

# Lucía Montesinos García

## PhD Fellow, IT University of Copenhagen

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### About

I am a creative technologist passionate about exploring innovative ways of interacting with digital and physical media. With a technical background and creative inclinations, I thrive in maker spaces and have created a range of interactive experiences for artistic and cultural applications. I am currently pursuing a PhD in Digital Design, driven by my endless curiosity and passion for interaction.

### Research

#### “Design artefacts for active and embodied music experiences”

The way we experience music has been transformed by technology, but often technology fails to consider the embodied nature of music, making us become passive to musical experiences. My research aims to explore the role of technology in facilitating active and embodied music experiences.

### Skills

Concept development  
Interaction Design  
Digital prototyping  
Physical computing  
Speculative Design  
App Development  
AI Based Applications

### Experience

#### PhD Fellow

IT University of Copenhagen, May 2023 - Jun 2026

#### Creative Technologist

Futures Lab Schibsted, Oslo, Jun - Aug 2023

#### Creative Technologist (intern)

Kaspar AI, Copenhagen, Mar - Apr 2023

#### Mobile App Developer (volunteer)

Muun Tech for Equality, Madrid, Oct 2022 - Apr 2023

#### Mobile App Developer

CACHET, Copenhagen, Oct 2020 - Aug 2022

### Toolbox

Max/MSP/Jitter  
Processing  
Python  
Arduino  
Figma  
Flutter  
JS  
HTML/CSS  
Spark AR

### Languages

Spanish (native)

English (full proficiency)

Danish (limited proficiency)

### Education

#### PhD in Digital Design (currently)

IT University of Copenhagen, 2023-2026

#### MSc in Human Centered AI

Technical University of Denmark, 2020-2022

#### BSc in Software Engineering,

University of Technology Art & Design, 2016-2020