

Lakzhmy Zaro

Industrial Designer + Computational Designer
lakzhmy.dsgn@gmail.com
www.lakzhmy.com

Education

Institute for Advanced Architecture of Catalonia

Master in Advanced Computation for Architecture and Design, 2026

Finetuned models using custom generative LoRAs and built user-facing interfaces for text-to-image and image-to-image design workflows using ComfyUI and Stable Diffusion.

Developed cloud-connected web applications linking Grasshopper to remote servers for collaborative parametric design management.

Integrated Rhino MCP with large language models to enable AI design copilot for automated 3D modeling and real-time design iteration.

California College of the Arts

Bachelor of Fine Arts in Industrial Design, 2020

Experience

The Fi Company

Industrial Designer, June 2023 - Present

Design spatial layouts and product concepts in Solidworks and Rhino, translating stakeholder requirements into production-ready 3D models and technical documentation for engineering and contractor teams.

Spearhead adoption of AI-driven image-to-video workflows, identifying process bottlenecks and coaching team members on prompt engineering to accelerate content production.

Manage cross-functional stakeholder alignment between operations, manufacturers, and internal clients, ensuring top-quality on-time delivery across competing priorities.

Bex Sunglasses

Lead Industrial Designer, October 2022 - June 2023

Standardized SOPs for design workflows including brand-standard product imagery, production packet templates, yearly brand direction calendars, and in-house prototyping guides.

Developed full product ecosystems — eyewear collections, packaging, and POP displays — from ideation through production.

Led cross-functional visualization and marketing teams, leveraging parametric modeling and rendering (Rhino, Keyshot) to drive cohesive brand campaigns.

Industrial Designer, February 2022 - October 2022

Smart Design

Industrial Design Intern, July 2021 - December 2021

Conducted data-driven research and market analysis, categorizing emerging technologies to inform product strategy and directed ideation.

Sketched and rendered product concepts across 10+ categories — from medical devices to consumer electronics — building rapid visual communication skills at scale.

California College of the Arts

Soft Goods Lab Assistant, August 2018 - May 2020

CNC Technician, January 2018 - May 2020

Model Shop and Tool Center Monitor, August 2017 - May 2020

Skill Set

Computational & AI:

ComfyUI
Stable Diffusion
LoRA
ControlNet
Hugging Face Diffusers
Gradio
Python
Grasshopper
Hops
Rhino.Compute
Claude Code
Git / GitHub
Google Colab

Design & Visualization:

Rhinoceros 3D
SolidWorks
Keyshot
Adobe Creative Suite
(Illustrator, Photoshop, InDesign, Premiere)
Figma

Fabrication & Craft:

CNC Routing
3D Printing
Laser Cutting
Foam Modeling
Metal Casting
Welding
Woodworking
Glass Blowing
Hand Looming
Industrial Sewing