

Footwear designer

Description

This person is in charge of designing models of footwear and accessories or interpreting other designs, attending to fashion trends, making patterns and models, organising and technically managing the production processes under standards of good practice, occupational safety and environment. To do this, the worker must combine functionality, aesthetics, and ergonomics, giving an increasingly effective response to the user's needs, considering new materials and technologies to develop new solutions and proposals.

Professional Skills/Competences

(job-related skills/competences)

- Determination of the characteristics of the materials to be used in the manufacture of footwear and complements of the product, analysing the technical documentation that defines it.
- Use and effective management of information sources to analyse fashion trends applicable to the design of footwear and leather goods.
- Development of the technical design of footwear and leather goods products and collections, or selection of an existing one that is technically and economically viable, ensuring their viability depending on customer demands and fashion trends.
- Management of the production of footwear and leather goods, guaranteeing the rhythms, quality, and safety at work and environmental processes.
- Definition of the execution processes necessary for the manufacture of footwear products and accessories or collections, choosing the techniques to be used, as well as the quality controls and the elements of occupational and environmental safety that are necessary.
- Development of the adjustment and patternmaking of footwear and leather goods, organising the work to meet the deadlines, with the maximum use of human resources and materials.

TECHNICAL AND SOFT Skills

(personal and social skills)

Technical Skills:

- Artistic drawing and design,
- History of art and footwear,
- Digital design,
- Fashion design,
- Textile technology,
- Tailoring and pattern-making,
- Fashion marketing, photography,
- Applied legislation,
- Materials and production processes,
- Project development,
- Ergonomics,
- Styling and new aesthetic trends,
- Management and innovation for footwear design,
- 3D drawing and modelling skills.

Soft Skills:

- Communication and criticism,
- Professional practice,
- Creativity,
- Innovation.

Work/professional environment

This person works in an office-based environment within the following departments/job related positions:

- Fashion Design: textile, leather, knit and accessories,
- Stage Costume Design: theatre, opera, dance, cinema and television,
- Coolhunter, trendsetter,
- Trainer in fashion,
- Head of product and purchases,
- Textile design,
- Design of prints,
- Fashion illustration,
- Window dressing,
- Personal shopper and image,
- Consulting: press, advertising, television and shows,
- Fashion journalism,
- Fashion marketing.