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# Ramin Shambayati

Interdisciplinary Designer

[www.shami.co](http://www.shami.co)

## contact

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## nationalities

Canada, Iran

## languages

English, Farsi - fluent

Spanish, French - conversational

## skills / experience

CAD, 3D modelling, drawings:

SolidWorks, Fusion 360, Rhinoceros

3D, Grasshopper, AutoCad, Inventor,

SketchUp, fabrication drawings

Rendering / animations:

Cinema 4D (Xpresso, Octane)

Fabrication, prototyping, production:

general workshop hand & bench tools

& processes, jig-design, drill, tapping,

CNC mill, laser cut, 3D print, molding/

casting techniques, basic stick welding,

soldering, crating, manufacturing

processes & specification (multi-axis

machining, milling, sheet metal bending,

die cutting, powder-coating, metalwork,

welding), woodwork

Mechanical / structural engineering

principles, general knowledge of:

gear driven systems, motors,

mechatronics, pipework standards,

pumps, water filtration and distribution

systems, modular steel/aluminum strut

systems, beam & channel standards,

metal grades & finishes, shop drawings,

GD&T, weld symbols

## Work Experience

Nov 2022 - Present

### 3D Production Manager, Apple Inc., Sunnyvale, USA

*Production management and industrial design to develop physical deliverables for Apple's global retail spaces and events. Responsible for bridging creative intent and fabrication techniques to craft and execute Apple Store's latest line of 3D Visual Merchandising furnishings: complex technology-enabled fixtures, furniture, product experiences, and storefront display installations. Defining programmatic standards and material development to design products that are intuitive, environmentally sustainable, and viable.*

Nov 2021 - Present

### Designer and Project Manager, SHAMICO, Vancouver, Canada / Worldwide

*Independent contractor offering services for execution of projects at all stages: creative direction, concept proposals, experience design, renderings, technical design, CAD modelling, fabrication drawings, custom electronics integration, timeline and budgeting, project management, purchasing, production streamlining, hands-on prototyping and assembly, shipping, maintenance, and on-site install. Lead multi-disciplinary teams and work directly with manufacturers, suppliers, consultants, engineers, architects, and clients.*

Dec 2021 - Nov 2022

### Senior Project Manager & Designer, Digital Ambiance, Berkeley, USA

*Project management and design direction for architectural-scale light-art installations. Bespoke interventions, usually permanent, act as experiential place-making elements for buildings, interiors, events, and more.*

Feb 2017 - Sep 2021

### Designer / Senior Designer, Random International, London, UK

*Project and team lead for delivery of high-tech art installations around the world. Collaborated closely with multi-disciplinary studio team including directors, producers, designers, creative technologists, software developers & fabrication assistants. Notable published projects include Rain Room, Our Future Selves, & Rota. Budgets ranging from \$100,000 to \$1,000,000*

Nov 2016 - Feb 2017

### Designer, Fabricator, Technologist, Superflux, London, UK

*Product design, research, fabrication, and technology/interaction development for speculative futures exhibition 'The Future Energy Lab' for government of UAE*

Jan - Oct 2016

### Project Lead, Designer, Fabricator, Technologist, Tehran Platform, Tehran, Iran

*Led and implemented multi-disciplinary design and architecture projects, workshops, and courses through emerging computational tools, fabrication technologies and material system development*

Aug 2015 - Jul 2016

### Workshop Leader

#### EASA Links, Valletta, Malta / EASA Not Yet Decided, Nida, Lithuania

*Co-created and tutored 10-17 participants in 2 week intensive design-construction-technology workshops at the 2015 and 2016 European Architecture Students Assembly*

Jan - Dec 2015

### Physical Computing Professor and Tutor, Institute for Advanced Architecture of Catalonia (laaC), Barcelona, Spain

*Developed and taught 7-week Arduino & Processing digital tools course for masters programme, introducing students to open source programming languages and physical computing. Physical computing tutor/expert for students and seminars.*

May - Jun 2015

### Interaction Design Assistant, fuelfor Healthcare Innovation, Barcelona, Spain

*Prototype, interaction, programming, and electronics design for EU-funded smart materials research project: GloBuddys patient experience tool for kids.*

## skills / experience cont.

Electronics/physical computing:  
design for and integration of custom  
built PCBs, sensors, cameras, motors,  
LEDs, IoT devices, power supplies,  
PLCs, power and data distribution  
units, cable management, slip rings,  
electronics enclosures

Software, basic understanding of  
computing languages:

Java, C++, Processing, Arduino

Adobe Creative Suite:

Photoshop, InDesign, Illustrator,  
Premiere, AfterEffects, Lightroom

Project Management:

Microsoft Office, Google Suite, iWork,  
Notion, Slack, Asana, TeamGantt, public  
speaking, writing

## hobbies & interests

analog photography (35mm & medium  
format), film processing & printing,  
skiing, cooking, science fiction, public  
art, architecture, product design,  
lighting, exhibitions, record collecting,  
saxophone, hiking, camping, football  
(soccer), swimming, scuba diving,  
cycling

Jan 2013 – Dec 2015

**Junior Architect / Designer**, OPR Other People's Rooms, Barcelona, Spain

*3D modeling, CAD drawings, renders for international built projects and proposals.  
Fluctuated between part and full-time work while undertaking studies.*

Feb – Dec 2012

**Project Coordinator**, ITC Construction Group, Vancouver, Canada

*Construction management team's Project Coordinator on site for residential  
condominium development: Yu at Westbrook Village*

## Education

Sep – Dec 2014

**Open Thesis Fabrication**, Institute for Advanced Architecture of Catalonia (IaaC),  
Barcelona, Spain

*Applied research programme: smart materials, sensors, and product development*

Oct 2013 – Jun 2014

**Masters in Advanced Architecture (MAA)**, Institute for Advanced Architecture of  
Catalonia (IaaC), Barcelona, Spain

*Master's Degree, Digital Matter Intelligent Constructions research studio  
Winner of Innovative Responsive Structure Award*

Jan – Jun 2013

**Fab Academy**, Fab Lab BCN, Barcelona, Spain

*MIT-led course in digital fabrication and rapid prototyping*

Sep 2007 – May 2011

**MA (Honours) Architectural Design**, University of Edinburgh, Edinburgh, UK

*Bachelor's Degree, Master of Arts, Architectural Design*

Sep 2002 – Jun 2007

**Canadian High School Diploma**, St. George's Senior School, Vancouver, Canada

*Graduated with honours standing*

## Press

Random International's Rain Room Gets Its First Permanent Home—in the Desert,

30.04.2018, Artnet News

Interacting with reflections of the human condition: Work of art collective

Random International has viewers consider their relationship with tech,

17.10.2019, Korea Joongang Daily

A New Concept for Shape-Shifting Architecture That Responds to Heat,

09.09.2014, WIRED

IaaC Students Develop Material System with Responsive Structural Joints,

10.09.2014, ArchDaily

## Volunteering

Nov 2023 – Present

**Ski Patroller**, Tahoe Backcountry Ski Patrol / National Ski Patrol, Tahoe, USA

*Volunteer Ski Patroller trained in emergency medicine, winter travel/survival,  
and search and rescue. Providing education, delivering outreach, and rendering  
assistance to the Tahoe Region winter sports community.*

Mar 2009

**Hitch to Morocco**, Link Community Development, Edinburgh, UK

*Hitch-hiked from Scotland to Morocco in 5 days, raising money and awareness for  
Link Community Development charity, to improve the quality of education in Africa.*