

Madeleine Toyokawa

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Digital Designer & Apperal Designer

EDUCATION

YRGO Digital Design September 2025 – current

Arbetar med olika designprojekt i Figma och adobeprogram skapar digitala plattformar.

YRGO 3D-modeling in Blender | March 2025 – May 2025

Introductory Blender course focused on 3D object modeling, including creating textures and materials for realistic 3D models.

Borås University of Applied Sciences – CLO 3D

Advanced Course in Pattern Construction | November 2024 – January 2025

Worked extensively in CLO 3D with grading, pattern modifications, fit map analysis, and grading view tools to refine garment fit and size accuracy.

3DCLO Advanced Course in Fashion design | March 2024 – April 2024

Designed and developed garments in CLO 3D, refining fit and design through the use of various tools and creating materials to enhance realistic garment visualization.

Novia University of Applied Sciences, Turku, Finland

Bachelor of Fashion and Design | August 2012 – June 2016

Skilled in sewing, pattern making, textiles, fabric dyeing, and knitting. Experience in product development projects in collaboration with industry partners, along with professional training in entrepreneurship and commercialization.

WORK EXPERIENCE

FREELANCE WORK

Vendutti | Designing Tech Packs and Technical Expertise in CLO 3D – April 2026

Woolberry | Designing Tech Packs and Technical Expertise in CLO 3D – October 2024

Her Riding Habit | creating all overprint concepts – April 2023

CRAFT OF SCANDINAVIA AB Designer & Product Developer

June 2018 – February 2023

Concept Designer for Training, Cycling, Teamwear, and Corporate (AW20), with broad experience across multiple product categories including cycling, training, and running. Strong expertise in versatile design and product development processes. Designed warm-up kits for the Swedish national handball team used at the 2019 World Championship in Japan. Regular collaboration with the New Wave Shanghai office and international business travel.

FIVE SEASONS Junior Designer

September 2016 – Jun 2018

Collaborated closely with the Head Designer on collection development. Designed ski apparel using windproof and waterproof materials, and developed concepts for a SS19 children's collection as well as external design projects for various brands. Responsible for preparing technical documentation, including material specifications, size charts, and design illustrations.

HOUSE OF DAGMAR Intern Production & Design

January – May 2016

Completed my degree project in collaboration with House of Dagmar, specializing in knitwear and production. Managed communication with factories, approved shipment samples, sourced yarn materials, and approved bulk production orders. Gained in-depth understanding of the full manufacturing process.

TEKNISKA KUNSKAPER

Proficient in Adobe Illustrator, Photoshop, InDesign, CLO 3D, Blender, Figma, After Effects, Premiere Pro, Stager, Webflow, Framer, and WordPress.

Basic knowledge of Kaledo, Lectra Modaris, and Gerber Pattern Maker. Skilled in 3D design, animation, and rendering, as well as developing detailed tech packs with full production specifications, including material lists and size charts.