

JESSICA CHAN

SOFT GOODS DESIGNER + DEVELOPER

CONTACT

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EDUCATION

California College of the Arts
BFA Industrial Design, 2011
San Francisco, CA

SKILLS

Concept Sketching
Design+Development
Prototyping
Pattern Making
Sewing
Sample Making
Materials Research
Tech Pack Creation

TOOLS

Industrial Sewing Machine
Walking Foot Industrial Sewing Machine
Industrial Bartacking Machine
Serge/Overlock Machine
Straight Knife
Laser Cutter
Adobe Creative Suite
PLM
Google Workspace
Mac & Windows

WORK EXPERIENCE

FREELANCE SOFT GOODS DESIGNER + DEVELOPER

January 2016 - Present // San Francisco, CA

Working with clients on a wide variety of soft goods projects. Providing clients with a unique all in one experience of being able to design and develop a product from concept to production.

TUNITAS CREATIVE // FOUNDER, DESIGNER + MAKER

March 2018 - Present // San Francisco, CA

Personal passion project of designing, developing and producing soft goods. All products are designed, prototyped, tested, and sewn in house in small batches. Tunitas is a space to explore techniques and design in soft goods, alongside managing a small business, understanding the market and trends, researching materials and trims, and building relationships with suppliers.

JOSHU + VELA // DESIGNER + PRODUCTION ASSISTANT

September 2016 - December 2016 // San Francisco, CA

Collaborated with the Creative Director to design and produce new products. Responsible for concept and market research, ideation sketching, pattern making, prototyping, sample sewing, and material research and sourcing. Managed several projects while fulfilling each deliverable with a given time frame. Worked with the in-house sewing team on construction of new products and updating existing products. Additional tasks included production scale cutting of fabric, leather and compiling trims.

RICKSHAW BAGWORKS // DESIGNER + DEVELOPER

May 2014 - July 2016 // San Francisco, CA

Collaborated with the Creative Director/CEO to design and develop new products that align with the brand aesthetic and their commitment to waste-less manufacturing processes. Daily tasks involved concept design and sketching, drafting patterns, prototyping, and sample making. Managed working with the in-house production team to collaborate on the construction process of new products and to modify existing products to help streamline the production process. Created small to large unit Illustrator sewing pattern layouts/markers for fabric to be laser cut out.

BETABRAND // DESIGN + DEVELOPMENT INTERN

September 2013 - January 2014 // San Francisco, CA

Collaborated and conceptualized new products with the design team. Updated and created new flat drawings for new and existing products. Created tech packs and BOMs. Sourced fabrics and trims from vendors and suppliers. Learned the ins and outs of bringing products to life in a fast-paced environment.

MOUNTAIN HARDWEAR // DESIGN + DEVELOPMENT INTERN

August 2011 - December 2011 // Richmond, CA

Shadowed designers and developers on projects to learn the process of taking a design from concept to production. Created BOMs and entered spec data into PLM. Attended fit sessions and audited samples taking note of areas needed for future revisions. Updated and created new flat drawings for the upcoming season. Spent time with the Materials specialist learning about materials and compiling and organizing fabric samples.