

krishna

# krishna

me  
stork

3  
4

# krishna

I'm Krishna Rammohan. I grew up in the SF Bay Area. Since I could remember, I've been building something from nothing. I drew cars before I knew santa was my mom, built hyper-realistic architecture in video games, and developed a soft goods brand on a trip to India.

I aim to continue creating things that ignite human creativity, happiness, and beautiful moments. I design things that are bold, pure, aesthetic, and conscious.

I've had the privilege of working with Todd Bracher Studio, Teague, Smile Identity, Pen&Public, & Industry of All Nations.





# stork

a birdlike seat for work and play.

Spring 2019	ArtCenter
Material	Stained Ash, Wool, Plywood
Status	Prototype
Type	Personal
On Display	ArtCenter Gallery, Sum 2019 <a href="http://studentdesign.net">studentdesign.net</a>

WHAT WOULD IT BE  
LIKE TO RIDE A STORK?



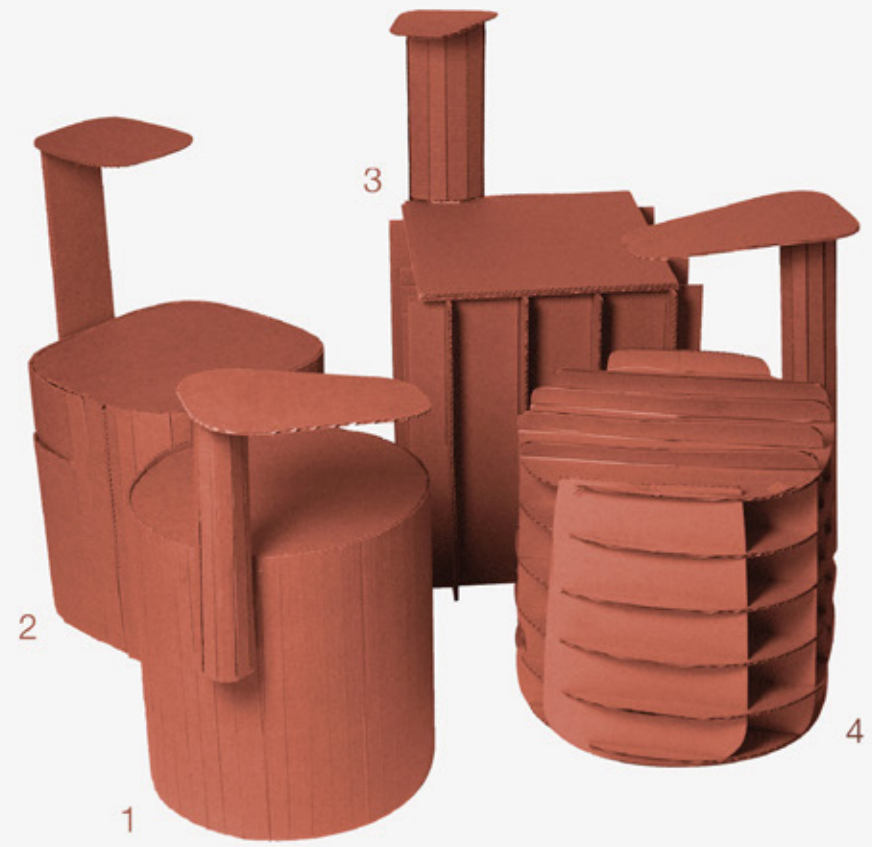


FOR STONE,  
MY NEPHEW.



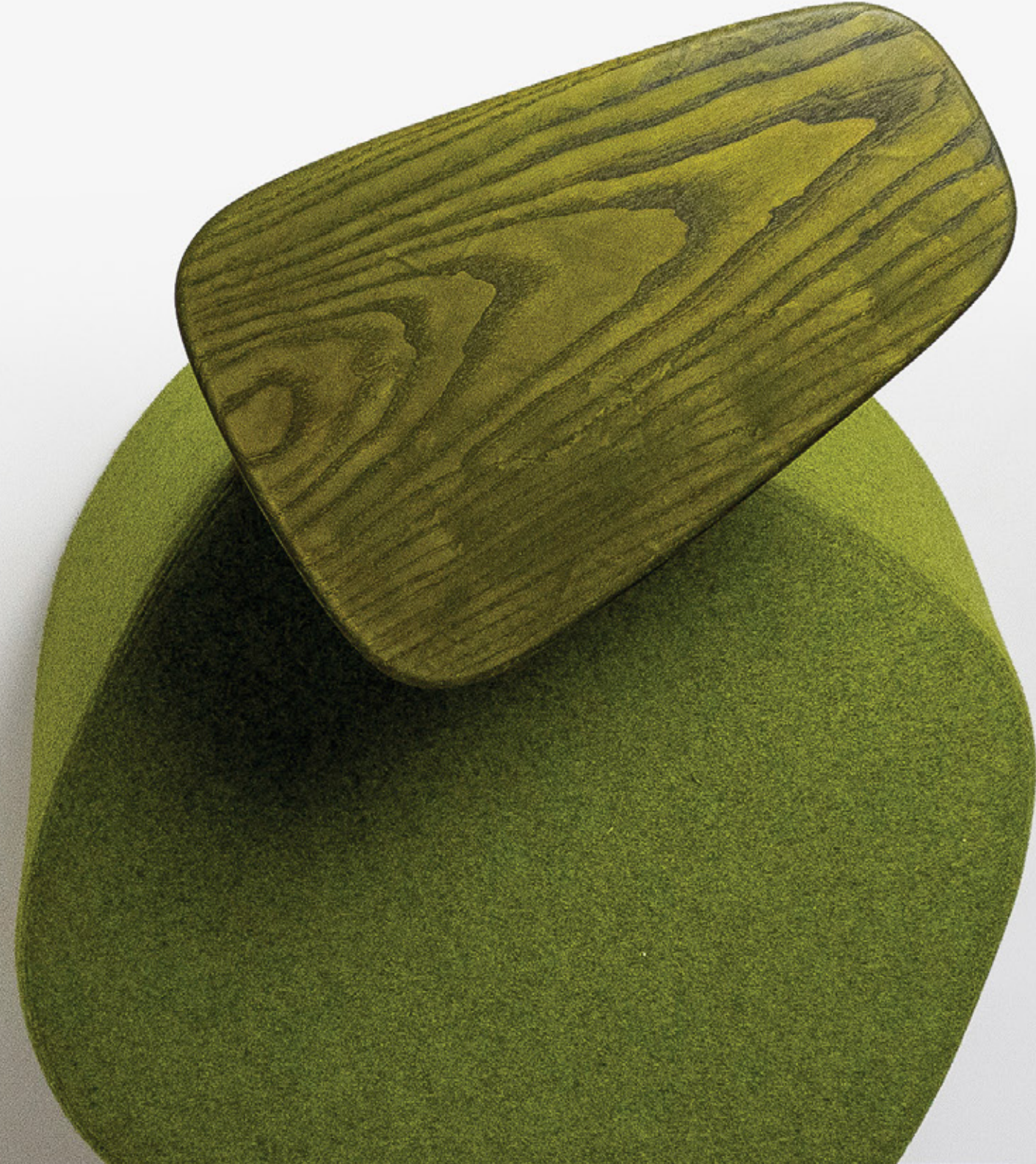






- 1 volumetric study
- 2 modular study
- 3 sit+table test
- 4 form study









Stork is a birdlike seat for work and play.

Stork was intentionally made to be soft and playful for my newborn nephew, Stone. I wanted to create a casual space where he could play, study, and grow with this furniture. I believe kids should have objects around them that seem whimsical, almost coming out of a storybook, to inspire them to dream bigger.

The design originally began as a chair meant to transform elementary school classrooms into more free-flowing and collaborative spaces. Today, Stork's can flock together to create casual workspaces in offices, coffeeshops, schools, and homes.