

# Fashion Design



## Career Pathways

## School of Design

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### Overview:

The fashion design degree curriculum synthesizes the individual aesthetic of the designer with an understanding of the market, historical context of fashion and costume, consumer psychology, materials, and techniques of apparel construction. The major's curriculum focus is primarily on studio work and other discipline specific coursework central to its mission of developing student's individual design voice and vision while developing their potential as practicing technical fashion design professionals.

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### Acquired Skills MOST Valued by Employers:

- Construct Comprehensive Design Strategies
  - Formulate a Personal Design Ideology
  - Synthesize Design Concepts
  - Interpret Factors That Influence Consumer Fashion
  - Career & Self Development
  - Communication
  - Critical Thinking
  - Equity & Inclusion
  - Leadership
  - Professionalism
  - Teamwork
  - Technology
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### Common Pathways:

- Designer
- Pattern and Sample Developer
- Product Developer
- Fashion Writer
- Textile Designer
- Creative Designer
- Technical Designer

*Please note that some of these pathways require post bachelor training or coursework*

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### Common Industries:

- Apparel Manufacturers
  - Boutiques
  - Department Stores
  - Private Label/Licensing
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### Sample of Employers of Stevenson University students:

- Under Armour
  - English American/Tom James
  - Nordstrom
  - Gerber Technology
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### Internship Sites for Stevenson Students:

- Chesapeake Shakespeare Company
- J. Crew
- MB Design Gallery
- Gerber Technology
- Babetta's World
- Fashions Unlimited
- English American
- Under Armour
- 180s Wearable Technology
- Avalon Industries
- Carlisle Ectetera
- Jody Davis Designs
- Joseph A. Bank

**An Employer's Perspective:**

The level of competition in the fashion industry requires that candidates be properly trained in construction and pattern making skills as they will be better positioned to find employment. Understanding how to use the industry equipment and digital tools, in addition to implementing projects on a large scale is invaluable.

**Salaries:**

Salaries are dependent upon the industry, level of position, and geographical region. A good resource for researching salaries of specific jobs within this particular industry is <http://www.bls.gov/ooh/arts-and-design/fashion-designers.htm#tab-5>

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