

Ted Bailey

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Education

University of Minnesota Twin-Cities, College of Design

Bachelor of Science, Apparel Design

Expected Graduation

May 2026

- Minor: Product Design
- GPA: 3.92 / 4.00
- Dean's List: F22, S23, F23, S24

Design Project Experience

IGNEO - Portfolio Presentation

ADES 3223 "Apparel Design III - Knits"

Individual Project

May 2024

- Created a collection with knit fabrics, with one look being made
- Used Optitex & Clo3D to edit patterns and use of problem solving skills to create a fitted final garment
- Designed and produced 3D-printed garment components using PETG material

Durabite - Portfolio Presentation

PDES 2702 "Concept Sketching"

Individual Project

January 2024

- Designed a lunchbox for a construction worker who prioritizes durability
- Initiated rapid prototyping and user centered design in ideating a new product
- Delivered finalized sketches and 3D modeled design

Relevant Experience

Apparel Production Intern, Satin Stitches, Minneapolis, MN

October 2024- Present

- Prepared fabric markers for efficient cutting, optimizing material usage and reducing errors.
- Observed and participated in the entire production process, from design concept to final product.
- Worked closely with the design, production, and quality control teams to ensure alignment and efficiency in the production process.

Owner, Brutal Garments., Eagan, MN

November 2020 - August 2022

- Executed operations and strategy for a men's streetwear brand to lead to higher sales resulting in \$10,000 in revenue and attracting 10,000 site visitors
- Conceptualized collections to release on trend men's wear resulting in 100% sold out collections

Leadership Experience

Founding Member, Apparel Design Student Group, Minneapolis, MN

November 2023 - Present

- Developed a plan to build the student group of the apparel design program through social collaboration which led to an increased club membership of 50%
- Built relationships to form a successful group of 20 students who collaborate on projects and explore the world of fashion design together

Employee Trainer, Levi Strauss & Co., Eagan, MN

June 2023 - Present

- Trained 100% of new employees, demonstrating strong leadership by fostering skill development, efficiency standards, and knowledge of daily operations

Skills

- **Technical:** Adobe Creative Suite, Figma, Fusion360, Clo3D, Optitex, Patternmaking, Concept Sketching, Usability Testing, Design Thinking, Prototyping, Garment Construction, Trend Forecasting, CADs, and Textile Terminology
- **Soft:** Self-Directed Learner, Analytical Thinking, Problem Solving, Initiative, Leadership, Communication, Teamwork, Strategic Planning, Adaptability, Customer Service, Attention to Detail, and Innovation.

Awards: Board Scholar Award, Levi's Stylist of the Quarter Q3, College of Design Continuing Student Scholarship

Licenses & Certifications: Google UX Design Specialization, Illustrator for Fashion Design: Drawing Flats