Fashion Designers

SOC: 27-1022 • Career Profile Report

■ Key Facts

$80,690	**25,700**	**+2.0%**
Median Salary	Employment	Growth Rate

■ Requirements & Salary Range

Education: Bachelor's degree

■ Automation Risk Assessment

Low Risk - 15.0% probability of being automated in the next 10-20 years.

This job is relatively safe from automation due to its creative, social, or complex problem-solving requirements.

■■ Work-Life Balance

6.3/10 - Good work-life balance

■ Personality Fit (RIASEC)

Higher scores indicate better personality fit for this career type.

Realistic	5.0/10	**Investigative**	5.6/10
Artistic	9.6/10	**Social**	7.4/10
Enterprising	6.2/10	**Conventional**	4.4/10

■ Top Skills Required

Artistic ability, Communication skills, Computer skills, Creativity, Decision-making skills, Detail oriented

✓ Strengths

- High Demand
- Flexible Work
- Continuous Learning

■ Challenges

- Burnout Risk
- Rapid Technological Change

■ What They Do

Fashion Designers typically perform the following tasks: • Sketch rough and detailed drawings of apparel or accessories, and write specifications such as color schemes, construction, material types, and accessory requirements. • Examine sample garments on and off models, modifying designs to achieve desired effects. • Confer with sales and management executives or with clients to discuss design ideas. • Select materials and production techniques to be used for products. • Provide sample garments to agents and sales representatives, and arrange for showings of sample garments at sales meetings or fashion shows. • Direct and coordinate workers involved in drawing and cutting patterns and constructing samples or finished garments. • Identify target markets for designs, looking at factors such as age, gender, and socioeconomic status. • Collaborate with other designers to coordinate special products and designs. • Attend fashion shows and review garment magazines and manuals to gather information about fashion trends and consumer preferences. • Purchase new or used clothing and accessory items as needed to complete designs. • Visit textile showrooms to keep up-to-date on the latest fabrics. • Adapt other designers' ideas for the mass market. • Test fabrics or oversee testing so that garment care labels can be created. • Determine prices for styles. • Develop a group of products or accessories, and market them through venues such as boutiques or mail-order catalogs. • Draw patterns for articles designed, cut patterns, and cut material according to patterns, using measuring instruments and scissors. • Sew together sections of material to form mockups or samples of garments or articles, using sewing equipment. • Design custom clothing and accessories for individuals, retailers, or theatrical, television, or film productions. • Research the styles and periods of clothing needed for film or theatrical productions. • Read scripts and consult directors and other production staff to develop design concepts and plan productions.