they are easily accessible to the cross-functional team. Assists Design team with seasonal development including creating visual line boards of product, and creating and maintaining tech packs in adobe illustrator and the PLM system.

Childrenswear Experience

Florence Eiseman, Milwaukee, Wisconsin

October 2019 - May 2022

Sourcing and Design Assistant: Working with fabric vendors and garment manufacturing partners to source fabrics and trims based on requests from the Design and Development teams. Keeping track of the development process of each season from sketches to sampling, and into production by creating tracking charts in Excel and updating PLM system as samples came together. Working closely with Design, Development, and Production teams to execute each season with a focus on cost-effective decisions.

Design: Researching current childrenswear trends and creating mood/trend boards accordingly. Developing custom prints based on trend research of popular motifs, while keeping the company's more traditional branding in mind. Developing silhouettes based on traditional Florence Eiseman styles, with updates to construction that are more in line with contemporary childrenswear brands and trends.

Intern: Assisting various departments with projects; photoshoot prep, creating markers in Gerber, creating tech packs in Excel, organizing raw materials inventory.

Bridal Industry Experience

Love Lives Here Bridal, Milwaukee, Wisconsin

Sept. 2018 - Oct. 2019

Production Assistant: Drafting/editing patterns based on fit and direction by Head Designer. Cutting out and prepping pieces of made-to-order gowns for brides and stock gowns for retail stores. Sitting in and assisting on fittings for missy and plus-size figures. Sewing on an industrial sewing machine, as well as hand-finishing gowns as necessary.

Skills

- Researching and developing collections based on trends and concepts; making sketches, technical flats, and illustrations in Adobe Illustrator
- Developing prints and other fabric finishes/techniques in Adobe Illustrator
- Presenting design ideas clearly and effectively to cross-functional partners
- Developing garments based on sketches through Flat patternmaking and draping
- Digitizing, drafting, manipulating, and grading patterns in Optitex and Adobe Illustrator
- Making tech packs/specification packages in Microsoft Excel and Adobe Illustrator
- Fitting garments from standard/mannequin measurements to real bodies
- Working knowledge of a wide range of fabrics and how fabric choice affects design and fit
- Understanding of knit and woven fabric construction
- Experience with fabric dye processes on a small scale, as well as various surface design techniques
- Experience in working with various software programs integral to the apparel development process - Microsoft Office Suite, Adobe Illustrator, Optitex and CLO3D, and various PLM systems.