# **Cedric Honnet**

cedric@honnet.eu // www.honnet.eu

### **ABSTRACT**

Endlessly enthusiastic about an infinity of subjects including interactivity, new medias, robotics and arts, I deeply love exploring technologies... I am curious, relentless, passionate, and always open for collaboration discussions.

## **Keywords**

Interhacktivity, Arts and Embedded Systems.

#### **ACADEMIC**

## **Publications**

Papers available online: honnet.eu/#Academic

- NIME 2017: Designing a Multi-Touch eTextile for Music Performances - Maurin Donneaud, Cedric Honnet, Paul Strohmeier
- MOCO 2017: Digital Oxymorons: From ordinary to expressive objects using tiny wireless IMUs Andreas Schlegel, Cedric Honnet
- MOCO 2017: Music Skin: Fabric Interface for Expressive Music Control - Maurin Donneaud, Cedric Honnet, Paul Strohmeier
- TEI 2017: Second Skin: An Exploration of eTextile Stretch Circuits on the Body - Rachel Freire, Cedric Honnet, Paul Strohmeier
- LM 2016: Developing an Ecosystem for Interactive Electronic Implants Paul Strohmeier, Cedric Honnet, Samppa Von Cyborg
- MOCO 2016: Movement of Things: Exploring Inertial Motion Sensing When Autonomous, Tiny and Wireless -Andreas Schlegel, Cedric Honnet

#### Reviewing

- Augmented Human Conference
- Tangible Embedded & Embodied Conference

## **Teaching**

What?

Internet Of Things, Electronics, Music Tech, and mentoring.

### Where?

Various engineering schools, digital art labs, hackerspaces, and accelerators.

## **EXPERIENCE**

## 2016-2017: Carpe Noctem

Research Engineer, Trainer

- Visiting Researcher at various institutions in Denmark, Singapore, etc. (see Publications section)
- Consulting for companies about wearables, entertainment and manufacturing in China, France, California
- Teaching in engineering schools, hackerspaces, fablabs...

# 2014-2016: Tangible Display, USA / France / China

Co-founder - Research & Development Engineer

- Designed (hardware+software) various interactive systems with RFID, touch screens or motion sensors such as the "Twiz" (Tiny Wireless IMU): a Bluetooth Low Energy powered 9 degree of freedom motion sensor: Twiz.io
- The BAD project (Body Air Drum / TapMe), a wearable musical controller: project.honnet.eu/TapMe
- The SonArt project, an interactive system offering information and security for the Art Decoratifs museum (The Louvres): project.honnet.eu/SonArt

## 2012-2013: Sifteo, USA

Embedded Systems Engineer & InterHacktivist

- Worked on various elements of the firmware and software: user interface (sound, graphics...), battery management, simulator, graphics controller, bootloader reliability, etc.
- Experimental interactive projects: Implemented a gestures recognition system using the MIT-GRT Toolkit, added a MIDI interface to control music software, and developed an audio communication system to send data to smartphones, ex: project.honnet.eu/Siftone // project.honnet.eu/NooN

# 2010-2011: Sigma Designs - USA

Research & Development Engineer, Trainee Google's VP8 Video Decoder Porting on Custom Processor:

- Firmware improvement for optimizing memory management and accelerating execution
- Hardware instruction customization for specific purposes such as arithmetic decoding or binary tree decoding

## 2008: Telecom ParisTech EE Research Labs - France

Research & Development Engineer, Trainee Evaluation of combinatorial components reliability using FPGA for massively parallel simulation of fault injection.

# 2007: Brunel University EE Research Labs - UK

Research & Development Engineer, Trainee
Signal Restoration experimentations & Universal Software
Radio Peripheral modules implementations.

#### **EDUCATION**

### 2008-2011: Telecom ParisTech, France

Master of Engineering (Diplome d'ingenieur)
Embedded Systems, Robotics, Systems On Chip, Security
Extracurricular: Telecom-Robotics.org, French boxing...

## 2006-2007: Brunel University, UK

Bachelor of Engineering (Licence)
EECS with emphasis on Digital Signal Processing
Extracurricular: Judo, Thai Boxing

## 2004-2008: University Pierre & Marie Murie, France

Master of Science 1 (Maitrise)
EECS with emphasis on Digital Electronics
Extracurricular: computer science tutoring for disabled students, Jujitsu, ambo

#### **LANGUAGES**

• English: Full professional proficiency

• Spanish: Professional working proficiency

• French: Native or bilingual proficiency

## **DISTINCTIONS, AWARDS...**

- 2016: Mentor in art+tech accelerator (MaDlab Manchester)
- 2015: Google Soli alpha developer 2015
- 2014: Won the Bemyapp factory hackathon, SF, CA
- 2009: Besse Foundation laureate
- 2005: Kenpokan France champion 80 Kg category
- 1997: DMC France DJ championship: 8th final (2nd youngest)

#### **EXTRA**

#### **Associations**

- DataPaulette (DataPaulette.org): wearable / textile hackspace core member
- Noisebridge (Noisebridge.org): taught electronics/tinkering
- Cumbia Rockers (GatosNegrosProd.com): DJ in Cumbia-Fusion groups

## Residencies

- Singapore 2016: Media Lab Lasalle visiting researcher: honnet.eu/publications/MOCO17-DigitalOxymorons.pdf
- Denmark 2015: Copenhagen University, Human-Centred Computing - visiting researcher: body-ui.eu/?page\_id=191
- France 2015: Fructus Animalis project.honnet.eu/fructusanimalis-e95c9f
- Singapore 2014: Growell explored wild animals cameratrap, DIY farm robotics...
- Colombia 2012: Plataforma project.honnet.eu/Resbala // project.honnet.eu/Fusion

### **REFERENCES**

- David Merrill (Sifteo): dMerrill(a)media.mit.edu
- Ali Rizvi (Sigma Designs): aRizvi(a)apple.com
- Alexis Polti: Alexis.Polti(a)TelecomParisTech.fr
- Saeed Vaseghi: Saeed.Vaseghi(a)Brunel.ac.uk