

JOYWIN RODRIGUES



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Mumbai, India

3D ARTIST, GARMENT TECHNOLOGIST, PATTERNMAKER & DIGITAL FASHION DESIGNER

I'm a fashion design and technology graduate from Istituto di Moda Burgo - Italy. With over 8 years of experience in the industry, I am a skilled Garment Technologist, Pattern Maker, and Technical Designer. My expertise includes textile science, garment production, and creating 3D designs for games, garments, products, and simulations. I'm passionate about innovating and redefining fashion norms and growing my skills in the creative industry. I have a proven track record as a leader, team collaborator, and excellent communicator. I'm calm under pressure, self-motivated, and always looking for new challenges. I have worked with celebrities and created handmade garments for beauty pageants.

EDUCATION

2013 - 2014

Istituto di Moda Burgo

FASHION DESIGN, DRAWING TECHNIQUES AND COLOR THEORY

Measurements Study, Anatomy and Proportions, Drawing Techniques, Basics of Drawing, Colours Theory, Colouring Techniques, Rendering Techniques, Fashion Sketches, Chromatology, Decoration, Fashion Sketch Style, Illustration, Fashion History, Photoshop and Illustrator for Fashion, Creative Process, Method of Research, Fibers and Yarns, Fabrics and Materials, Sociology – Marketing, Fashion Accessories, Flat Pattern Drafting, Face & Hands Anatomy, Jewel Design, Technical Drawing, Geometrical Drawing, Life drawing, Drawing technique, Creativeness, Illustration.

2014 - 2015

GARMENT CONSTRUCTION, DRAPING TECHNIQUES AND ADVANCED PATTERNMAKING

Men's, women's, haute couture and prêt-à-porter fashion collections, Communication in Fashion Trends research, Ease Allowance Study, Pattern Making – haute couture and prêt-à-porter, Pattern making techniques, Industrial pattern making techniques, Pattern Placement, Tailor Sewing Techniques, Industrial Sewing Techniques, Pattern grading, Planning Techniques, Pattern Layout and Techniques, Pattern alterations, Draping, Transferring Darts, Study of Collars, Study of Shirts, Study of Trousers, Study of Coats, Study of Skirts, Price Control, Quality Control, Haute Couture sewing and embroidery, Fashion show study (from backstage to realization)

2015 - 2016

CAD/ CADD DRAFTING, DESIGN TECHNOLOGY

Operative System, Pattern Registration, Digitalization, Notches and Points, Geometrical Shapes, Key Code, Pattern Grading, Symmetry and Cut, Variation of Basis, Seam allowance, Extraction, Blending and Creation, Measurement, Control, Patterns printings, Pattern lay out.

2013 - 2016

INIFD Institute

BACHELOR OF APPLIED SCIENCE - BASC, FASHION/APPAREL DESIGN

Design and Colour Concept, Elements of Design, Fashion Illustration and Model Drawing, Fashion Illustration and Application, Fabric Study, Elements of Textiles, Textile Study Applicable to Fashion Art, Fabric Artistry & Embroidery, Basics of Fashion, History of Costumes, Design Process, Advance Garment Construction, Advance Drafting, Advance Pattern Making, Construction of Couture Garment, Draping And Grading of Garments, Couture Tailoring, Kids Wear, Advance Women's Wear, Advance Mens Wear, Creative Embroideries & Embellishments, Traditional textiles and embroideries, Decorative Fabrics & Materials, Computer-Aided Design, Care Renovation and Finishing of Textiles, Study of Apparel Marketing, Retail Marketing, Visual Merchandising, Study of Apparel Manufacturing Process And Merchandising, Care, Renovation and Finishes of Textiles Promotional Product Development.

2016 - 2019

Arena Animation

INTERNATIONAL PROGRAM - VFX / VISUAL EFFECTS

- Concepts of Graphics and Illustrations, Anatomy Study, Typography Design, Digital Illustrations, Digital Painting, Digital Filmmaking Concepts, Sound Editing, Video Editing, Design Portfolio.
- 2D Animation Concepts, Digital Pre-Production, Storyboarding and Animatics, 2D Animation using Animate CC, 2D Animation-Portfolio.
- Fundamentals of VFX & 3D Basics, Digital Modeling, Digital Sculpting, Texturing 3D Models, Lighting Models, Rigging 3D Models, 3D Character Animation And Rotomation, Particle & Dynamics, FX & Simulation, Matchmoving & Camera Tracking, Crowd Simulation, Working with Arnold Renderer, Layer-Based Compositing, 3D Design -Portfolio.
- Pre-visualization, Introduction to Nuke, Rotoscopy using Silhouette and Nuke, Wire removal, colour correction, Green/ Blue screen, Matchmoving & Camera tracking, Matte Painting, Rotoscope and Matchmoving in Mocha, Portfolio Demo Reel.

WORK EXPERIENCE

Garment Technologist, Patternmaker, Technical designer

EMERALD COUTURE GOWNS LLC, 2023 - Now

As a Garment Technologist, I oversee Emerald Couture Gowns LLC's production process, ensuring top-notch quality and sourcing innovative materials. As a skilled Pattern Maker, I create precise patterns that fit well and look great, ultimately producing high-quality garments. As a Technical Designer, I bridge the gap between design and production by creating detailed technical drawings and specifications, ensuring the final product meets design and quality standards.

Garment Technologist, Patternmaker, Digital 3D Fashion Designer

Technical designer

KANDO, 2022 - Now

I use my expertise in fabric research, patternmaking, cutting, tailoring, embroidery, and other design elements to execute technical designs, create physical prototypes, and ensure quality control. I also coordinate with designers and production teams to ensure timely delivery of high-quality garments. I create accurate patterns and grading sizes to ensure consistency and quality in garment production. I use advanced software tools and work closely with the design team to ensure the design and pattern align with the brand's aesthetic and market trends.

I use advanced software tools to create high-quality 3D prototypes of garments and designs. I ensure that these prototypes are production-ready and meet the specifications provided by the company. I work closely with the manufacturing factory to ensure that the 3D prototypes align with the company's vision and goals. I create comprehensive Tech packs for every design, including all the production details. I work closely with designers and production teams to ensure seamless communication and smooth transition from design to production. I ensure the highest quality of finished products while meeting deadlines and production requirements.

Academic Researcher - Sewing, Pattern Making, Draping

LE MARK SCHOOL OF ART, 2022 - 2023

As an academic researcher in sewing, pattern making, and draping. I conducted research and experiments to improve the quality and efficiency of these techniques. I also published my findings in academic journals and presented them at conferences to share my knowledge with others in the field.

Digital Fashion Artist

FREELANCE / REMOTE, 2020 - Now

As a digital fashion expert, I have worked on various projects that involve the creation of digital fashion for games, commercials, and other digital media. This includes developing and designing virtual clothing that can be worn by characters in video games, as well as creating digital clothing assets for use in commercials and other forms of advertising. Additionally, I have also worked on projects involving the integration of digital fashion with emerging technologies such as NFTs, AR, and VR. By leveraging my expertise in digital fashion design, I have helped companies to create innovative and engaging digital experiences for their audiences.

Founder, Pattern Maker, Designer

LOVE FROM MISS J, 2017 - 2019

As a solo streetwear and wedding fashion entrepreneur, I created unique and stylish garments from scratch, using my technical expertise and creativity to design and produce high-quality clothing. I worked with a range of fabrics and materials, experimenting with different techniques and styles to create fashion that was both fashionable and functional. With a focus on detail and quality, I created garments that met the needs of my clients and exceeded their expectations. My experience in owning and managing my own fashion business has equipped me with the skills necessary to succeed in the competitive world of fashion design and production.

3D Fashion Artist

FREELANCE / REMOTE, 2016 - Now

As a 3D fashion artist, I specialize in digital patternmaking and garment rendering. I have extensive experience in modeling, texturing, lighting, and other aspects of 3D fashion design. I have worked on a variety of projects, including fashion commercials, video games, and virtual fashion shows. My expertise in digital fashion technology allows me to create high-quality 3D models of garments, helping brands and designers to bring their designs to life in a virtual environment. I am also experienced in using industry-standard software such as Clo3D and Marvelous Designer.

Fashion Merchandiser

TOMMY HILFIGER, 2015

As a sales and quality control supervisor, my primary responsibility was to ensure that the products met the highest quality standards. I supervised the production process, performed quality checks on the finished products, and ensured that they met the required specifications. Additionally, I worked in the visual merchandising department, where I designed and implemented displays that showcased the products and attracted customers. I leveraged my expertise in retail operations, merchandising, and quality control to drive sales and increase customer satisfaction.

Pattern Maker

FREELANCE / REMOTE, 2014 - Now

As an experienced pattern maker with over 8 years of practice, I have developed skills in both traditional and digital pattern making techniques. My expertise involves creating accurate patterns for various types of garments using a combination of traditional and computer-aided design (CAD) software. I have extensive knowledge of pattern grading, draping, and garment construction techniques. Through my work, I have gained experience in the fashion industry and a deep understanding of the latest trends and technologies in pattern making.

Quality Control Supervisor, Technical Designer

SWARAJ FASHIONS, 2014 - 2015

As a leather garment quality supervisor, I oversaw the production process of leather garments, ensuring that they met quality standards. This involved supervising pattern making, sewing, and overall production processes. Additionally, I prepared technical information sheets and tech packs, outlining specific technical requirements for the production team. My role required a deep understanding of leather garment production processes and technical specifications, allowing me to ensure quality and efficiency in the production of these specialized garments.

Garment Technologist

FREELANCE / REMOTE, 2014 - Now

As a garment technologist, my role involves ensuring that the clothes produced by the fashion brand meet the required quality standards. I collaborate with the design team to make sure that the garments are manufacturable, and supervise the production process to ensure that the clothes are made correctly. I also test the fabric to ensure its suitability for the intended use, and liaise with fabric suppliers to identify new materials. My job is to ensure that everything runs smoothly, and the clothes produced are perfect in terms of quality and design.

Wardrobe Image Consultant

LAKME FASHION WEEK, 2013 - 2016

During my time as a wardrobe image consultant for Lakme Fashion Week, my main responsibility was to ensure that the models were dressed in the right outfits for each show. I worked closely with the designers and stylists to choose the perfect outfits, accessories, and shoes for each model. I also ensured that the models' hair and makeup complemented their outfits and the overall look and feel of the show. My role required excellent communication skills, attention to detail, and a keen eye for fashion trends.

Wardrobe Assistant

MYNTRA - JABONG STAGE, 2013 - 2014

During my time as a wardrobe assistant for the Myntra – Jabong stage, I was responsible for ensuring that all the models looked their best on stage. I worked closely with the stylist and makeup artist to make sure that the outfits were styled correctly, the accessories were on point, and the overall look was cohesive. I also helped with quick changes backstage and made sure that all the clothes were organized and easily accessible. Overall, my job was to make sure that the fashion show ran smoothly and that the clothes looked great on the models.

TECHNICAL SKILLS

- Maya
- Zbrush
- Marvelous Designer
- Clo3d
- Rhino3D
- Adobe 3D Painter
- Adobe 3D Designer
- Mari
- Marmoset
- Keyshot
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Lectra
- Gerber
- Optitex
- Seamly2D
- Unreal Engine 5
- Arnold
- V-ray

EXPERTISE

- Project Management
- Problem Solving
- Team Work
- Problem Sensitivity
- Research & Analysis
- Attention to Detail

PROFESSIONAL SKILLS

- Woman's, Men's and Children's wear
- Underwear design
- Beachwear and swimwear design
- Wedding and bridal design
- Theatre costume design
- Draping
- Haute Couture Embroidery
- Traditional Patternmaking
- Digital Patternmaking
- Digital 3D Garment Construction
- Grading
- NFT, AR, VR
- Fashion Tech Pack

LANGUAGES

- English (Full Professional)
- Hindi (Professional Working)
- Marathi (Professional Working)
- Spanish (Elementary)
- German (Elementary)
- Italian (Elementary)
- Konkani (Limited Working)

CONTACT ME



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