

MAXIM BREGMAN

Softgoods Designer - Storyteller - Sneakerhead

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Education:

ArtCenter College of Design – Pasadena, CA
Product Design Track, 2023 - Present

Skills

3D Design & Visualization

- CAD and 3D modeling (SolidWorks, Fusion 360, CLO 3D, Blender)
- Sketching and ideation for footwear, apparel and softgoods
- CMF development (color, materials, finishes) and 3D Visualization Using Keyshot
- Digital patternmaking and form development
- Proficient with Adobe suite including Illustrator, Photoshop and Substance

Fabrication & Prototyping

- Softgoods construction and sewing
- Footwear upper construction and pattern development
- Rapid prototyping with mockups and functional builds
- Fabrication: laser cutting, 3D printing, woodworking and metalwork
- Material research, selection and performance validation

Collaboration & Teamwork

- Cross functional collaboration with design and engineering
- Clear communication and presentation of ideas
- Iterative design process from concept to physical validation
- Receptive to feedback with strong problem solving mindset
- Experience across footwear, apparel and softgoods projects

Project Experience

Motorsports Footwear Concept - Speedcat Evo, PUMA

Used visual storytelling and biometric research to develop a unified sole and upper concept focused on driver precision, stability, and pedal feedback. Analyzed driver movement and foot interaction to inform the design, developing the concept from initial sketching through Gravity Sketch and Adobe Substance 3D visualization.

Cross-Discipline Footwear - Parallax, Adidas

Completed a three week modeling exercise exploring a cross discipline footwear concept that blends the worlds of runway fashion and trail activity. Developed the form through an iterative workflow in Gravity Sketch and Fusion 360, then used Adobe Substance 3D to create materials, surface details, and the final visual direction.

Performance Apparel Design Project - Long Jump Suit, Kelme

Designed an Olympic long jump warm up suit focused on pre competition muscle activation and athlete performance. Used digital patternmaking and engineered elastic integration to align compression with key muscle groups, supported by storyboarding and iterative concept development to refine the garment's function and visual identity.