

Stefan Gougherty

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Education

State University of New York, New Paltz, NY
Masters of Fine Arts, Metal, 2018-2020

- MFA scholarship
- David and Sara Walton Metal Thesis Scholarship

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

- Roddy Foundation scholarship
- Industrial Design Faculty Award 2009

Virginia Commonwealth University, Richmond, VA
School of the Arts, Summer Sculpture Program, 2017

Urban Permaculture Institute, San Francisco, CA
Permaculture Design Certificate Program, 2014

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

Work

San Francisco State University, San Francisco, CA
Adj. Professor, 2018 (on site), 2020- 23 (online)

Professor of studio classes introducing the fundamentals of the design process, theory, manufacturing and professional practice of industrial and graphic design. A holistic approach to design is established through hands-on learning, technical demonstrations, mentorship, discussions, critique and thoughtful design briefs—uniquely adapted for large classes, on site/remote learning and a diverse group of students. Responsible for all aspects of the course experience—and creating a safe, fun and inclusive learning environment.

DEAP Design LLC, Sausalito, CA
Industrial Designer (on site & remote), 2017- 22

Freelance industrial designer for this Bay Area agency specializing in innovations for the kitchen and bath industry. Working with clients including Kohler—cutting edge future product lines are developed through extensive research, ideation, technical development, sculptural CAD and iterative prototyping.

State University of New York, New Paltz
Grad Professor, Intro to Metalsmithing, 2019

The metal department at SUNY New Paltz has earned the ranking of #1 public metal program in the US. As a professor of metalsmithing, an inspiring introduction to the world of jewelry and metal fabrication is cultivated through carefully designed projects, demonstrations, hands-on learning and discussions. Responsible for all aspects of the course experience—and creating a safe, fun and inclusive learning environment.

Google Inc. Mountain View, CA
Industrial Designer, Google X, 2014-2016

Working within a small team of industrial designers in collaboration with engineers, ergonomists and other specialists to develop future generations of Google Glass and other boundary pushing wearables. Awkward initial technologies are translated into elegant fashionable devices through extensive research, aesthetic visualization, mechanical architecture development, iterative prototyping and user testing. In addition to designing the new hardware—all aspects of the product experience were developed holistically including UI, graphics and packaging.

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

Working within a multi-disciplinary design team to develop wearable electronic devices of superior comfort, quality and innovation within tight parameters of corporate branding, cost and offshore manufacturing. Significant contributor to the design of several award winning flagship products. Activities included field research, team brainstorming, sketching, concept visualization, CAD sculpting, ergonomic development, mechanical prototyping, travel to offshore vendors—and ensuring design integrity throughout the R&D process.

Boris Bally, Providence, RI
Fabricator, 2007-2008 + ongoing collaboration

Boris Bally's unique approach to eco-design has been featured in countless international publications and exhibits. As Boris's studio assistant, responsibilities included the serial fabrication of handcrafted recycled aluminum furniture and 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 metalsmith.

RISD I.D. Metal Shop, Providence, RI
Supervisor/ Tech, 2006-2008

Guided students in the use of metal machining and forming equipment to safely and efficiently materialize their designs—along with general maintenance for the fully equip fabricating shop.

Jamestown Settlement, Williamsburg, VA
Historical Interpreter, 2006

Shared working knowledge of 17th century blacksmithing, carpentry, material culture and craft to visitors of all ages at one of America's oldest and most influential historic sites (*while wearing an uncomfortable period costume!*)

Achievements

Exhibitions of Design/ Artwork
FOTOCOPY Season 4/ Amsterdam, NL/ 2023

Plan-B Art Project/ Traveling US exhibit benefiting reproductive choice/ 2022

Jewelry & Nature at Tincal Lab Gallery/ Porto, Portugal/ 2021

Craft Desert/ San Diego, CA/ 2021

Baltimore Jewelry Center/ Baltimore, MD/ 2021 (multiple exhibits)

Selected International Graduate Show/ Galerie Marzee/ Nijmegen, Netherlands/ 2020

Rhode Island I.M.A.G.I.N.E.S. Peace/ Providence, RI/ 2019

FOTOCOPY Season 3/ Venice, Italy/ 2019

Press Play, curated by Glenn Adamson/ Brooklyn, NY/ 2019

Society of North American Goldsmiths/ Chicago, IL/ 2019

Earrings Galore at Heidi Lowe Gallery/ 2019 Chicago, IL and NYC/ 2019

Sublime Concepts at Bethany Arts Center/ Ossining, NY/ 2019

Denizen at The Hotel Chelsea/ New York City Jewelry Week/ 2018 & 2019

VCU Sculpture Summer Residency Show/ Richmond, VA/ 2017

Headlands Center for the Arts, Fort Mason Exhibit/ San Francisco, CA/ 2014

Design Within Reach, M.D.F. Exhibit/ Providence, RI/ 2009

Press & Publications

(Book) New Earrings Vol. 2: Contemporary Jewellery Designs by Nicolas Estrada/ 2024

Lost In Jewellery Magazine/ Feature/ 2023

(Book) New Bracelets: 400+ Contemporary Jewellery Designs by Nicolas Estrada/ 2021

Art Jewelry Forum/ Feature/ 2020

Current Obsession Magazine/ Feature/ 2020

Autor Contemporary Jewelry Magazine/ Feature/ 2019

www.dezeen.com/ Feature/ 2012

Awards

Red Dot Design Award
Plantronics EncorePro 510/ 2015

International Forum Design Award (iF)
Plantronics EncorePro 540/ 2015

Consumer Electronics Show (CES)
Honoree Headphones/ 2013

PC Magazine
Bluetooth Headset of the Year/ 2012

Contributing Inventor

US Patents: 10219066, D645027, D662089, D669888, D681002, D681003, D681014, D691110, D691113, D717767

Skills

Technical

COMPUTER: Adobe Creative Suite, CAD, Autodesk Alias, Keyshot, ProCreate & more

METALSMITHING: Advanced fabrication and forming including titanium, steel, nonferrous & precious metals. Techniques include soldering, welding, forging, anodizing, alloying, wax carving, casting technologies, machining, tooling, surface treatments & experimental processes.

Immaculate craftsmanship & attention to detail with 20+ years of experience working in a range of materials & processes from simple hand tools to advanced shop machinery

Intuition for design simplicity, mechanical engineering and aesthetics

Expertise designing for mass production & digital fabrication

Graphic design for web & print. professional product photography & editing

Personal

Lifelong professional relationships earned through collaboration, compassion & respect

Tremendous ability to motivate people

Contagious enthusiasm & passion for my work

Uplifting sense of humor & engagement :-)