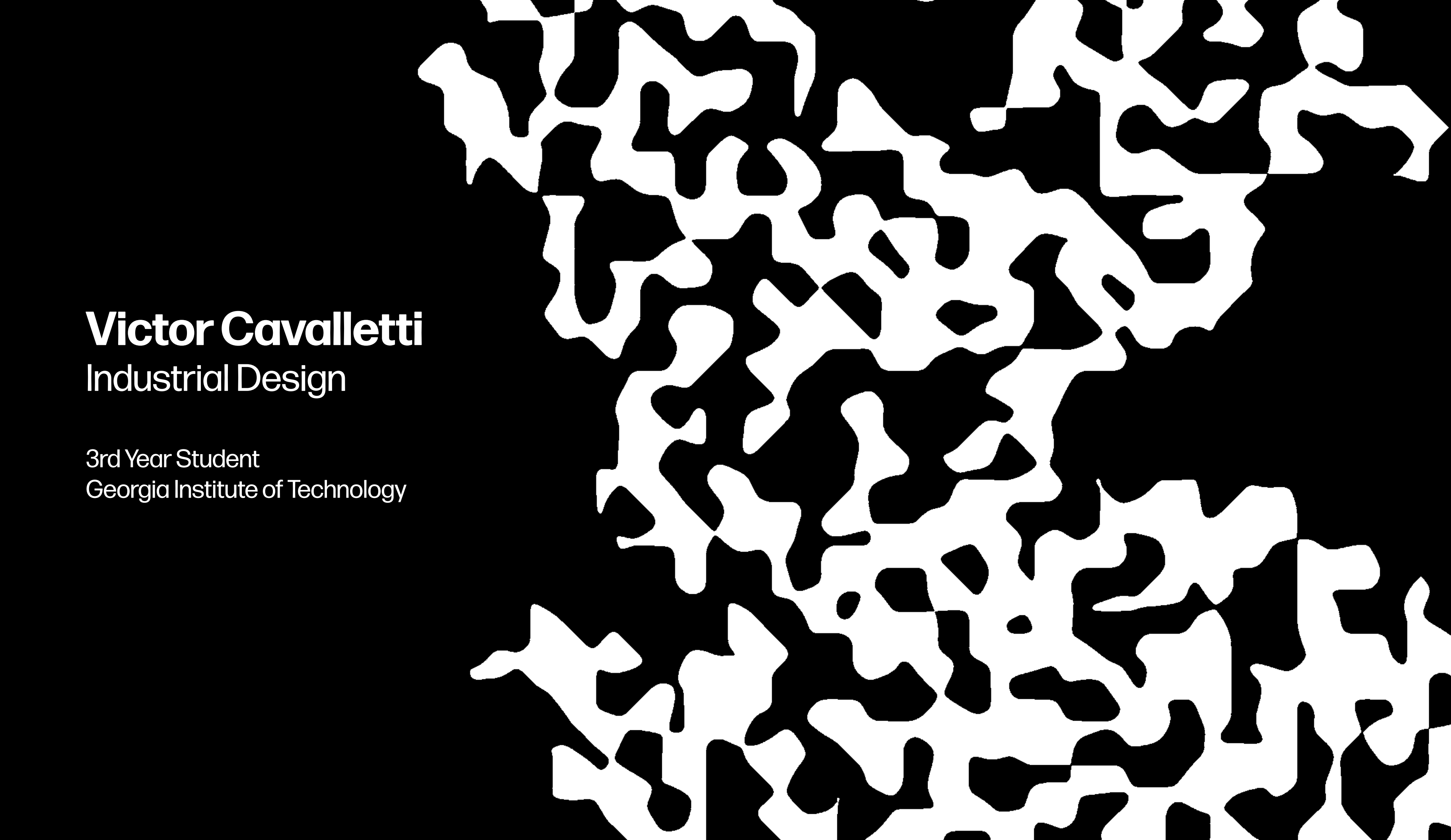




Victor Cavalletti

Industrial Design

3rd Year Student
Georgia Institute of Technology

Victor Cavalletti

+1 (331) 800-1642 - victorcavalletti@gmail.com
https://victorcavalletti.myportfolio.com/
Tunavägen 39H, 223 63, Lund, Sweden

Education

Georgia Institute of Technology
BS in Industrial Design
Graduating in Spring 2027

Lund University Exchange Program
Spring Semester 2026

Extracurricular Activities

Short Film Production
Buzz Studios
Sep. 2023 - Dec 2025

Worked as a production assistant for various student-led film productions.

Wrote and co-wrote various screenplays.

Director of Merchandise
Delta Tau Delta Fraternity
Nov. 2023 - Oct. 2024

Responsible for designing visual language and producing merchandise.

Additional Languages

Portuguese - Fluent
Spanish - C1
Italian - B2

Professional Experience

IT Training Content Creator
GaTech Office of Information Technology
Feb. 2024 - Present

Produces and publishes software training videos for Georgia Tech faculty and students.

Video Editor
Freelance
Oct. 2023 - Oct. 2024

Produced videos for on-campus organizations and companies within Atlanta.

Production Assistant
Sala de Estar Sessions
Mar. 2022 - Aug. 2022

Worked as camera, lighting, set, and sound assistant for music performance recordings.

Led filming, editing, and publishing of weekly “making of” videos.

Software Proficiency

Adobe Suite (Photoshop, Illustrator, Premiere Pro, InDesign)
SolidWorks, Fusion 360, Keyshot, Blender

Coming up soon:



PLAYMO!

Your friendly gaming sidekick!

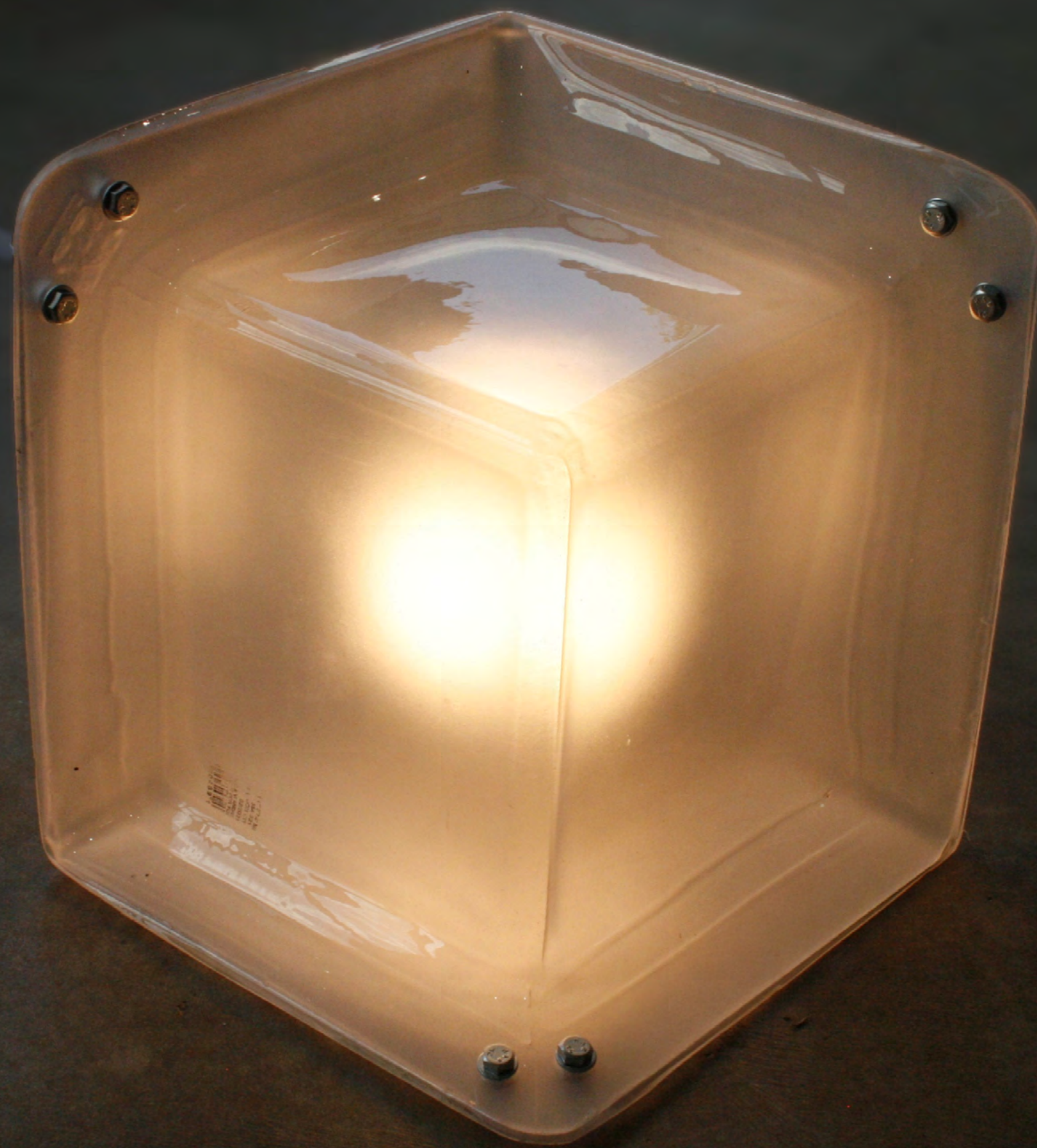
Groupmates: Denise Wall & Dana Sanchez

CLIPT

urban stool

A brief respite for the urban
environment

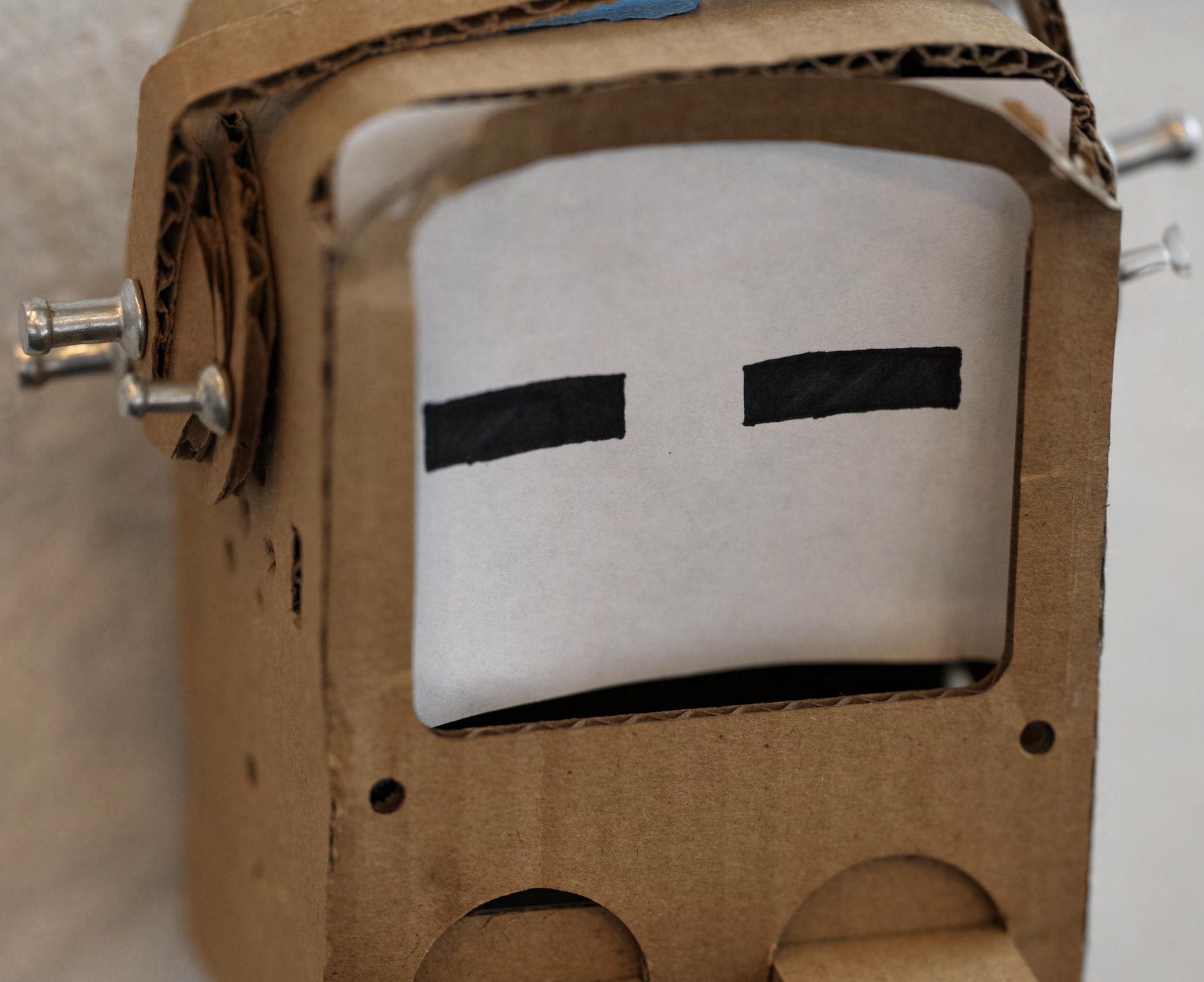




Treco
Corner Lamp



Möllans Bänk

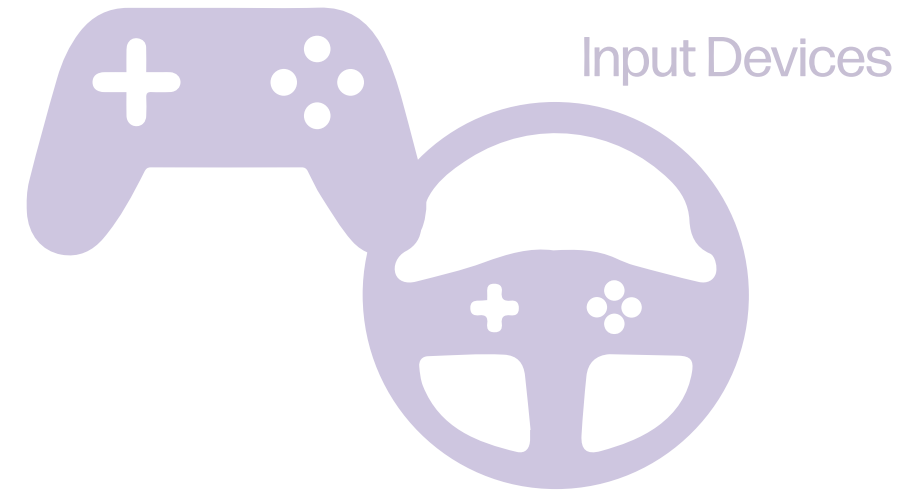


PLAYMO!

Your friendly gaming sidekick!

MARKET ANALYSIS

In the video-game accessory market, could we create something in an underexplored niche?



Something Else?



Our prompt for this project was to design a videogame accessory device.

With our market analysis, we found that most devices are either controllers or output devices like monitors or headphones.

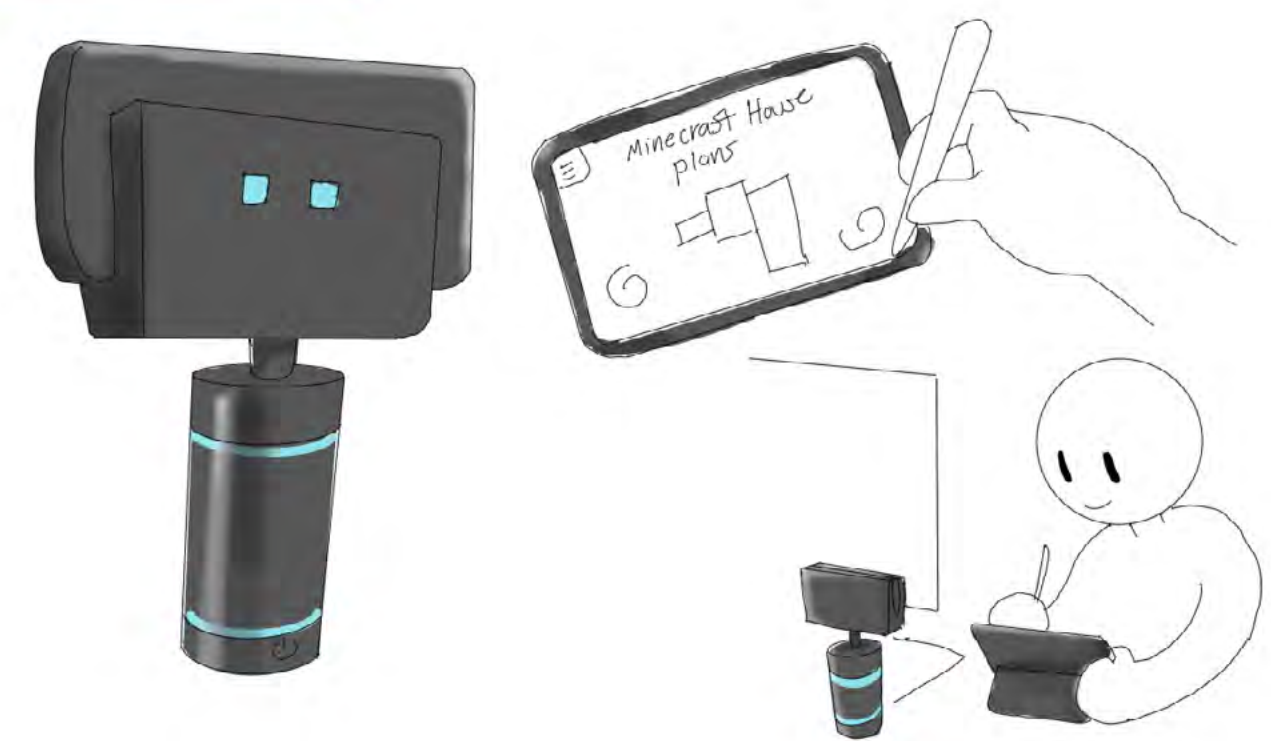
But what about another category of accessory?

CONCEPT IDEATION

01 - Secondary Display



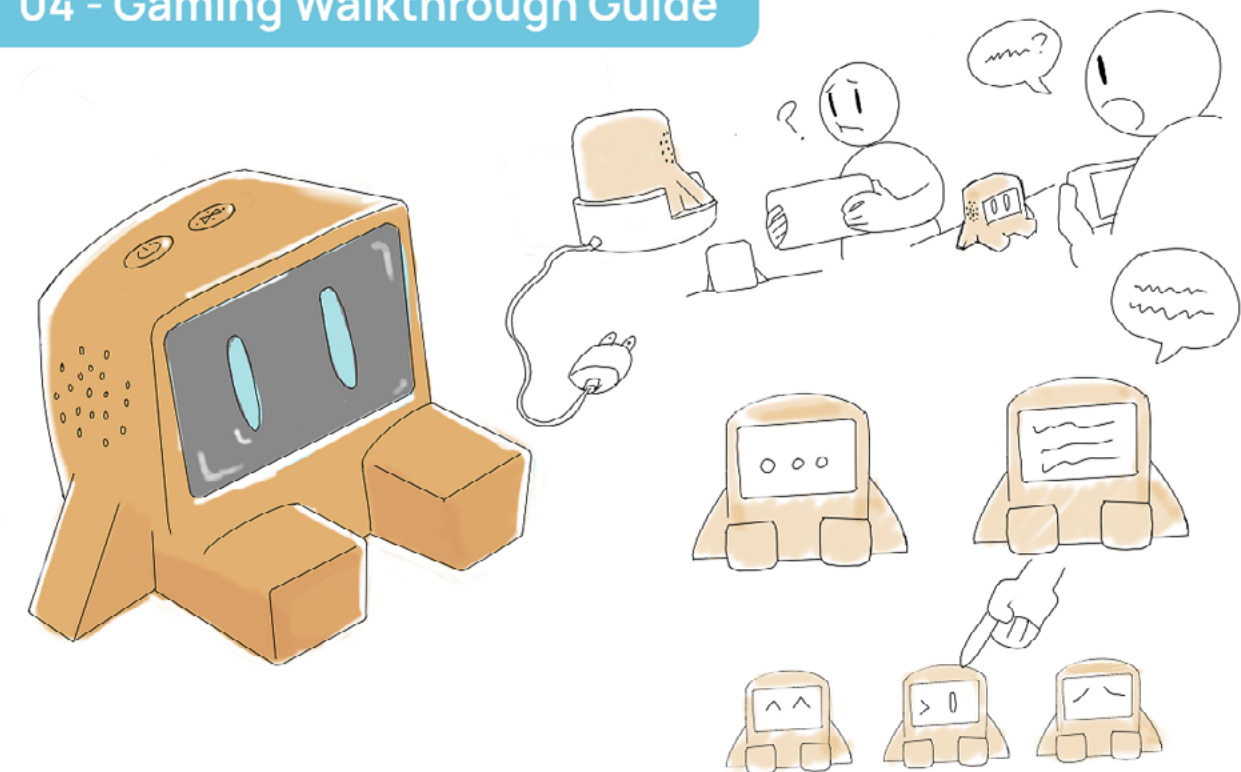
02 - EchoPad



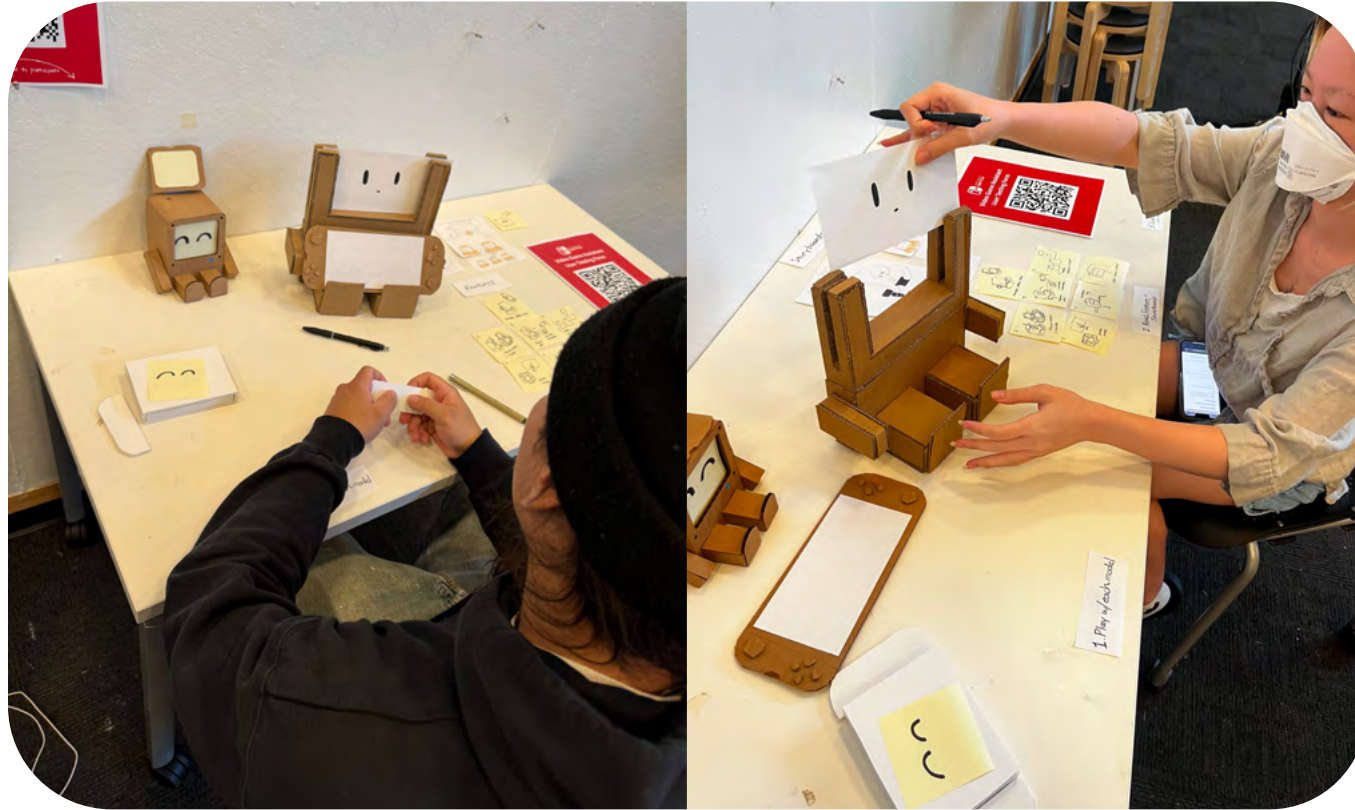
03 - Gaming Coach



04 - Gaming Walkthrough Guide



USER TESTING



At this point, we'd found the type of device we wanted:

A **cognitive assistant** device meant to aid and expand the gaming experience.

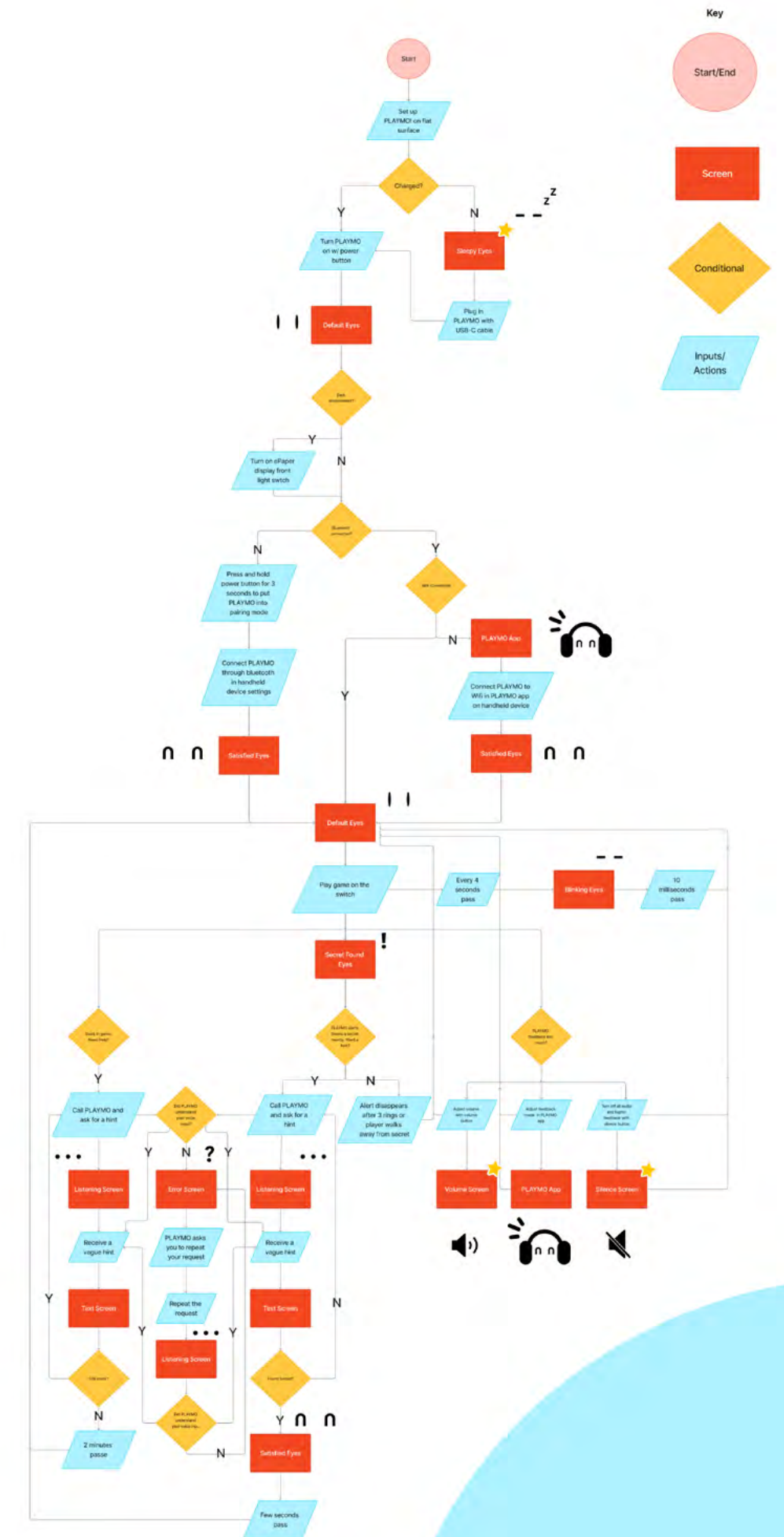
To test how people felt interacting with our concepts, we set up a user-testing station.

We found that a certain form-factor was a crowd favorite. Using feedback gathered from testing, we integrated features such as an adjustable screen and legs that doubled as a screen holder.



A 3D-printed white cube sits on a desk. On top of the cube is a yellow push-button and a blue potentiometer. A yellow sticky note is attached to the top surface, featuring a small circle and two hand-drawn symbols: a plus sign and a minus sign. The background shows a laptop screen, papers, and a ruler.

We developed a full user flow diagram, then got our hands on the electronics we'd use to make sure our tolerances were correct.



INTERACTIONS

“HEY PLAYMO!”
HOW DO I EXIT THIS LEVEL?



PlayMo can listen to questions with the phrase “Hey PlayMo!”

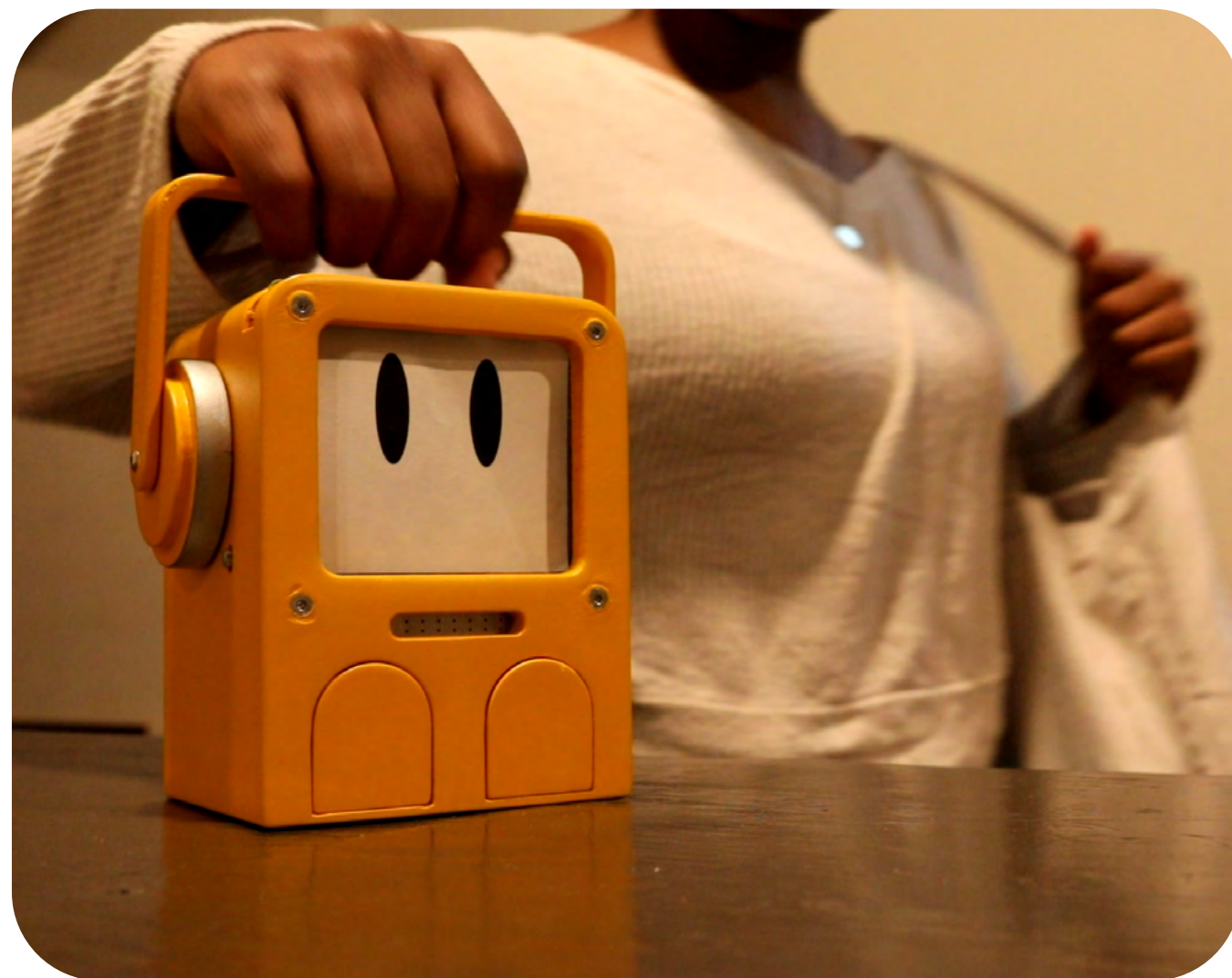


He'll then answer the question through his speaker and e-ink display.



He also doubles as a stand, with his retractable legs and adjustable screen.

FINAL MODEL





CLIPT

urban stool

Ideation

Contrast

Early on, I knew I wanted to explore the contrast between organic and industrial forms. I was especially interested in the idea of metal legs holding up a wooden seat.

Connections

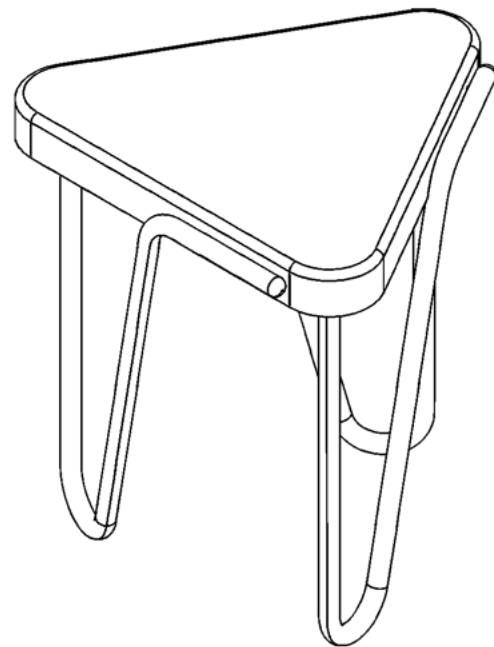
I prioritized forms that I'd be able to accomplish with the design shop's metal benders, to avoid welding. As it turned out, I eventually had to learn welding later in the project.



User Considerations

Being placed in open, public spaces, the stool would need to be able to fit a wide range of body types. It would also need to be easy to reposition.

Additionally, the materials I used would have to be treated to survive the elements.



Assembly

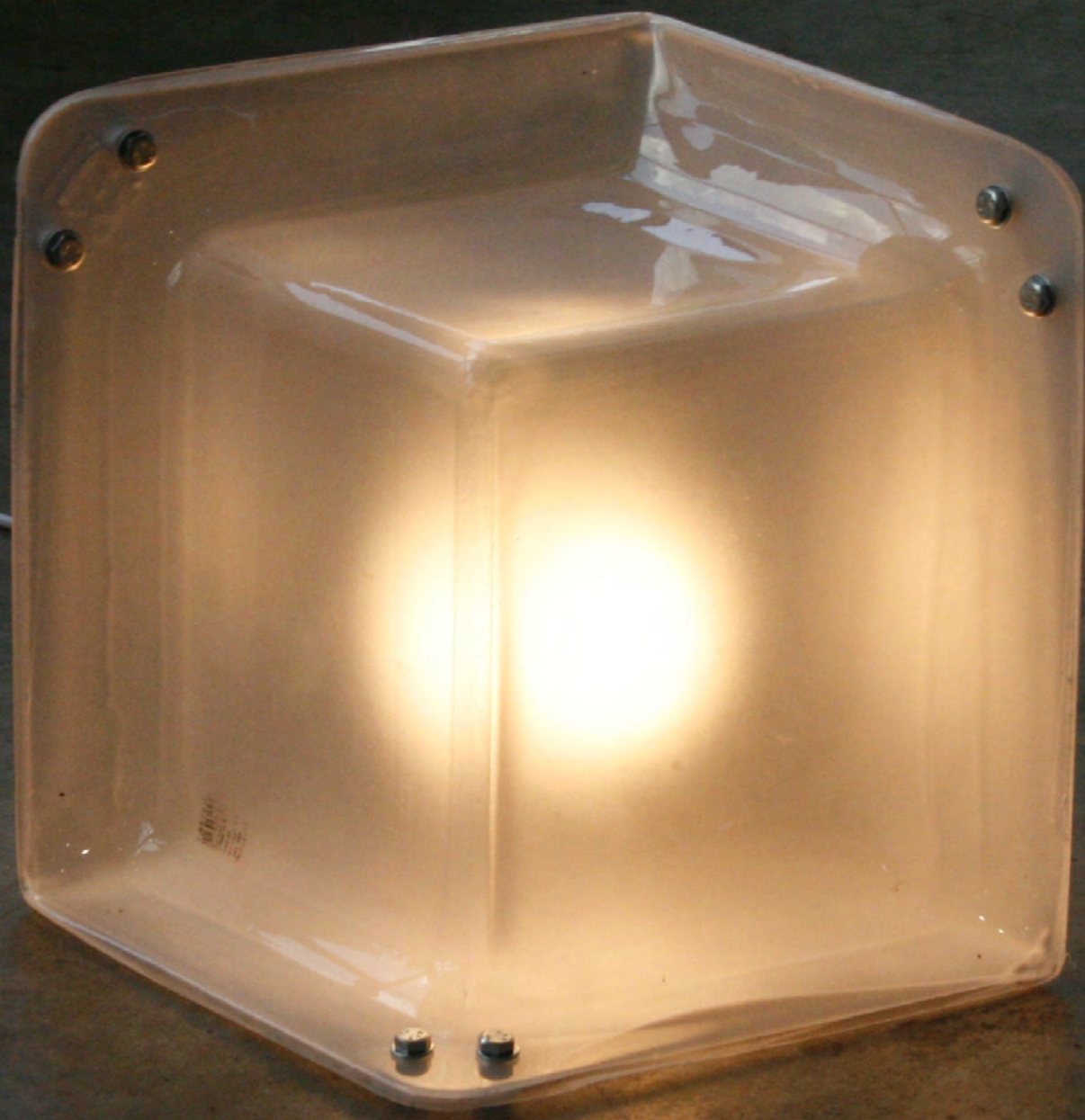


The manual metal bar bender isn't very precise, so I had to make some adjustments by hand



While I originally wanted the legs powder coated, silver paint and gloss is much more affordable

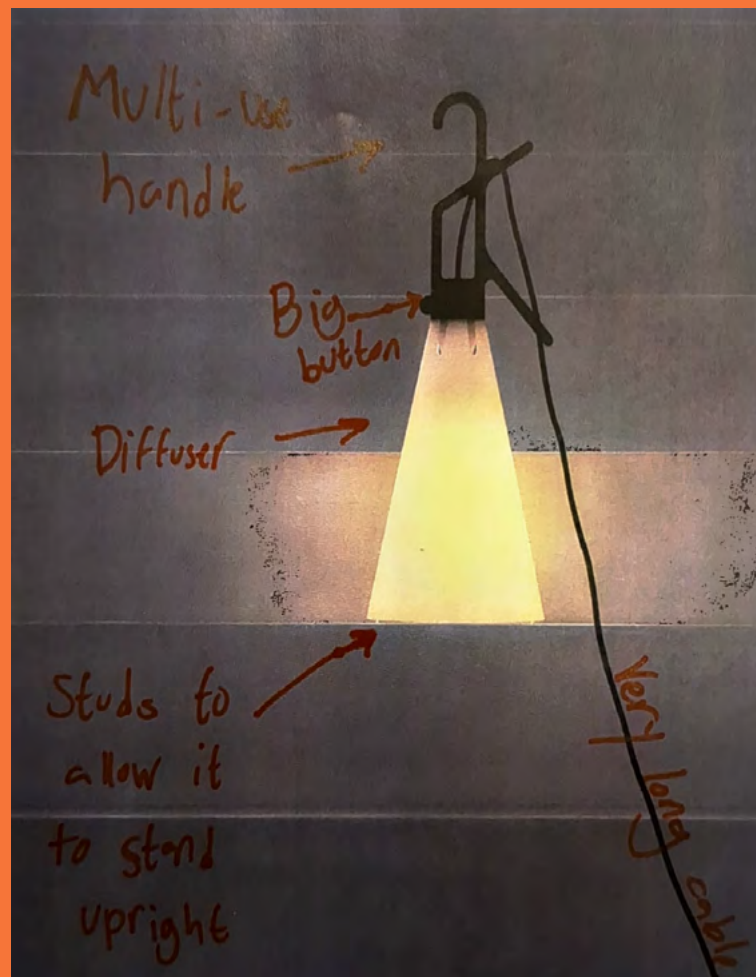




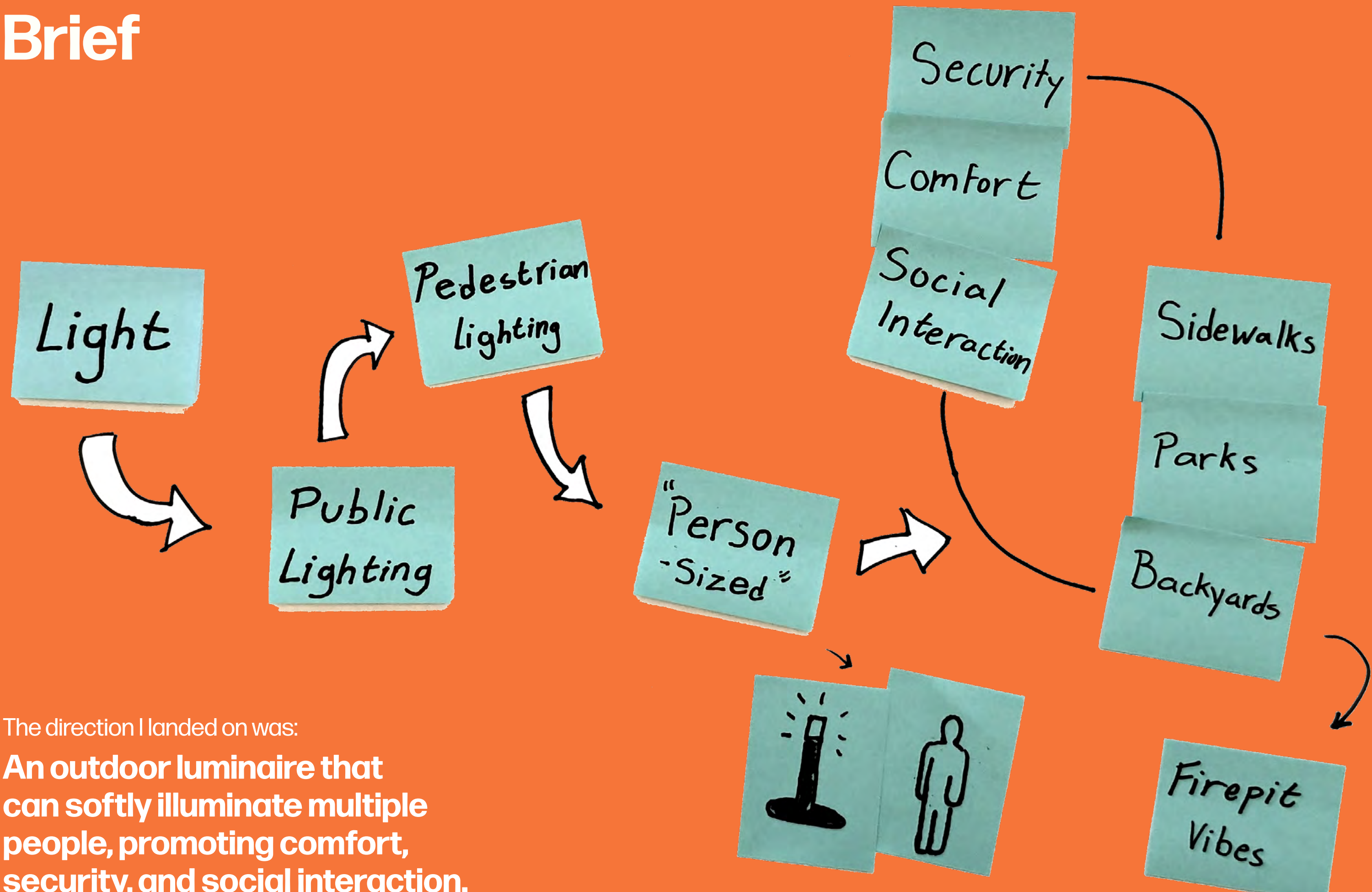
**Treco
Corner Lamp**

Research

I started this lighting project just thinking about what kinds of forms I enjoyed, and in what contexts luminaries can be found.



Brief



The direction I landed on was:

An outdoor luminaire that can softly illuminate multiple people, promoting comfort, security, and social interaction.

Storyboard

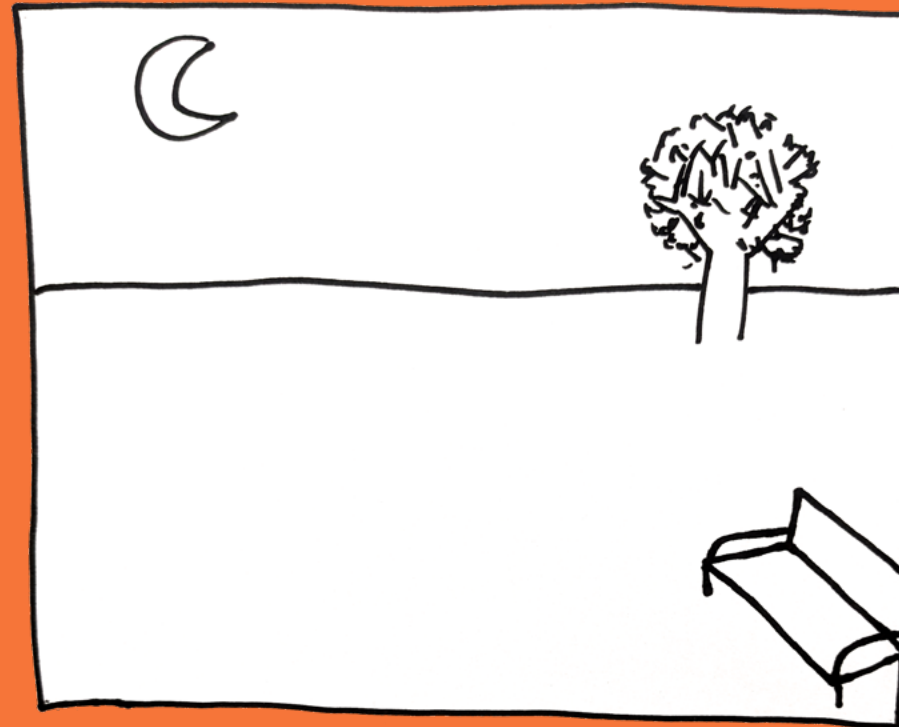


Fig. 1 - A dark, uninviting patch of nature

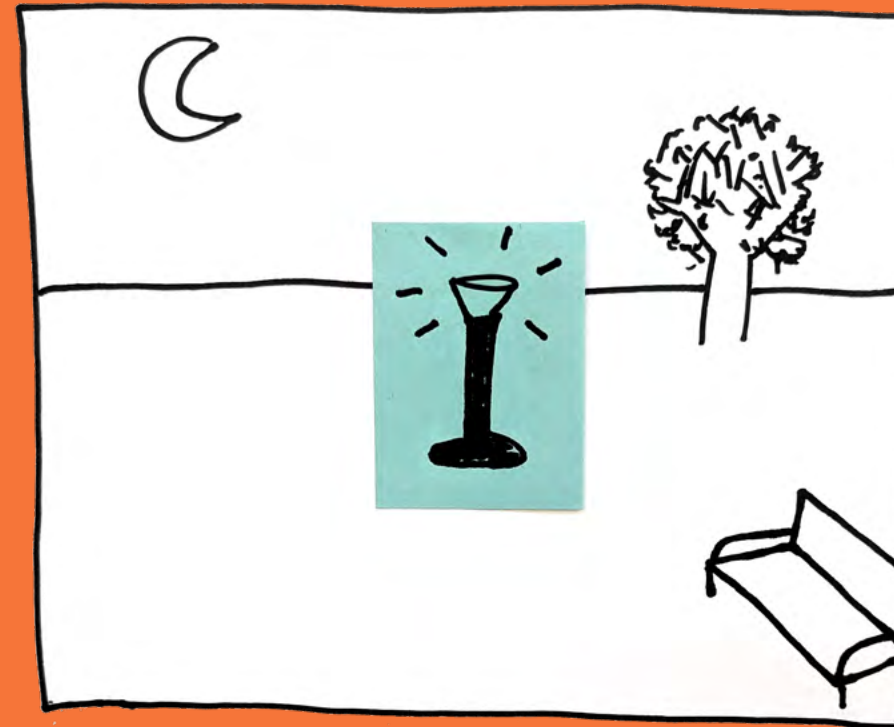


Fig. 2 - Light is introduced into the scene

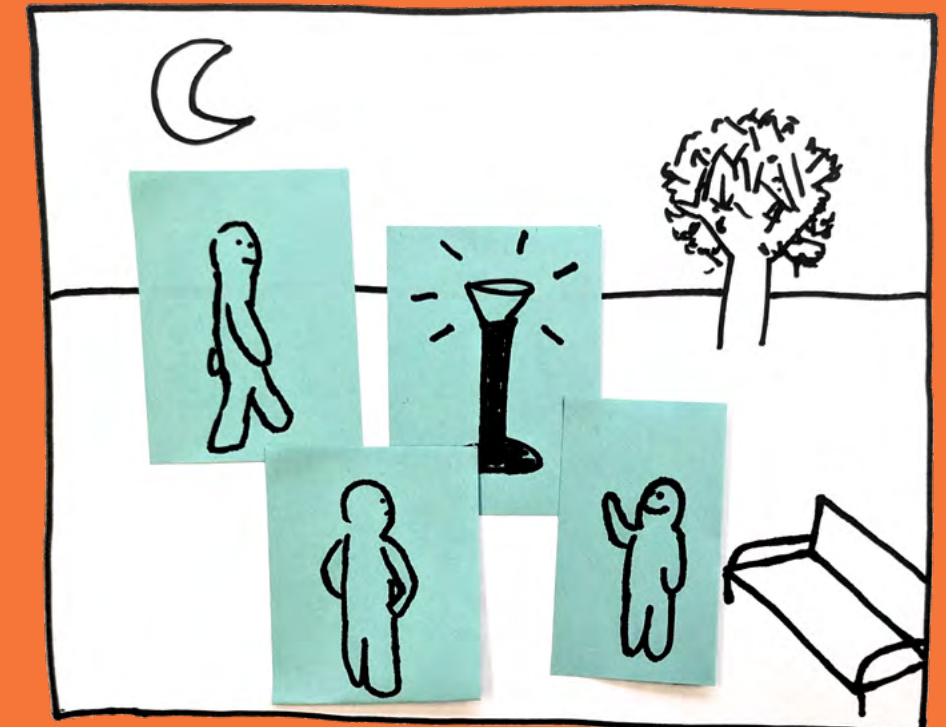
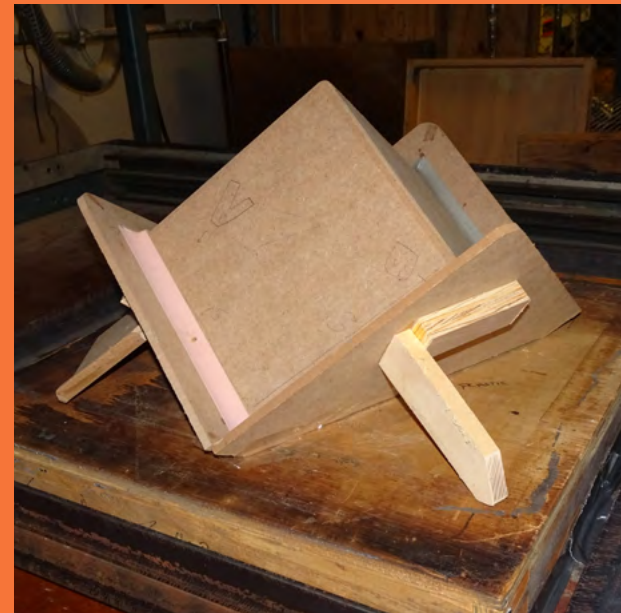


Fig. 3 - People gather around the illuminated and inviting scene

Setbacks & Re-Pivot

To create my lamp, I decided on using vacuum forming. However, the failed forms were mounting, and the deadline was coming up.

I had to lower the scope before my time ran out.



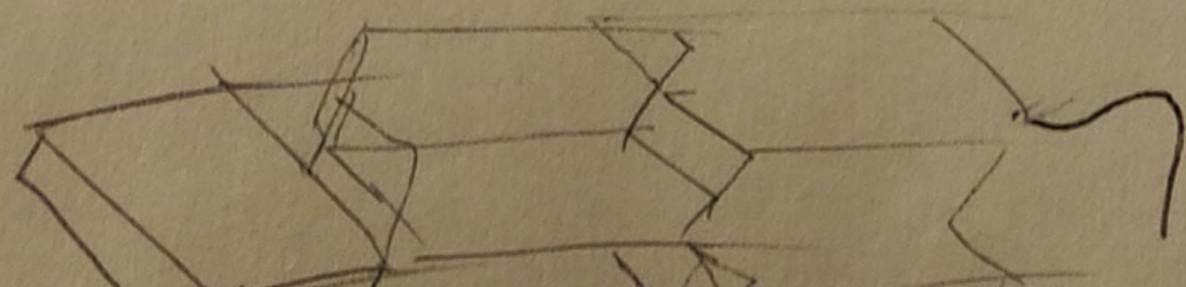
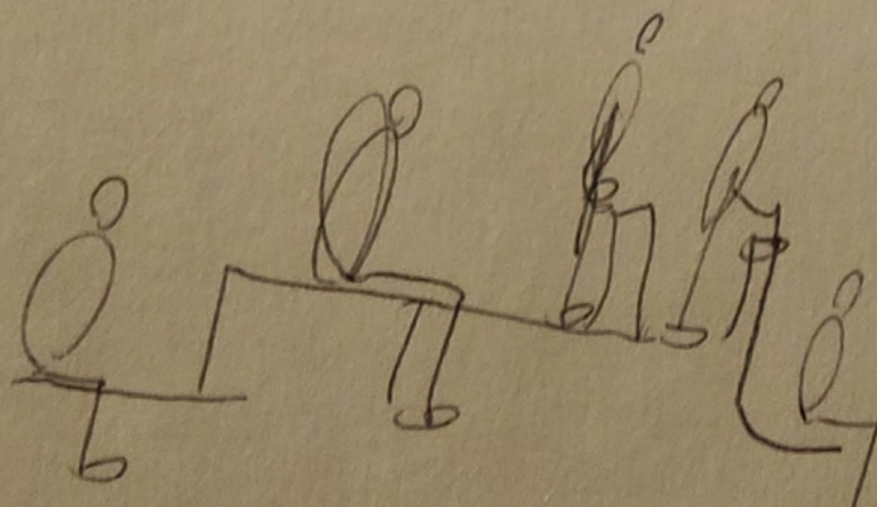
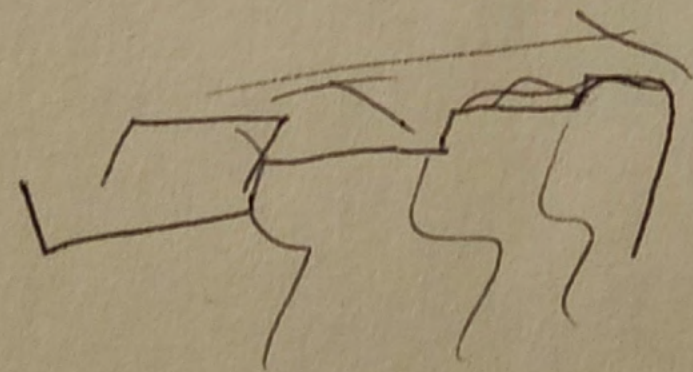
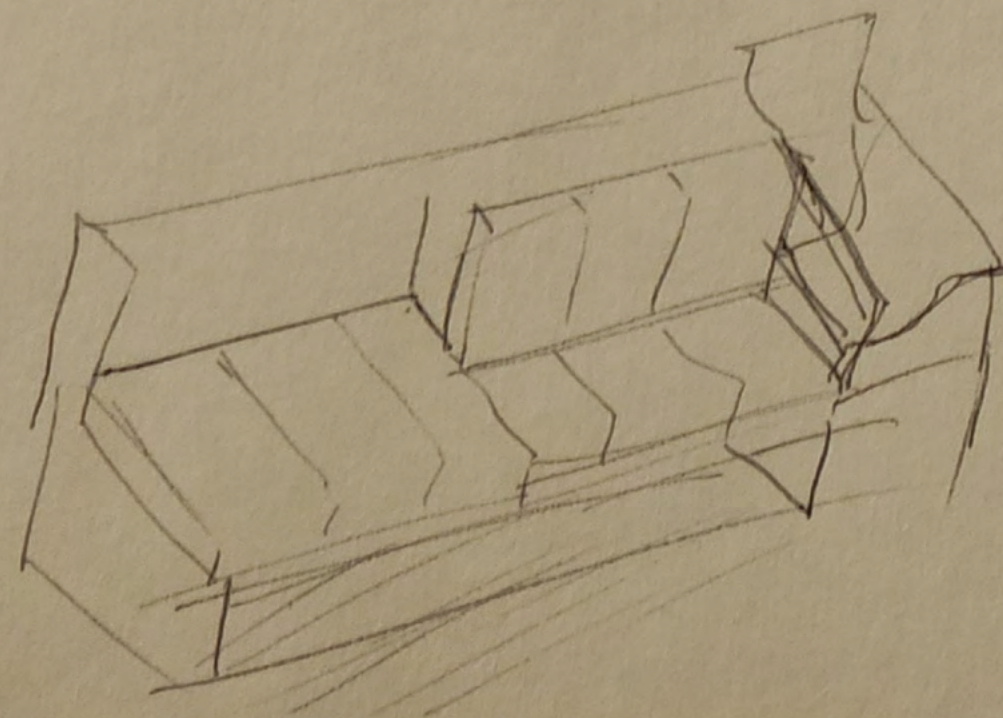
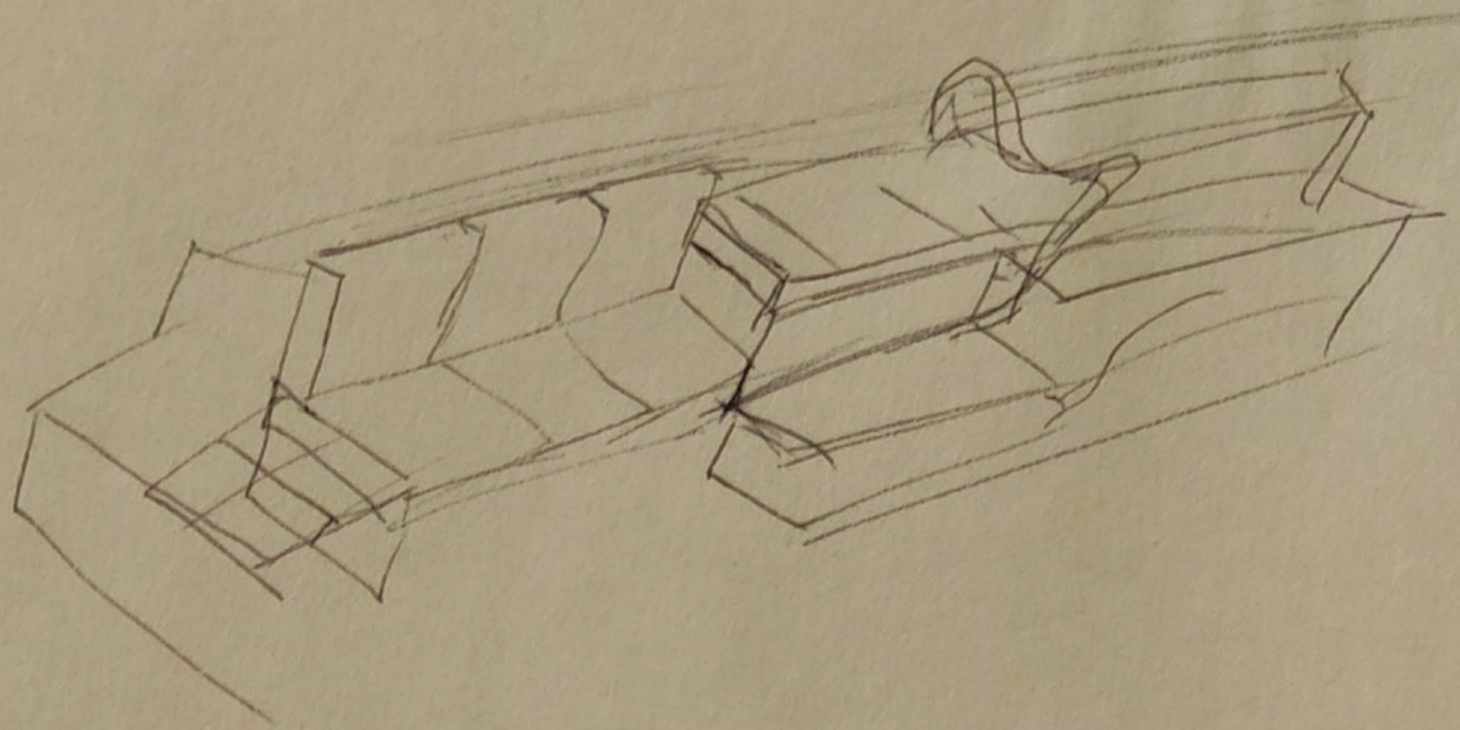
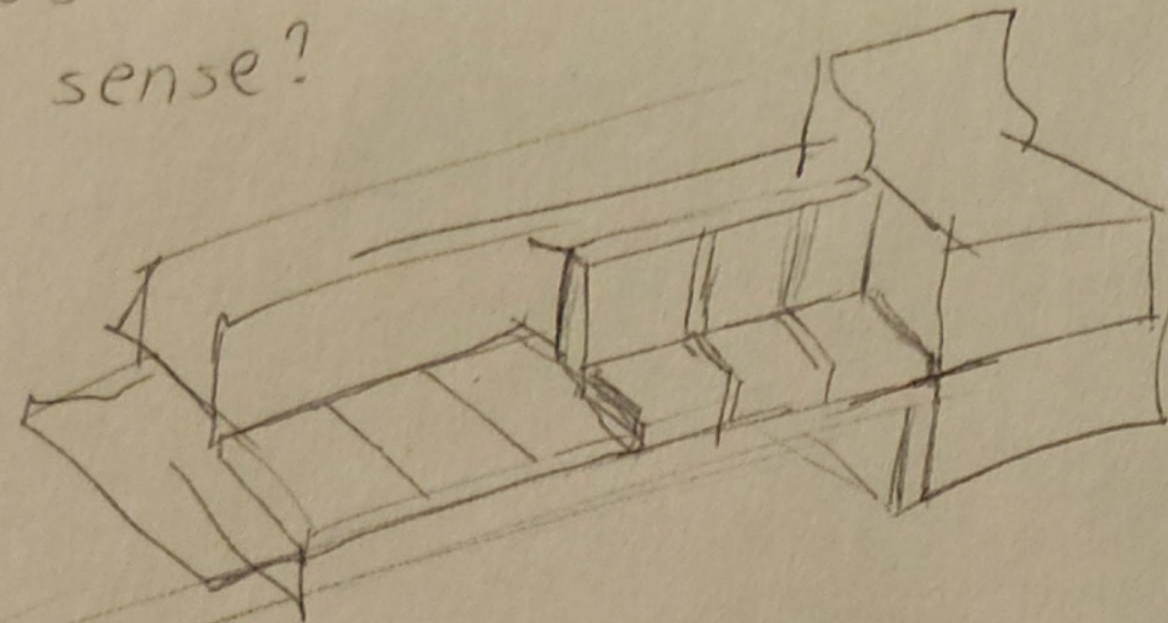
I had to change my brief to:

A small, indoor lamp that serves as an unobtrusive accent light.





what's the
th sense?



Möllans Bänk

For me, one of the fiercest issues that face the modern world is the loss of community. It's an issue which has been exacerbated by rising exclusionary and anti-immigrant sentiment felt throughout Europe and North America.

I wanted to tackle this issue with my thesis project, imagining how our streets can be designed to positively affect our sense of community.

To really put into practice my skills of user-centered ethnographic research, I seized the opportunity to study a community during my exchange program.

How can an urban artifact help expand the local identity and social exchange of a culturally diverse community?



Observations

I had chosen Möllevångstorget square in Malmö to be the setting for this project, due to its cultural diversity, active social life, and lack of urban objects.

To properly observe the square, I utilized, among other methods, the AEIOU framework developed by Dr. Rick Robinson. The framework involves taking note of the following:

Activities

Environments

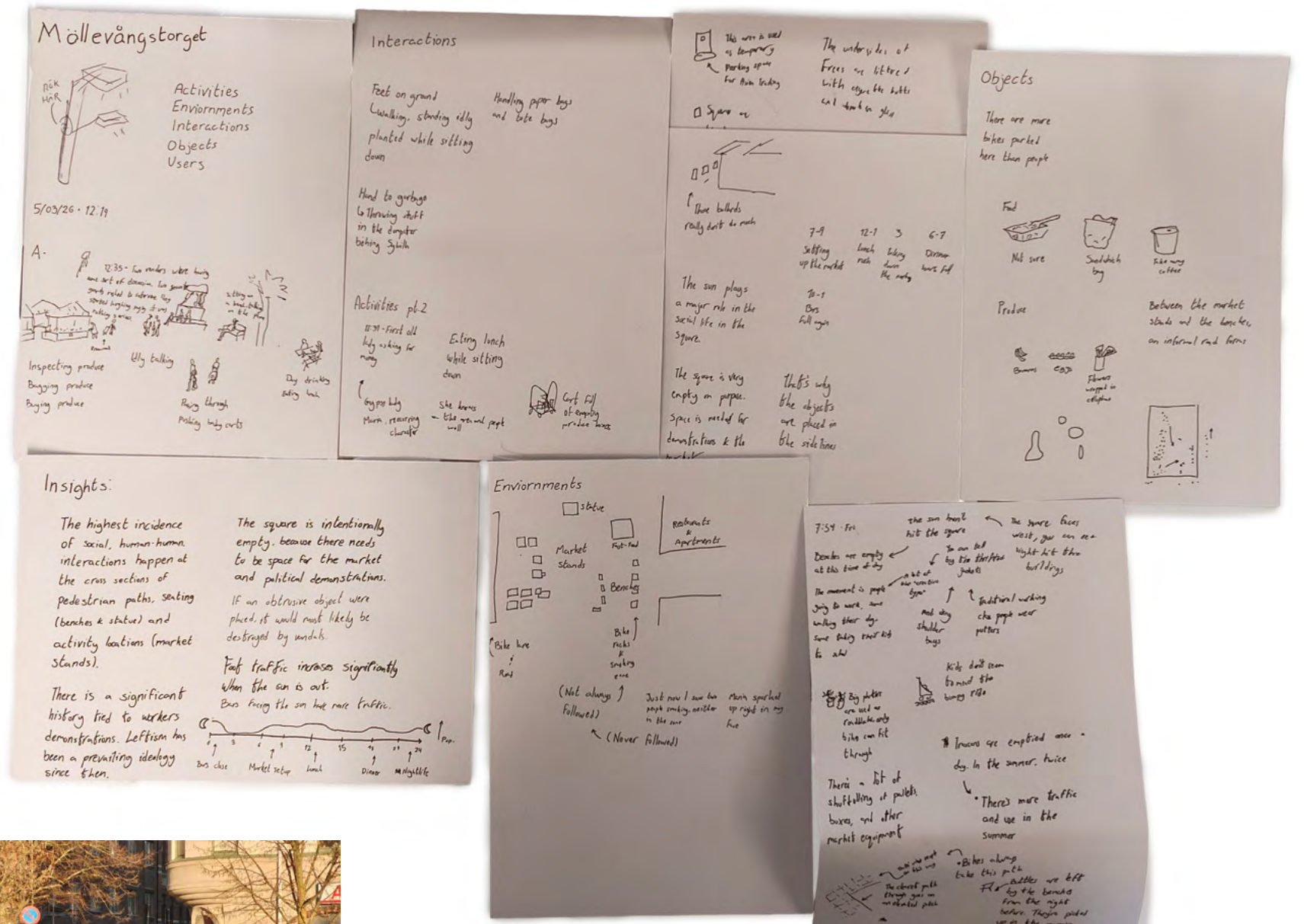
Interactions

Objects

Users



Activities





Objects

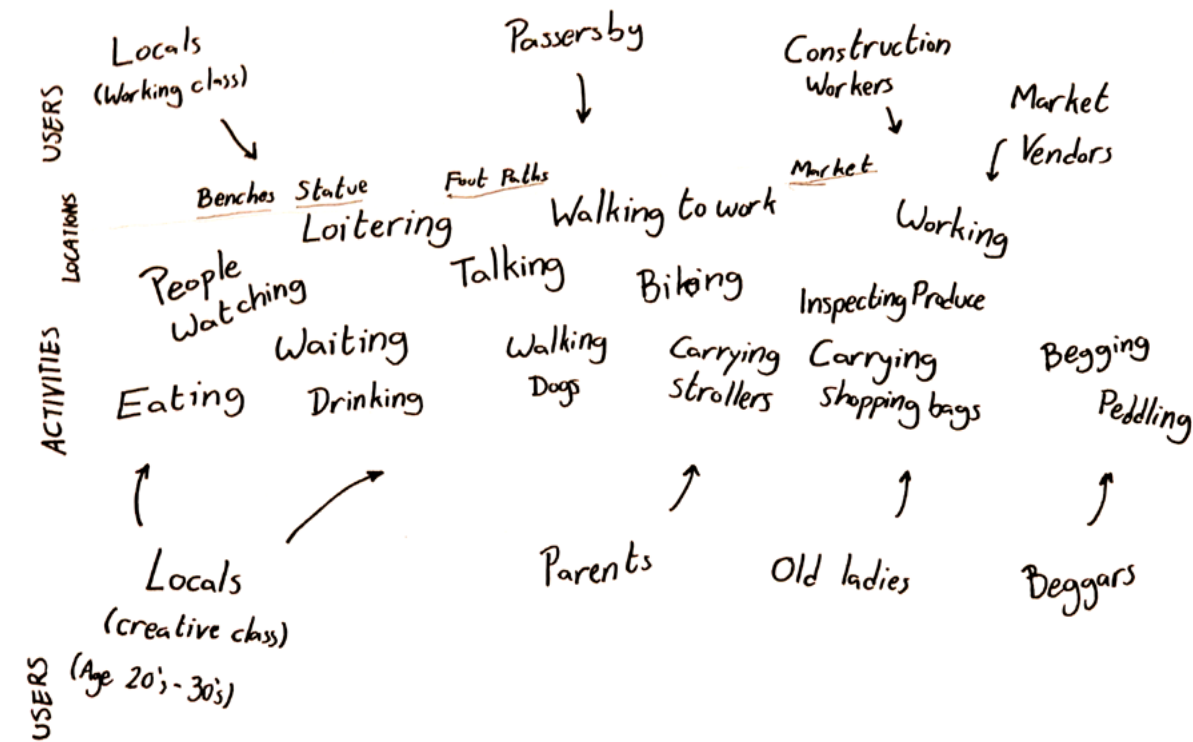


Users

Interactions



Enviornments



Ideation

