

Vancouver (Canada)
jessie.silbert@gmail.com
linkedin.com/in/jessie-silbert-7550939/
203.415.6089

JESSIE SILBERT

PROFESSIONAL SUMMARY

Accomplished apparel designer with 17+ years of experience in luxury, contemporary, and performance-driven environments. Expert in blending high-end and street culture with technology, fashion, and athletics. Proven leader in advanced concept and prototyping, seeking to leverage innovation and technical skills as an Outdoor and Performance Lifestyle Designer.

SKILLS

Garment Construction

Pattern Drafting

Technical Flats

Adobe Creative Cloud

Research

Trend Analysis

Draping

Hand Sketching

Team Leadership

Mentorship

Prototyping

Sewing

3D Design Tools

CLO

Rhino

Blender

Garment Specing

Mood Boards

Tech Packs

Microsoft Word

Excel

Powerpoint

KEYNOTE

EMPLOYMENT HISTORY

APR 2022 – PRESENT

Senior Designer, Advanced Concepts Product Innovation, lululemon, Vancouver, BC

- Led development of apparel concepts from concept to prototype, improving prototype performance and clarity of intent with measurable results.
- Researched emerging performance trends to inform product roadmaps and prioritize future design directions based on user insights.
- Presented design concepts and prototypes to leadership to secure timely alignment and speed decision-making for product launches.
- Utilized Adobe Creative Cloud and 3D tools to accelerate visualization, cutting iteration time and clarifying technical requirements.
- Spearhead long-term concept roadmaps for performance apparel, aligning innovation goals with consumer insights to guide product direction.
- Facilitate cross-discipline workshops with product, sourcing, and testing teams to identify manufacturable solutions and shorten design-to-prototype cycles.
- Evaluate product performance through structured testing and user feedback, translating results into prioritized design adjustments and clear spec requirements.
- Document detailed construction specs and tech packs to reduce iteration errors and ensure consistent execution between design intent and samples.
- Analyze research and insight findings to pinpoint performance gaps, then design targeted experiments to validate material or construction changes.

JUL 2021 – MAR 2022

Digital Production Creation Apparel Artist, Nike, Portland, OR

- Created digital apparel assets for production teams, supporting the launch of new performance products.
- Collaborated with design and development teams to ensure accurate translation of creative concepts into digital formats.
- Utilized Adobe Creative Cloud and 3D tools to visualize and refine apparel designs for digital production.
- Managed multiple projects simultaneously, meeting tight deadlines for seasonal product launches.

SEP 2020 – DEC 2020

PRO Term Instructor, Department of Product Design, University of Oregon, Portland, OR

- Instructed, supported, and advised 20+ graduate and undergraduate students in soft goods creation and construction theory.
- Guided students through hands-on projects, fostering practical skills and creative problem-solving in performance product design.
- Provided feedback and mentorship to help students refine design concepts and technical execution.

SEP 2015 – JUL 2018

Senior Designer, ANN TAYLOR, New York, NY

- Led sportswear and suiting divisions in designing original concepts for jackets, outerwear, pants, and suits.

- Researched and identified on-trend inspiration, silhouettes, trims, and fabrics for seasonal collections.
- Sketched and created CAD designs to present seasonal intent to leadership.
- Created tech packs and generated specs, collaborating with overseas contractors on new concepts and costing.
- Reviewed and fit all prototypes and samples on fit models, providing revisions to meet tight deadlines.

NOV 2009 – AUG 2015

RTW Designer, Coach, New York, NY

- Collaborated with a small team to deliver two brand-iconic collections each year.
- Contributed design ideas and innovated through sketching, draping, and prototyping.
- Produced CAD work for print placement, artwork, surface decoration, and hardware development.
- Developed technical flats to support the design and production process.

MAR 2008 – NOV 2009

Associate Designer, YIGAL AZROUEL, New York, NY

- Assisted in the design and execution of three collections per year.
- Supported the design team with research, sketching, and technical development.

OCT 2004 – FEB 2008

Assistant Designer, PETER SOM, New York, NY

- Assisted the creative director in all aspects of the design process for two runway collections each year.
- Managed the studio and acted as factory liaison to deliver production to stores.

EDUCATION

SEP 2018 – JUN 2020

Master's degree in Sports Product Design, University of Oregon, Portland, OR

SEP 2000 – MAY 2004

Bachelor's degree in Studio Arts, Wesleyan University, Middletown, CT

ADDITIONAL INFORMATION

Website

<http://www.jessiesilbert.com>