

Stefan Gougherty

Art, Design, Miscellaneous

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Education

S.U.N.Y. New Paltz New Paltz, NY
Master of Fine Arts, Metalsmithing (Present)

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

Roddy Foundation Scholar
Industrial Design Faculty Award 2009

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

The College of William and Mary Williamsburg, VA
Guest Student, Anthropology and Fine Arts 2006

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

Professional Experience

San Francisco State University San Francisco, CA
Associate Professor, School of Design, 2018

Leveraging the unique resources of Silicon Valley, SFSU's School of Design prepares a diverse group of students for careers in the fields of Visual Communication & Industrial Design.

Professor of studio classes introducing the fundamentals of the Design Process, manufacturing & professional practice of industrial design- while adapting to the needs of a diverse student body. Through hands on learning, mentorship, critique & field trips to local studios- a holistic & inspiring approach to design is established.

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.

Exhibitions

2018 / Page Bond Gallery- Group Exhibit / Richmond, VA
2017 / VCU Sculpture- Group Exhibit / Richmond, VA
2014 / Headlands Center for the Arts- Fort Mason Exhibit
2009 / Design Within Reach- M+D+F Exhibit / Providence, RI

Awards

2015 / Red Dot Design Award- Plantronics EncorePro 510
2015 / iF Design Award- Plantronics EncorePro 540
2013 / CES 'Honoree headphones'- Plantronics Blackwire 720
2012 / PC Magazine 'Headset of the Year'- Plt. Voyager Legend