Jesse Sindler

Soft Goods Designer | www.jessesindler.info | js.sindler@gmail.com | 719.429.7027

Core Skills

Performance Materials:
All manner of knits, skins, bonding materials, technical trims, hardware, and foams including traditional, ground-contact, supercritical, and natural latex

Footwear Uppers:
Layered construction, bonding techniques, material interaction, wear testing, upper and tooling interaction

Rapid Prototyping:
Laser cutting, industrial sewing, heat pressing

Hardware Design:
Rhino3D modeling, 3D printing for iterative prototyping and sampling

Pattern Drafting:
Concept development, prototyping, and aesthetic exploration

Tech Pack Creation:
Material specs, BOMs, color/material libraries, and documentation

Sample Development:
Swatch-scale exploration to full-upper physical prototypes

Visual Storytelling:
Material moodboarding, texture/color curation, trend research

Sketching & Ideation:
2D exploration of material interactions and product concepts

Cross-functional Collaboration:
Design, development, sourcing, vendor communication

Software:
Clo3D, Rhino3D, Miro, Claude, Vizcom, Adobe Creative Suite
Microsoft Suite

Experience

Lululemon – Footwear Design — Portland, OR
Concept Designer & Senior Material Designer — 2023-Current

- Lead seasonal and long-lead time material design for performance-focused footwear projects
- Source, vet, and develop athlete-informed materials with global manufacturing partners
- Translate performance needs into durable, expressive, and scalable material systems
- Build swatch samples and full shoe uppers to explore construction and material interactions
- Use laser cutting, heat pressing, industrial sewing and hardware integration to prototype footwear
- Design and test hardware through Rhino3D modeling, on-site 3D printing and vendor sampling
- Align material choices with seasonal direction, brand voice, and athlete feedback
- Contribute to wearability and environmental tests through design-informed samples
- Maintain up-to-date libraries for materials, finishes, and color standards
- Partner with vendors to ensure material accuracy, feasibility, and timely delivery
- Own and manage material tech packs across the full product creation cycle
- Navigate development challenges including durability, color migration, lead times and MOQ.
- Develop and refine materials in response to wear testing and aesthetic feedback
- Incorporate AI-based workflows using Claude and Vizcom to enhance vendor briefs

Lululemon – Advanced Concepts, Apparel & Footwear Innovation — Vancouver, BC
Design & Prototyping Contractor — 2022-2023

- Developed advanced concepts in performance footwear and apparel materials
- Built functional prototypes using technical knits, films, adhesives, and trims
- Assisted in lab and field testing for thermoregulation and dynamic movement
- Conducted competitor research and benchmarking of key product features
- Created physical and digital patterns; used Clo3D to simulate garment fit and motion
- Collaborated across innovation, athlete experience, and development teams

Otherlab – CareCube Project — Portland, OR
Outdoor Quarantine Tent Designer & Pattern Drafter — Spring 2023

- Created production-ready tent patterns for CDC-certified medical field units for Ebola quarantine
- Developed 3D CADs to map component placement and guide pattern drafting
- Integrated features like negative pressure filters and waste pass-through modules
- Iterated and refined prototypes based on field testing and stakeholder feedback

PartnersCreative — Missoula, MT
Web Developer — 2016-2020

- Delivered front-end assets for marketing campaigns valued at over $500,000
- Created animated and responsive digital layouts for clients like Deloitte
- Managed codebases and agile workflows for on-time delivery
- Improved UX through user testing, analytics, and design system iteration

Patents & Recognitions

Utility Patent Pending, Pocket for a Garment - US20240373959A1

Utility Patent Pending, Pack and Belt System - US20250338948A1

Utility Patent Pending, Article of Footwear with Securable Tongue - US20260047643A1

Invited Speaker, Functional Fabric Fair (2021)
B1ATHLON HÆROSUIT – Skinsuit for Vision-Impaired Paralympic Biathlon Athletes

Education

MS in Sports Product Design — Portland, OR
University of Oregon — Graduated 2023
- 3.78 GPA

BA in Liberal Arts — Galesburg, IL
Knox College — Graduated 2013
- Cum Laude with a 3.55 GPA