

THOMAS BALAGUER

Professional Achievements

Over my eleven years of experience, I have had the privilege of working with companies such as Pablo Design, Dunlop, Kensington and Model-No. Throughout all of my work, I have been consistent in utilizing a user-centered approach while effectively balancing both the creative side of a design and the more technical aspect of a product's manufacturability. As an Industrial Designer, I believe great design cannot be achieved alone and it is my goal to strive as a key member of a team, developing simple, functional and aesthetically pleasing products.

Professional Experience

Academy of Art University, San Francisco, Instructor | Sep. 2011 - Present

- Built and teach a curriculum for an introductory class to 3D modeling.
- Lead on-site and online workshops to support students with technical drawing and 3D modeling classes.
- Provide consultations, guiding students to understand Industry expectations and professional standards.

Model-No, Oakland, Industrial Designer | Nov. 2018 - Nov. 2021

- Partnered with the company's founders to developed over thirty products with conventional processes and additive manufacturing technologies.
- Mastered parametric design tools, such as Grasshopper, to develop our customizable products. For example, I utilized ShapeDiver to bring personalized products to our online retail platform.
- Supported other departments such as Marketing, Web, Operation and Production with 3D files, imagery and manufacturing specifications.

Peter Stathis & Virtual Studio, San Francisco, Industrial Designer | Aug. 2015 - Oct. 2018

- Developed products from conceptualization to production for end clients.
- Assessed and refined products by building functional models and 3D printed prototypes.
- Provided design solutions through drawings, SolidWorks assemblies and dimensioned drawings.

Lightbulb Design Studio, San Francisco, Industrial Designer | Sep. 2010 to Sep. 2015

- Refined preliminary design concepts through a 3D iteration process using SolidWorks and Rhino.
- Generated high resolution photorealistic renderings for clients and vendors.
- Produced detailed 2D and 3D assets for engineers and manufacturers.

Astro Studios, San Francisco, Intern Industrial Designer | May 2010 to Aug. 2010

- Worked on a multitude of projects and assisted design teams on all aspects of the design process.
- Prepared market research to analyze needs of target customers.
- Developed functional sketch models for proof of concept, provided exploration drawings, 3D assets, dimensioned drawings and renderings for end clients.

Education

Academy of Art University, San Francisco

Bachelor of Fine Arts in Industrial Design | Product Design

Additional Skills

Software: Adobe CC, Microsoft Office, Keyshot, SolidWorks, Alias, Rhinoceros, Grasshopper.

Other Skills: Packaging Design, Brand Identity, Web Design, Simple Animation.

Languages: English, French.

Other Interests

Computational Design, Animation, Architecture, Mechanical Engineering, Psychology, Conceptual Art, Street Art, Graphic Design.