

Anushka Moghe

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PROFESSIONAL SUMMARY

Creative and detail-driven 3D Fashion Designer with 3+ years of experience in digital fashion, apparel design, and garment technology. Proficient in CLO3D, Blender, Adobe Suite, and digital pattern making. Skilled in 3D rendering, virtual sampling, AR/VR garment design, and AI-assisted workflows. Proven ability to collaborate with design, production, and merchandising teams to deliver commercially viable, sustainable solutions.

SKILLS & EXPERTISE

CLO3D • Blender • Adobe Illustrator • Photoshop • InDesign • Adobe Substance Suite • Digital Pattern Making • Garment Construction • Tech Pack Development • Fabric & Trim Simulation • AI-Assisted Visualisation • 3D Rendering & Animation • Trend & Market Research • Fit Analysis & Adjustments • Cross-Functional Collaboration • AR/VR Garment Design

PROFESSIONAL EXPERIENCE

Designer & Garment Technologist | *Emlavish – Manchester, United Kingdom* | January 2025 – Present

- Lead the full design process including research, 2D/3D pattern making, fittings, and construction detailing.
- Develop seasonal collections with digital and physical samples, ensuring commercial fit and finish.
- Create high-quality 3D renders and animations using CLO3D, Blender, and Adobe Suite for e-commerce, TikTok, and marketing campaigns.
- Collaborate with animators and graphic designers to deliver cohesive digital assets.
- Source digital fabrics, textures, trims, and hardware aligned with brand aesthetics.
- Implement AI tools for faster design visualisation and iteration.

Digital Pattern Designer | *Payppy.app – Pune, India (Remote)* | October 2024 – January 2025

- Developed digital patterns and 3D simulations to replace physical sampling, reducing material waste.
- Designed AR/VR-compatible garments with a focus on trend accuracy, proportion, and fit.
- Collaborated with tech and supplier teams to ensure production feasibility.
- Optimised digital-first workflows, cutting lead times and sample costs.

3D Fashion Designer | *Freelance – Pune, India* | June 2022 – Present

- Created digital fashion collections for independent clients and studio showcases.
- Produced digital showrooms and animations for marketing and social media.
- Delivered detailed 3D assets, tech packs, and visuals tailored to individual client briefs.
- Focused on sustainability, textile realism, and storytelling in virtual design.

Junior Designer | *Landmark Group – Easybuy, Bangalore* | March 2022 – May 2022

- Designed commercial knit and woven collections aligned with trend forecasts.
- Created CAD sketches, trend boards, and complete tech packs.
- Assisted in fabric sourcing, trim selection, and coordination with buying teams.

Fashion Design Intern | *Design Studio – Pune, India* | September 2020 – December 2020

- Supported concept development for traditional and modern fusion wear.
- Assisted senior designers with embroidery, surface techniques, and collection presentations.
- Prepared fabric boards and digital presentations for collection reviews.

EDUCATION

MA Digital Fashion | *Leeds Arts University* | September 2023 – August 2024

BA (Hons) Fashion Design | *School of Fashion Technology* | June 2018 – June 2022