

# Junior Pattern Engineer Apparel temp until 30.04.2026 (m/f/d)

## PURPOSE & OVERALL RELEVANCE FOR THE ORGANISATION

We'll never launch a product unless we consider it perfect. Our product development teams create every shirt, every shoe and every piece of equipment for thousands of athletes and fashion lovers as if it was one of a kind. And it truly is, as they weave their passion into every single product. But translating designs, drawings and renderings into real products requires a lot of decision making.

As Junior Pattern Engineer Apparel, you will support the 2D and 3D pattern creation process for innovative and complex products in strong partnership with marketing, design, product development and suppliers. You will support the business unit's strategy and global framework by following processes, standards, and methodologies in collaboration with the cross-functional team to achieve the goals and a consistent brand identity through quality, fit, speed and value for the business unit's products. You will train and advise product development teams and tier 1 suppliers on the 2D and 3D pattern creation process.

## KEY RESPONSIBILITIES

- Support and manage the basic pattern process and selection to understand future business needs and determine future basic pattern requirements across genders and all size ranges.
- Support the development of basic and new model patterns in 2D and 3D, and the pattern creation of fully graded, technically innovative basic and fit critical model patterns with cross-functional partners, based on market requirements; maintain the information in the product creation system and ensure that new patterns are wear tested as needed.
- With guidance of your manager, lead cross-functional pattern and fit presentations.
- Work on an ongoing basis on new solutions to reach creative pattern goals, by using new methods and systems and/or new constructions.
- Advise and have the final call for fit related issues when exceptions occur in product development teams.
- Support digital pattern projects, including tool development and smart solutions to enable the future of digital creation.
- Apply grading rules to ensure consistency in fit and contributes actively in terms of fit/principals pattern guidelines.
- Understand and consider relationship between pattern/material usage/yields during pattern creation to ensure best fit and best margin.
- Support experienced colleagues on working out training plans and manuals for the global pattern teams as well as for cross-functional teams.
- Create virtual prototypes to increase speed and efficiency of the product creation process.

#### KNOWLEDGE, SKILLS AND ABILITIES

- Understanding and knowledge in pattern creation and grading with the ability to provide effective and cost-efficient pattern solutions and an understanding of apparel construction, material construction and properties related to fit
- Ability to interpret and evaluate designs on model level regarding pattern execution/engineering
- Team player/communicator with the ability to manage and prioritize multiple projects under multiple deadlines
- Ability to work with diverse groups and a proven skill at problem solving and innovation
- Effective written and verbal communication skills in English
- Fundamental IT skills (Microsoft Office) and ability to work with Product Data Management Systems
- Fundamental skills in Gerber or similar CAD programs
- Fundamental knowledge in V-Stitcher, CLO 3D or similar 3D software
- Ability to travel, domestic or international, as required

#### REQUISITITE EDUCATION AND EXPERIENCE / MINIMUM QUALIFICATIONS

- Technical college/fashion school/university degree in pattern making / grading, “Meisterbrief” or equivalent education
- First relevant practical experience through internships or work experience is an advantage

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