

AVIK MAITRA

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EDUCATION

Columbia University

MArch, Graduate School of Architecture, Planning and Preservation, 5/08.

Awards: Percival and Naomi Goodman Fellowship (2008-09), Lucille Smyser Lowenfish Memorial Prize (2008).

Studio Teaching Assistant for advanced studios, fall term 2007 and spring term 2008.

Stanford University

BS in Product Design Engineering, 12/02. Interdisciplinary program combining mechanical engineering and industrial design.

Teaching assistant for ME 120: The History and Philosophy of Design, taught by Barry Katz, spring term 2002.

CURRENT WORK

Mattel Inc.

Staff Designer, Mattel Creations, 8/21-present

Design and design strategy with external collaborators across categories — Action Figures, Dolls, Hot Wheels, Consumer Products.

Facilitated internal and external brainstorming.

PREVIOUS EXPERIENCE

Ilovehandles

Co-founder, 9/10-3/22

Created a design-driven company that makes tech and home products. Invented, designed, and developed useful and clever products made from combinations of different materials: wood, plastics, rubber, metal, leather, electronics, and soft goods.

Worked directly with numerous manufacturers on production; managed sales and operations for the entire product range, which is distributed globally.

Walrus Toys

Co-founder, 12/12-3/22

Designed, developed, and successfully launched Chimeras, a mix-and-match plush toy. Worked with manufacturers on all aspects of production, including an innovative connection mechanism and product safety testing. Chimeras are sold in toy shops, gift shops, and museum shops all over the world.

University of Oregon

Adjunct Professor, Product Design Program, 3/11-12/20

Taught senior undergraduate design studios focusing on rural public health and women's reproductive health. Taught software class on Rhinoceros and Keyshot.

Apple Inc.

Design and Architecture Consultant, Industrial Design Group, 6/09-12/09.

Percival and Naomi Goodman Fellowship

Research Fellow, Lilongwe, Malawi, 6/08-5/09.

Conducted independent research and design work for orphans and vulnerable children in Malawi. Projects included: nursery school for AIDS orphans and offices for a community-based AIDS-services organization in Golomoti; furniture for an orphan care center in Namitete; and toys made from local and natural materials for children in Malawian villages.

Apple Inc.

Product Development Intern, iPod New Products Group, Cupertino, California, 5/06-8/06.

Coordinated various team members in the development and design of new products in the iPod division; worked with vendors and manufacturers in China, Taiwan, and Japan on manufacturing and production issues.

Mattel Inc.

Development Designer, Girls' Toys Department, El Segundo, California, 8/03-8/04

SOFTWARE

Proficient in: Adobe Creative Suite, Rhinoceros, 3D Studio Max, Maya, AutoCAD, Keyshot.