Rose Hope

(503) 334 5533 Seattle, WA rhope.hope@gmail.com

Education

BFA Theatre Arts Southern Oregon University

2014 - 2017

Specialized in Costume Construction & Costume Design

Work Experience

Softgoods Developer

Sigma Design

2022 - Present

- Developed and implemented component integration strategies for AR/VR wearable prototypes.
- Created and maintained detailed construction documents, which included pictures, illustrations, and QC specs to ensure accurate manufacturing.
- Created technical training series and reference guides, incorporating feedback from stakeholders.
- Measurement certified to take accurate and consistent hand measurements within <3mm tolerance.
- Collaborated with a cross functional team including mechanical and electrical engineers, research scientists, and industrial designers. Presented formal and informal updates to larger teams.

Softgoods Technician

Sigma Design

2021 - 2022

- Built prototypes using cut & sew, laser cutting, lamination, and machine embroidery techniques.
- Completed small scale manufacturing run of a wearable AR/VR prototype.
- Provided clear and detailed feedback about the documentation package to Softgoods Developers.

Costume Technician

Various Employers, see below

2014 - 2021

- Built and altered costumes using industry standard construction techniques.
- Consistently met short term and high pressure deadlines.
- Assisted during fit sessions taking detailed notes and measurements as needed.
- Employers include Seattle Opera, Seattle Children's Theatre, Taproot Theatre, and others.

Costume Designer

Various employers, see below

2015 - 2019

- Designed costumes for theatrical productions. Communicated with a cross-functional team, including directors and other designers, to create a cohesive production.
- Responsible for tracking all garments and accessories from sketch to opening night, including sourcing, mock-ups, fit sessions, care instruction, and final sign-off. Created and maintained a custom Excel organization system.
- Regularly evaluated garment style alignment with design and sketches.
- Employers include Taproot Theatre, Southern Oregon University, and others.

Costume Draper/First Hand

Various employers, see below

2016 - 2018

- Responsible for garment creation from design hand-off to opening night. Interpreted sketches into custom patterns and guided the technician team on creation of mock-ups and final garment.
- Led fit sessions and transferred alterations needed to the technician team using detailed notes, measurements, and pin marking.
- Employers include Taproot Theatre and Southern Oregon University.

Relevant Skills

- Software: Optitex 2D/3D, Adobe Illustrator, InDesign, Photoshop, Microsoft Office Suite, Asana
- Patternmaking, garment fitting, garment construction and alterations, measurements of body and garment, industrial embroidery machine operation, advanced sewing techniques, lamination processes.