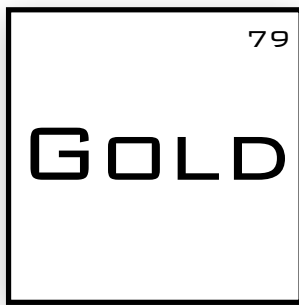
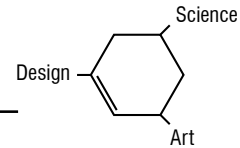


GRANT



GOLDNER



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Education

Work

Recognition

<p>BFA Product Design 2017</p> <p>Parsons The New School for Design</p> <p>Human Factors, Machining Systems Thinking, Prototyping</p>	<p>Board Member 2016</p> <p>Industrial Design Society of America NY</p> <p>Events to merge disciplines and professional/ student designers.</p>	<p>Community Engagement Intern 2015</p> <p>3D Systems</p> <p>Promotional 3D Models Hackathons, Partnerships</p>	<p>Interview 2016</p> <p>3DPrint.com</p> <p>Article written on my 3D Printed Crossbow.</p>
<p>Summer Immersion 2015</p> <p>Biomimicry Institute Montana</p> <p>Observational techniques for mimicking nature in design.</p>	<p>Digital Education Intern 2014</p> <p>Intrepid Sea Air and Space Museum</p> <p>3D Printing Curriculum Digital Badging, Instructables.</p>	<p>Design and Media Intern 2014</p> <p>iMakr 3D Print Store</p> <p>Customer Engagement Interactive Window Displays</p>	<p>Exhibitor 2015</p> <p>Consumer Electronics Show Las Vegas</p> <p>3D Printed Surf Fins at 3D Systems VIP lounge</p>
<p>eCourse 2014</p> <p>Arizona State University Biomimicry Essentials</p> <p>7.5 week course on emulation of natural principles into design</p>	<p>Living Systems R&D 2013</p> <p>Flockhouse Sustainable Dwellings</p> <p>Conceptualized food, energy water generating systems.</p>	<p>Gallery Intern 2012</p> <p>Edward Tufte Modern Art Museo</p> <p>Gallery Sales Content and UX Classes</p>	<p>Exhibitor 2015</p> <p>Euromould Manufacturing Show</p> <p>3D Printed Surf Fins to demo 3D Systems Projet 3500 Printer</p>

Interests

Tools

Skills

Manifesto

Active

Yoga
Sailing
Surfing
Kayaking

Chill

Cooking
Drawing
Reading
TED Talks
Meditation

Software

Autocad
Adobe CC
Solidworks
Fusion 360
Meshmixer

Hardware

CNC Mill
3D Printer
3D Scanner
Laser Cutter
Metal Shop

Business

Cross Branding- Partnerships
Social Media
Community-Engagement

Design

Biomimicry
Cradle to Cradle
Graphic Design
User Research
Material Science

To create societal solutions we can simultaneously wield art, design, and science to address our functional and emotional needs. Mimicking nature we can harness 3.8 billion years of innovation.