

edna vogel

(310) 936-0706

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Toy illustrator and designer combining a strong knowledge of fashion, fabrics, and design. Skilled in fashion and accessory design, working on all aspects of the process from trending, concepting, design, control art, reviewing and communicating with teams to final product.

Strengths include ability to adapt into any new environment as well as having a strong work ethic.

WORK EXPERIENCE

Associate Product Designer Funrise Toy Corp.

Nov. 2016 - Present

Currently designing fashions & accessories for My Life As; an exclusive 18 inch doll line sold in Walmart. Use design and illustration skills to create on trend fashions, graphics, patterns, and accessories.

- Designing dolls fashions and Accessories starting from trending and mood boards, to take concepts through control drawings, sample making, revisions, and production.
- Working closely and communicating with our hard goods and soft goods team overseas.
- Worked with licensors to create various licensed fashions and products
- Using time management skills in order to ideate and concept for other product lines

Freelance Illustrator, Future of Play Inc.

September 2016

- developed illustrations for new doll line for 2016 NY Toy Fair

Freelance Illustrator, Funrise Toy Corp.

June -August 2016

- developed character art illustrations for doll line Positively Perfect

Artist Assistant, Los Angeles County Museum of Art

Dec. 2012- 2016

- assisted families and patrons in our art studios and public spaces
- lead families and their children in art activities and taught patrons various drawing and painting techniques

INTERNSHIPS

Design Intern, Mattel

June-August 2015

- worked on doll brand Ever After High doing extensive fashion trend research and fashion concept sketching
- collaborated with various departments including designers, pattern makers, seamstresses as well as other design teams to create OOAK Doll

Stylist Intern, Ingrid Allen

October-Dec. 2014

- helped with different jobs from re-organizing a new studio space, ran various errands picking up and delivering fashions for different shoots
- worked with other interns/stylists to make sure we stayed on schedule

KEY STRENGTHS

- Digital Illustration
- Design
- Apparel Design
- Toy Design

TECHNICAL SKILLS

- Illustrator
- Photoshop
- Pattern Making
- Sewing
- Microsoft Office
- Power Point
- Excel

EDUCATION

Otis College of Art and Design

-Bachelor of Fine Arts, Toy Design

August 2012-May 2016