

Stefan Gougherty

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Interested in opportunities to apply my creative talents

Education

Rhode Island School of Design Providence, RI
Bachelor of Fine Arts, Industrial Design 2004-2009

*Roddy Foundation Scholar
Industrial Design Faculty Award 2009*

Parsons School of Design New York, NY
Summer Intensive Studies, Product Design 2003

Qualifications

Design

- ★ Intuition for product essence & simplicity
- ★ Comprehensive design process yielding unexpected & intelligent solutions
- ★ Quickness in presenting resolved ideas through drawing, prototyping & software
- ★ Sensitivity for material, context, culture, manufacture & minute detail

Technical & Computer

- ★ Immaculate modelmaking & fabrication- from simple hand tools through advanced shop & automated machinery
- ★ Elegant design through embracement of engineering realities & manufacturing constraints
- ★ COMPUTER: Mac & PC, Autodesk Alias, SolidWorks, Adobe Creative Suite, Rendering Software, Web-Design, Microsoft Office

Personal

- ★ Tremendous ambition to create excellent work
- ★ Strong professional relationships earned through collaboration, compassion, humor & respect
- ★ Languages: English, German

Google Inc. Mountain View, CA
Industrial Designer, Google Glass, 2015-2016

The world's most controversial gadget- Google's futuristic prototype "Glass" is a wearable augmented reality computer packaged in discrete eyewear.

Working within a small team of industrial designers in collaboration with engineers, ergonomists & other specialists to develop future generations of Google Glass & new wearables. My challenge as a designer was translating these awkward technologies into elegant forms, ensuring the new devices are socially acceptable & fashionable to wear (essentially hiding the technology). An iterative, prototype heavy process is key to the development of these complicated wearable products.

Plantronics Inc. Santa Cruz, CA
Industrial Designer, 2009-2012

Founded in 1961, Plantronics remains the industry leader of audio headsets, delivering innovative communication products to the business, consumer & aerospace markets.

Working with the multi-disciplinary design team to develop wearable electronic devices of superior comfort, quality & innovation within parameters of corporate identity, cost & overseas manufacturing. Significant contributor to the design of several flagship products. Activities included research, brainstorming, sketching, ergonomics, modelmaking, CAD, concept visualization, collaboration with extended teams, presentation, communication with vendors, travel & maintaining design integrity throughout the development process.

Boris Bally Providence, RI
Studio Assistant, 2007-2008

Boris Bally's unique approach to eco-design has been featured in countless international publications and exhibits. Collections include the Victoria & Albert Museum in London and the Museum of Art & Design in New York.

As assistant to Mr. Bally, responsibilities included the serial fabrication of handcrafted aluminum furniture & the redesign of product collateral to improve the user experience for customers. Meticulous standards of craftsmanship were required to fulfill the client's expectations of the renowned metal-smith.

Jamestown Yorktown Foundation Williamsburg, VA
Historical Interpreter, 2006

Adjacent to the 1607 archaeological site, the Jamestown Settlement interpretive museum is committed to preserving the heritage of one of America's oldest & most influential historic sites.

Shared working knowledge of 17th century blacksmithing, carpentry, material culture & craft to visitors of all ages (while wearing an uncomfortable period costume!)

Foundation Studies (RISD) Providence, RI
Teachers Assistant, Three Dimensional Design, 2006-2007

The Foundation Studies department at RISD provides students a yearlong intensive introduction to design theory & the visual arts; playing an important role in their selection of a major.

Encouraged student interest & innovation through critique & technical help on a variety of sculptural & design challenges.

RISD Industrial Design Metal Shop Providence, RI
Supervisor, 2006-2008

Guided students in the use of metal machining & forming equipment to safely & efficiently fabricate their designs.