GILI PELEG - Fashion Designer and Manager

TEL AVIV, ISRAEL

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Professional Experience:

OCT 2017- PRESENT

<u>Director of Design Department</u>, <u>Head of Production</u>, <u>Designer at SABINA MUSÁYEV</u>, <u>Kfar Saba ISRAEL</u> SABINA MUSÁYEV is a world-renowned ready to wear womenswear brand based in Israel.

- I direct a team of 8 towards meeting collection deadlines. I coordinate all functions related to development and directly oversee the design department's schedule. I Train all interns and assistants that join my team.
- Advancing the pre-production process in the company, creating an organized step-by-step system of
 procedures and a new standard of tech packs. This has resulted in a smooth production process,
 optimized quality of garments and near-zero production rejects.
- I developed a new production process consisting of a communication protocol and emphasis on QA.
 This allowed the company to manufacture in a wider, more diverse range of factories, and improved the overall quality of production outcome.

FEB 2017- OCT 2017

Fashion Designer at SABINA MUSÁYEV

- Designing collections alongside the creative director Sabina Musáyev. This includes; inventing concepts with unique research boards, sketching designs, and working with patternmakers to reach well fitted garments.
- I implemented the use of original prints in the brand's collections. I design the original artwork and personally conduct the production of printed fabrics.

2016- 2017 Fashion Designer at 911 FASHION, TEL AVIV

2016 Design Internship at HAIA STUDIO, TEL AVIV

2015 Assistant Designer at ATA WEAR, TEL AVIV

SUMMER 2013/ SUMMER 2014 I opened pop up shops of my original designs at TEDER. FM, TEL AVIV

Organization Membership:

CFDA Member: the Council of Fashion Designers of America recognized me in 2015 for outstanding achievements in womenswear and made me a CFDA member.

Education:

2011-2015 B. Des. Fashion Design from Shenkar College of Engineering and Design

• Two excellence awards for academic achievements

Skills:

- Print design (placed and repeat), preparing original artwork for production
- Producing and manufacturing textiles and garments
- Product development including tech packs
- Computer programs: Adobe Suite (Photoshop, Illustrator, InDesign), Microsoft Office
- Illustrating, sketching, painting
- Draping, sewing, pattern making, basic Optitex- Pattern Design Software
- Team management
- Fluent in English and Hebrew

Citizenship: Polish, Israeli