



Global Product Design | Creative Strategy

Product Strategy • Creative Direction • Inclusive Design • 3D Design
Consumer Insights • Licensing Partnerships • Global Manufacturing

PROFESSIONAL SUMMARY

Global Product Designer with 20+ years of experience leading design, merchandising, and development across accessories, and lifestyle categories for global brands and retailers. Known for integrating human-centered design with technical precision to create commercially successful, high-performance products. Expert in bridging creative vision with operational discipline, guiding teams to deliver inclusive, sustainable, and trend-right collections that meet business goals.

PROFESSIONAL EXPERIENCE

Columbia College Chicago

Assistant Professor of Instruction – Digital Fashion & Innovation

Chicago, IL

09/2021-Present

Leads product development curriculum, shaping future industry leaders through human-centered design and 3D digital innovation.

- Launched the *Adaptive Design Solutions* course, the first higher-education program focused exclusively on adaptive fashion.
- Integrated 3D digital design and sustainable prototyping into pedagogy to align with evolving industry practices.
- Drove a 30% reduction in student fail rates through a strategic audit and redesign of the Product Development curriculum.

The Walt Disney Company

Global Product Design Manager

Chicago, IL

02/2022-08/2023

Directed global product design for Disney's Mickey Franchise, overseeing concept development through commercialization for multi-category licensed accessories.

- Led a cross-functional design team delivering imaginative global products that advanced Disney's consumer engagement goals.
- Spearheaded R&D for innovative materials and technologies across bags and small leather goods, ensuring adherence to Disney's safety standards.
- Partnered with Dooney & Bourke, Crocs, Loungefly, and Lilly Pulitzer to launch limited-edition collections celebrated for balancing heritage with innovation.
- Presented seasonal strategies and product roadmaps to senior executives, maintaining creative archives and design standards across multi-category development.

Assembly Creators

Founder & Creative Director

Evanston, IL

11/2017-11/2022

Founded, self-funded, and operated a curated boutique showcasing small-batch fashion, jewelry, and home goods.

- Scaled profitability within 14 months by leveraging trend forecasting and inventory control.
- Recognized by the Mayor of Evanston as a featured business in excellence in the 2021 State of the City address for leadership in community revitalization and creative entrepreneurship.

Professional Experience - Assembly Creators (continued)

- Partnered with local business leaders and city officials to strengthen Evanston's small-business ecosystem and creative economy.
- Hosted workshops and artist-led events connecting consumers directly with makers, driving retail sales increases of 30% per event.
- Expanded e-commerce and launched a pandemic response initiative, producing and selling 6,000 face masks in two months while providing income for independent designers.

Randa Accessories

Chicago, IL

Vice President of Merchandising & Design

02/2008-11/2017

Led design, merchandising, and commercialization for a \$30M business across belts and furnishings, including Levi's, Columbia Sportswear, Calvin Klein, and private-label programs.

- Managed multi-city teams in Chicago and New York across design, sourcing, licensing, tech design, and product integrity.
- Directed the Kirkland Signature belt program for Costco, shipping 2.4M units over three years and driving strong category growth.
- Delivered 30% online sales growth through *The Belt Lab*, a digital retail initiative for Kohl's and JCPenney.
- Streamlined communication between creative, sourcing, and tech design teams, improving efficiency and speed to market through direct factory collaboration and overseas development travel.

Coach

New York, NY

Men's Designer

02/2007-10/2008

Product Engineer

01/2003-03/2004

Drove innovation and craftsmanship in luxury men's accessories, working across product categories from belts to knit and cold-weather goods.

- Launched Coach's first men's boutique accessories collection, establishing a new growth category for the brand.
- Translated design concepts into engineered patterns, materials, and specifications using Optitex digital patternmaking.
- Collaborated with quality control labs to test materials and functionality, ensuring excellence prior to production.

Ralph Lauren

New York, NY

Senior Designer

02/2004-10/2007

Managed concept-to-market design for belts and small leather goods within the Lauren brand, aligning aesthetic direction to business objectives.

- Re-established the Lauren belt and SLG category for Macy's and Nordstrom through on-trend assortments that transitioned from test to full rollout.
- Led material development and forecasting, attending Lineapelle and European retail markets to inform seasonal direction and innovation.

EDUCATION

Bachelor of Arts, Fashion Studies Product Development

Columbia College of Chicago, Illinois

Associate of Applied Science, Accessories Design

Fashion Institute of Technology, State University of New York