

Gustavo Ghavami

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A detail-oriented industrial designer with a keen business acumen. His passion for sculpting in the physical and digital space translates into creative visions that are both thoughtful and technically executed. With experience leading cross-functional teams on large and small scale projects, Gustavo is well-equipped to bridge the gap between design, engineering, and business.

Experience

- 2022 - 2023 **Teaching Assistant**, The Pratt Institute
Design Engineering | Taught 3D modeling fundamentals focused on manufacturing and fabrication to 25+ undergrad students. (Software: Solidworks)
Senior Capstone | Mentored and advised 15+ students on their thesis projects via weekly 1-on-1 meetings centering design methodology and practical implementation.
- 2023 **Pratt/ ICFF + WantedDesign Booth**, The Pratt Institute
Designed and fabricated Pratt's booth for ICFF + WantedDesign Manhattan 2023, the leading showcase for global contemporary furniture in North America.
- 2020 - 2021 **Lead Production Artist**, KAMP Studios
Led the design and development of KAMP's in-house furniture, art and decor business. Managed a team of artisans and tradespeople throughout production and installation. Oversaw the remodel of the Brooklyn studio.
- 2017 - 2019 **Sculptor**, Scenario Cockram & Walt Disney Imagineering
Disney's Star Wars: Galaxy's Edge | Led cross-functional teams of sculptors and tradespeople to deliver 500+ sqft per day of hand-sculpted rockwork and structural fabrication throughout the 14 acre attraction.
During the four-month R&D phase, developed the production processes and samples alongside the Imagineering production designers and creative directors. Liaised between Disney Imagineering's creative executives and Scenario's project managers to ensure the artistic direction was carried out by Scenario's team.
Designed means of reducing waste and increasing volume.
- 2016 - 2017 **Creative Lead/ Scenic Artist** - Walt Disney Imagineering
Pandora - The World of Avatar | Oversaw the fabrication and installation of all artificial foliage across the 12 acre attraction - managed an inventory of +200 'species' of plants made up of manufactured/ fabricated parts and artisan finishings.
Liaised with Imagineering's creative executives, project managers, and subcontractors to determine budgets and timelines. Was responsible for budgeting and purchasing of materials throughout the WDI scenic departments.
Sculpted, and painted the artificial landscape and worked with the safety team to fabricate discreet safety measures.

Education

Master of Industrial Design (MID)

The Pratt Institute

Bachelor of Arts in Studio Art

Florida State University

Awards / Recognitions

- **2023 Stanford's Center on Longevity Design Challenge**
1st Place Winner
- **Graduate Industrial Design Outstanding Merit Award**
The Pratt Institute
- **Commencement Graduate Speaker**
The Pratt Institute

Volunteering

Volunteer Sculpting Instructor

AHRC New York

Created and taught a 12-week virtual sculpting course to AHRC members living with intellectual and other developmental disabilities

Software

- Solidworks
- Keyshot
- Maya
- Adobe Creative Suite (Ai, Ps, Id, Pr, Ae)
- Google Suite
- Generative AI tools

Global

Citizenship : USA, EU
English and Spanish

Interests

Skateboarding, vinyl, digital animation