



# Zachary Rotholz

designer, entrepreneur, engineer, and educator

 San Francisco, California

**M.S. Engineering and Design**  
(2015-2017)  
Stanford University

**B. S. Mechanical Engineering**  
(2007-2011)  
Yale University

With a grounding in mechanical engineering and human centered design, I have an entrepreneurial enthusiasm for inventing iterative prototyping methods and innovative modular systems for efficient manufacturing. I am passionate about reinventing work spaces and learning spaces through perpetual space-hacking and I'm committed to making engineering principles and musical expression more accessible for children.

## Chairigami LLC



Founder and CEO (2011-Present)

Chairigami is a cardboard furniture design studio and manufacturer that creates lightweight, flat-packing seating, tables, and storage for pop-up spaces.

- Launched the Chairigami Retail Store, a furniture lab that innovates through empathic customer collaboration and rapid prototyping
- Wrote and was granted two U.S. patents (2017, 2018) outlining the Chairigami design language
- Created the Chairigami brand, website, and logo
- Designed and manufactured the first cardboard standing desk, selling over 1,000 units to date and raising over \$50,000 on Kickstarter
- Winner of the Yale Entrepreneurial Institute Summer Fellowship and Google Ventures Pitch Competition
- Received national press from CNN Prime Time, Time.com, and FastCompany.com
- Designed events for major brands like Google, Spotify, Hermès, Mail Chimp, Whole Foods, and UPS
- Manufactured and sold more than 8,000 units of cardboard furniture, cardboard toys, and accessories since 2011
- Invented and produced more than 100 cardboard products including a rocking chair, modular toy set, and bunk bed
- Generated more than \$1.0 million in gross sales since 2011



## Piper Inc.

Toy and Packaging Design Consultant (2018)

- Prototyped and Designed the first cardboard computer kit for kids
- Redesigned the Piper Computer Kit packaging to be intuitive, low-cost, 100% recyclable, and reusable for classrooms

## Skills:

Design Thinking	Adobe Illustrator	Die-cut Manufacturing
Ethnography	Autodesk Inventor	Paper Engineering
Leading Workshops	Auto CAD	Rapid Prototyping

## Sound Exploration



Stanford Design School (2015-2017)

- Built a musical playground with low-frequency foot-pump organs to support collaborative and playful music-making
- Developed a noise tracking wearable, helping adults with autism to anticipate meltdown behavior
- Invented an inexpensive, easy to play mouthpiece with an embedded diaphragm that transforms PVC pipe into modular wind instruments for low-income schools
- Designed and machined a portable pocket clarinet to allow musicians on the go to share music with diverse communities

## Steelcase Inc.



Furniture Design Consultant (2013-2014)

- Organized workshops with the Steelcase Workspace Futures team to rethink co-working spaces and furniture as a service
- Designed six new cardboard furniture products to support the evolving spaces of creative project teams at Steelcase's Workspring, an off-sight, curated team meeting space

## Stanford d. school



Learning Space Design Consultant (2018-Present)

- Designed and produced four full scale sofa prototypes to understand student and faculty needs for classroom and workspace seating
- Leading and organizing sofa-hacking workshops to empower the d. school community to co-create its learning spaces

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References available upon request