Max Moreno Rebollar

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EDUCATION

Seattle Central College *Associate of Applied Science in Apparel Design and Development*
Seattle, WA June 2025

The University of Texas at Austin *Bachelor of Science in Mathematics*
Austin, TX

EXPERIENCE

SanMar, Seattle WA June 2024 - August 2024
Product Development Intern

- Developed and delivered a strategic presentation to a key SanMar customer, proposing a new sportswear program. Conducted market research on competitor retail trends and curated 20+ technical sketches, modifying them in Adobe Illustrator for new product concepts. Designed the presentation layout to effectively communicate the new product offering.
- Authored a fit recommendation presentation for a new product that was given to an external customer. Worked with the technical design team to gather photos of the XXS - 2XL models, and organized them to convey our intended fit recommendation. Performed trend research to show why we made this recommendation and how it compares to our retail competitors.
- Performed inventory management by ordering samples as needed and maintaining the sample library, reducing duplicates and improving retrieval efficiency. Coordinated logistics to ensure timely sample arrival.
- Measured incoming samples per SanMar's tech pack specifications, reordered non-compliant items, and reported defects to relevant teams.

Microsoft Azure Storage, Seattle WA July 2021 - July 2023
Software Engineer

- Took ownership of monthly on-call shifts, working closely with 3 cross-functional teams to quickly investigate, debug, and resolve issues in a large-scale cloud storage system.
- Worked with external customers such as Walmart and Starbucks to plan roadmaps for deadline-driven services.
- Designed and implemented feature in C# to reduce amount of false network outage alerts by 80%.

CERTIFICATIONS

FIT NYC - Introduction to CLO's 3D Garment Visualization

- Completed a 10-week certificate through FIT NYC consisting of ~100 hours of coursework in CLO3D.
- Developed proficiency in 3D garment rendering, including menswear, womenswear, knitwear, etc.
- Worked with UV, displacement, and normal maps to enhance fabric textures and realism. Applied different patterns and prints to appropriate clothing ensuring that pattern repeat was accurate.
- Applied topstitching details and integrated visible trims such as zippers and buttons for accurate digital prototyping.

SKILLS

Computer Skills

- Powerpoint, Word, Excel, Technical sketching in Adobe Illustrator; Adobe Photoshop, Adobe InDesign
- JavaScript, HTML, C++, Microsoft Office Suite, G-Suite

Relevant Coursework

- Apparel Manufacturing, Patternmaking, Pattern Grading, Garment Construction, Optitex, Textiles, CLO3D