



Fashion and Textiles Volunteer

Role Description:

The Fashion and Textiles Volunteer supports our creative programs by helping to run and maintain a welcoming, safe, and fun environment in the Fashion and Textiles Studio while helping iHuman artists bring their creative ideas to life. Engages with and helps young artists with their projects while building trustful relationships in a positive and meaningful manner. This position is in person and requires a regular, weekly, ongoing commitment.

Main Responsibilities:

- Builds trusting and positive relationships with iHuman young artists.
- Engages and meets iHuman young artists where they are at emotionally, intellectually, and psychologically.
- Facilitates and supports youth Fashion and Textiles projects when needed.
- Assists with technical guidance to artists for sewing, pattern-drafting, textile, makeup techniques, styling, or other fashion related projects.
- Assists with operational tasks such regular studio and equipment maintenance, and inventory management of resources in the Fashion Studio. This is done in tandem with having the youth also participate with these tasks.
- Assists with the coordination of occasional projects such as fashion shows, collective studio projects, exhibits, community events, promotional events, etc.
- Option to lead occasional Fashion and Textiles projects and workshops.
- Other general tasks and assistance to projects assigned by the Fashion Studio and Theatre Coordinator.

Skills/Qualifications:

- Fashion industry related experience and/or education.
- Experience using domestic/industrial sewing machines.
- Adaptability to engage with and attend to the needs of diverse iHuman youth of varying life experiences.
- Understanding of trauma-informed practices and systemic challenges facing vulnerable and marginalized youth.
- Experience working with vulnerable and marginalized youth (12-24) is preferred.
- Flexibility to engage in both open and structured programming.
- Facilitation and/or mentorship skills an asset.