

# CHRISTINE NGUYEN

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## ABOUT ME

A senior in **Apparel Design** with a focus in **Fashion** and minors in **Product Design** and **Art**, specializing in the intersection of efficient product development and user-centered design with powerful, visual storytelling. Proven ability to design apparel that translates conceptual themes into marketable, functional collections. Experienced in systems management and technical documentation, with a focus on streamlining the design-to-production lifecycle through rigorous attention to detail. Available to work in **New York City, NY**.

## EDUCATION

### B.S. IN APPAREL DESIGN (FASHION TRACK), PRODUCT DESIGN MINOR, ART MINOR

University of Minnesota, Twin Cities

Graduating in May 2027

- **Cumulative GPA 3.78/4.00; Dean's List** (5 Semesters); **Recipient of the College of Design ADes Team Excellence Award**
- **Selected Coursework:** Softline Product Development | Technical Patternmaking & Garment Construction | 3D Product Modeling  
Textile Analysis | Collection Development | Trend Forecasting | Concept Sketching & Ideation | Fashion Illustration

## WORK EXPERIENCE

### LEADERSHIP & INNOVATION INTERN

Acts2 Network

June 2025 - Current

- Designed branded apparel based on market research, resulting in regular sales and increased brand awareness
- Directed event lifecycles and managed inventory for team resources, balancing cross-functional team timelines and workflows
- Designed **30+** multi-channel marketing assets and managed print orders, upholding design quality across print and digital mediums
- Reiteratively improved **15+** user outreach strategies, achieving a **200%** engagement increase over 9 months

### PRODUCTION INTERN

VivaQuant

February 2018 - August 2023

- Optimized end-to-end manufacturing protocols and quality assurance (QA) procedures for health technology devices, directly supporting a **5,000%** increase in production capacity by streamlining design and workflows for a rapidly scaling workforce
- Troubleshoot websites and software, identifying UI/UX issues and streamlining the user journey for maximum efficiency and ease
- Authored technical documentation, including user manuals, standard operating procedures (SOPs), and formal presentations
- Demonstrated flexibility, quick learning, and high attention to detail by fulfilling any necessary role or task required

### ART INSTRUCTOR

The Art Academy

October 2019 - March 2020

- Facilitated technical instruction in drawing and watercolor fundamentals for a class of 10 students, ages 9 to 13
- Cultivated student mastery of design principles, including color theory and emphasis, to develop visual literacy and technical skills

## SELECTED DESIGN EXPERIENCE

### KNITWEAR COLLECTION DEVELOPMENT PROJECT

"Quiet Cosmos"

January - May 2024

- Identified a women's knitwear market white space and developed a customer persona, synthesizing customer and trend research
- Benchmarked 5 existing brands in specific clothing types to determine market positioning and competitive price point
- Generated **70+** design variations across 7 categories, utilizing rapid ideation to refine silhouettes and functional details
- Authored production-ready technical assets including technical flats, bill of materials (BOMs), and order of operations logs
- Leveraged CLO 3D for digital prototyping and fit simulation, accelerating product turnaround while reducing textile waste

## SKILLS

Adobe Creative Suite (Illustrator, Photoshop, InDesign), CLO 3D, OptiTex, Rhino, Industrial Sewing, Draping, Technical Flats, Tech Packs, Spec Sheets, Materials Sourcing, Systems Management, Product Development Lifecycle, Cross-Functional Collaboration