

# PERRY ELLIS INTERNATIONAL

## *Job Description*

**JOB TITLE:** Intern 3D Fashion Designer

**EMPLOYEE:**

**REPORTS TO/TITLE:** Isaac Korn

**JOB CODE:**

**FLSA STATUS:**

**DEPARTMENT:** MIS

**PREPARED BY/DATE:** Isaac Korn

**APPROVED BY/DATE:**

### **SUMMARY:**

As a 3D Designer for Apparel, you will use digital skills to facilitate the creation of 3D products that appropriately reflect PEI's design philosophy and standards. Your skills will provide industry leading apparel simulation, ideation, photo realistic and sketch rendering, animation, and digital presentation. You will drive digital creation from ideation through commercialization

This position will provide the opportunity to continually grow your knowledge of digital creation tools and processes and stay current with industry digital creation innovations and standards. Further, you will demonstrate expert understanding of the product development process. This role also requires the effective communication of complex concepts, digital creation tools, and processes to a variety of audiences. You thrive in ambiguous, collaborative environments, and bring creative and analytical thinking to the solutions you build.

### **WHO WE'RE LOOKING FOR:**

First and foremost, you are passionate about apparel and digital tools. You have experience using emerging digital tools and technologies, and knowledge of product creation. You also have a strong aesthetic sensibility and excel at translating abstract concepts into visuals. Working closely with your colleagues, you employ your technical skills to determine aesthetic design solutions and help overcome design challenges. Highly self-motivated with a solution-oriented approach, you are capable of producing high-quality work on budget and on a deadline. Successful candidates can simulate garments with materials, apply material and graphics, model trims, execute look development. If you are very creative and design focused with a strong aesthetic sensibility and outstanding technical skills, then we would love to talk to you!

### **WHAT YOU BRING**

- Currently Studying Bachelor's in apparel/fashion design, industrial design, 3D Arts, or a related field or equivalent combination of education and experience and training
- Experience with Apparel Simulation tools (CLO, Vstitcher, Lotta, Marvelous Designer, or Optitex)

- Demonstrated proficiency using digital Design applications (i.e. Photoshop, and Illustrator)
- Experience with 3D creation software (Maya, Modo, Cinema4D, Blender, etc)
- Experience working in fast-paced production environment
- Ability to continually expand knowledge of digital creation tools and processes and stay current with industry digital creation innovations
- Apparel product experience is highly preferred