FASHION DESIGNER

TYLER REEDER

Objective

A creative with a globalized mindset and passion for innovative design solutions to improve quality of life with quality products.

Experience

August 2020-November 2020

CGI Designer *Étrange Studios* – August 2020-November 2020
Digitally simulated garments in a 3D space via. CLO3D. Created rendered photos and turntable videos for products sold online.

Fall 2020

FSF Competition Line Extension – Fall 2020
Digitally created and simulated a fashion line inclusive of modern gender identities via. CLO3D; applying knowledge of CAD, market research, patternmaking, draping, and innovative design.

Fall 2019

Digital Printing *University of Missouri* – Fall 2019
Digitally created garment made with a student-made collection of photos relevant to the FAME museum and principles of design. Displayed thorough understanding of photoshop, and its growing relevance to the design world.

Technical Design *University of Missouri* - Spring 2021
Responsible with collaborating with a team of designers to create an adaptive apparel line catered to those living with type I and type II Diabetes. Created concept/inspiration boards, tech pack, CAD patterns and image rendering via CLO3D and Optitex.
January 2021~June 2021

Freelance *Remote* – 2020-2021
Produced prototypes for private clients varying from graphic design to jackets, tees, surrealistic visuals, and CGI visuals for marketing purposes.

Education

University of Missouri: Columbia, MO

Bachelor of Science in Textile & Apparel Management

Track: Apparel Product Development

Minor: Business

GPA: 3.7/4.0

Expected Graduation: May 2021

Skills

Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Microsoft Suite CLO3D, Adobe Substance, Keyshot, Machine Sewing, Digital Flats, Digital illustration, Pattern Making, Mandarin Chinese (fluent)

Interests

- Sustainability
- Foreign language
- Artwork
- Weightlifting
- Yoga
- Gardening
- Drawing

Contact

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- Linkedin
- 微信：tailei0
- Instagram
- Portfolio