



Dark Heaven LLC – Internship Program – 2026/2027

Dark Heaven is currently seeking interns across six areas: Social Media, Video Production / Post Production, Business Development, Fashion / Apparel Design, Graphic Design, and A&R / Label Representation.

Each internship provides hands-on experience within an independent music, events, and media organization, with opportunities to collaborate across projects and develop real-world skills. These positions are designed for self-motivated individuals who want to contribute to building something rather than simply completing an internship.

Strong contributors may have the opportunity to continue working with Dark Heaven beyond the internship period through paid work, expanded responsibilities, and potentially longer-term roles within the organization.

Fashion / Apparel Design & Garment Construction Intern

Company: Dark Heaven LLC

Location: Chicago, IL (Hybrid / Remote)

Type: Part-time Internship | College Credit May Be Available

Duration: 3-6 months (approximately 10–15 hours per week)

About Dark Heaven

Dark Heaven is a Chicago-based independent music, events, and media company rooted in underground music and culture. We produce live events, release electronic music, create visual media, develop apparel, and build creative projects that connect music, design, fashion, and technology.

Fashion and apparel are an extension of Dark Heaven's visual identity and the culture surrounding our events, artists, and community. We're interested in developing apparel that goes beyond traditional event merchandise and explores original garments, graphics, materials, silhouettes, and limited-run pieces.

Role Overview

We're looking for a Fashion / Apparel Design & Garment Construction Intern to assist with the development of Dark Heaven apparel, merchandise, and experimental fashion projects.

This is a hands-on creative role combining apparel design, garment construction, sewing, prototyping, and creative development. Depending on your skill set, you may contribute to everything from early concepts and sketches to fabric selection, garment modification, sewing, sampling, and preparing designs for production.

You'll have the opportunity to work on real apparel concepts that may become merchandise, limited releases, one-of-one pieces, event-specific garments, or future Dark Heaven collections.

You'll collaborate with the Dark Heaven team and may work alongside graphic designers, photographers, videographers, musicians, artists, social media, and business development team members.

The ideal candidate has an interest in fashion and garment construction, strong creative instincts, and a desire to learn how apparel moves from an initial idea into a physical finished product.

Key Responsibilities

- Assist in developing apparel and merchandise concepts for Dark Heaven
- Assist with sewing, garment assembly, alterations, and finishing
- Assist in creating prototypes and samples for potential apparel releases
- Explore silhouettes, fabrics, materials, trims, colors, and garment treatments
- Assist with modifying, reconstructing, or customizing existing garments

- Assist with pattern development, pattern modification, and garment fitting when applicable
- Assist with measuring, cutting, pinning, sewing, pressing, and finishing garments
- Help translate sketches and concepts into physical prototypes
- Assist in developing graphics, placements, embroidery concepts, patches, labels, and other garment details
- Explore screen printing, heat transfer, embroidery, appliqué, distressing, dyeing, and other garment-decoration techniques
- Research fabrics, blanks, manufacturers, production methods, and potential suppliers
- Assist with sourcing fabrics, trims, hardware, and other materials
- Collaborate with the Graphic Design team on apparel graphics and visual concepts
- Collaborate with photographers and the Video Production team on lookbooks, product photography, campaigns, and promotional content
- Assist with styling and preparing garments for photoshoots, events, and promotional projects
- Research contemporary fashion, streetwear, underground culture, music, art, and design references
- Participate in creative brainstorming and collection development
- Help maintain consistency across Dark Heaven's evolving apparel and visual identity

Garment Construction & Technical Skills

Experience with garment construction and sewing is highly encouraged.

Candidates should ideally have experience with several of the following:

- Sewing machines — basic garment construction, alterations, assembly, and finishing
- Serger / overlock machines — seam finishing, stretch fabrics, and garment construction
- Hand sewing — finishing, repairs, alterations, detailing, and embellishment
- Patternmaking — creating, modifying, or working from garment patterns
- Draping — developing garment shapes directly on a dress form
- Cutting and fabric preparation — measuring, marking, cutting, pinning, and preparing materials
- Garment fitting and alterations — adjusting fit, proportions, length, and construction
- Textile and fabric knowledge — understanding how different materials behave during construction and wear
- Embroidery / appliqué — decorative and graphic garment applications
- Screen printing / heat transfer — applying graphics and artwork to garments
- Garment dyeing, distressing, or experimental treatments

You do not need to know every technique listed above. We're primarily looking for creative instincts, an interest in apparel, attention to detail, and a willingness to develop your technical skills.

Candidates with stronger sewing or garment-construction experience are encouraged to bring those skills into the role and may have opportunities to take greater ownership of physical sampling and production

Design & Creative Software

Digital design experience is also valuable, particularly for developing concepts, technical drawings, graphics, and production materials.

Experience with any of the following is a plus:

- Adobe Illustrator — technical flats, graphics, vector artwork, layouts, and production files
- Adobe Photoshop — apparel mockups, graphics, textile concepts, image manipulation, and presentations
- Adobe InDesign — lookbooks, presentations, line sheets, and collection materials
- Procreate — sketching, illustration, and apparel concepts
- CLO 3D / Browzwear or similar software — digital garment development and visualization
- Figma — collaborative design, presentations, layouts, and visual systems
- Other emerging AI-assisted fashion, textile, and creative design tools

Digital design experience is helpful but not required for candidates who demonstrate strong hands-on sewing, garment construction, or apparel-development skills.

What We're Looking For

- Strong interest in fashion, apparel design, garment construction, or textile development
- Basic sewing and garment-construction skills or a strong desire to develop them
- Understanding of how garments are constructed and assembled
- Strong visual taste and attention to detail
- Interest in music, fashion, art, nightlife, streetwear, or contemporary culture
- Ability to develop concepts rather than simply execute instructions
- Willingness to experiment with unconventional materials, silhouettes, graphics, and construction techniques
- Interest in both the creative and technical sides of apparel development
- Ability to work carefully and precisely when constructing physical pieces
- Organized and able to manage multiple projects and deadlines
- Self-motivated and comfortable working independently
- Comfortable receiving feedback and iterating on work
- Chicago-based preferred

Bonus (Not Required)

- Patternmaking experience
- Draping experience
- Advanced sewing or tailoring skills
- Experience using industrial sewing machines or sergers
- Experience with embroidery
- Screen printing or heat-transfer experience
- Textile design or fabric development
- Upcycling, reconstruction, or garment customization experience
- Experience with denim, leather, knits, technical fabrics, or unconventional materials
- CLO 3D, Browzwear, or other digital fashion software
- Fashion illustration or technical drawing
- Experience creating tech packs or production specifications
- Knowledge of apparel manufacturing and production processes
- Experience sourcing fabrics, trims, blanks, or manufacturers
- Styling or fashion photography experience
- Experience developing apparel for music, nightlife, streetwear, art, or cultural organizations

Portfolio

A portfolio is strongly encouraged and may include school projects, personal projects, garments you have constructed or modified, sewing projects, fashion illustrations, technical drawings, apparel concepts, textile experiments, upcycled pieces, merchandise, photography, or other creative work.

We're interested in seeing how you think, what you make, and what you're capable of, not just professional client work.

If you don't have an extensive portfolio yet, a smaller collection of strong personal or academic projects is completely acceptable.

Applicants with sewing or garment-construction experience are encouraged to include photographs of garments or physical pieces they have made, altered, reconstructed, or customized.

What You'll Gain

- Hands-on experience developing apparel for an active music and events company
- Portfolio-ready fashion and apparel work connected to real projects and audiences
- Experience taking apparel concepts from initial idea through prototyping and physical execution
- Practical experience with sewing, garment construction, sampling, and apparel development
- Experience exploring fabrics, materials, trims, graphics, and garment treatments
- Exposure to apparel production, sourcing, merchandising, and manufacturing processes
- Experience developing garments and merchandise within an evolving brand identity
- Collaboration with graphic designers, artists, musicians, photographers, videographers, and other creatives
- Mentorship and feedback on apparel design, garment development, creative direction, and professional development

- Opportunity to see your work produced, photographed, promoted, worn, sold, or used in live environments
- Experience collaborating across creative, production, marketing, and business development teams
- Opportunity to build meaningful professional experience within an independent music and creative organization

Pathway to the Dark Heaven Team

These internships are designed to provide an opportunity for strong contributors to continue working with Dark Heaven beyond the internship period.

Depending on performance, contribution, availability, and the evolving needs of the organization, interns may be invited to transition into an ongoing role with Dark Heaven.

Potential opportunities may include:

- Continued paid apparel design, sewing, or production work and expanded responsibilities
- Increased creative ownership and leadership
- Leading apparel projects, collections, or merchandise initiatives
- Taking ownership of specific Dark Heaven apparel or fashion projects
- Annual performance-based bonuses
- Opportunities to collaborate on future apparel, events, releases, campaigns, and media projects
- Potential participation in future equity or profit-sharing arrangements, where applicable

While continued involvement is not guaranteed, we view these internships as a potential starting point for building a long-term role within Dark Heaven.

How to Apply

Send an email to events@darkheaven.co with:

- Resume / Cover Letter and a short introduction about yourself
- Portfolio or photographs of relevant work (strongly encouraged)
- A brief description of your interests in fashion, apparel design, sewing, or garment construction
- A list of sewing techniques, equipment, design software, or other creative tools you are familiar with
- Optional: Include sketches, garments, apparel concepts, or examples of pieces you have made, modified, reconstructed, or customized
- Optional: Share an idea for a Dark Heaven garment, merchandise piece, or apparel collection you would be interested in developing

Subject Line: Fashion / Apparel Design & Garment Construction Intern – Dark Heaven

