

Experience

CEO / Designer & Developer 2021-2022

Lumen World, San Francisco

Building a company producing the first-ever augmented reality flashlight oriented for group AR experiences

Interaction Design Lead 2020-2021

Laerdal Medical, Copenhagen

Leading design for a neo-natal resuscitation training device that uses a sensorized manikin and sensorized ventilation devices

Freelance Interaction Designer 2020

Designing COVID testing robots, AI powered fish tracking applications and more

Senior Interaction Designer 2018-2020

IDEO, San Francisco

Working on digital interfaces and services in industries ranging from restaurants, mobility, education, and health

Clients

Google, YouTube, Meow Wolf, Ford, Leafly, Gates Foundation, Yosemite Conservancy, AI.Fish, Lifeline Robotics, Drucker Institute, Nutrino Health

Skills

Interaction Design

Rapid prototyping, physical computing, video prototyping, GUI, design research, workshop facilitation

Programming

JS, HTML/CSS, Unity/ARKit, Node, Python, p5.js, openFrameworks, Processing, Arduino

Tools

Figma, Framer, Webflow, Premeire, After Effects, Photoshop, Illustrator, Indesign

Education

Master of Interaction Design 2017

Copenhagen institute of interaction design (CIID)

BA in Computer Science 2013

University California, Berkeley

Workshops

School for Poetic Computation, Machines Making and Make Believe

Teaching

CIID Machine Learning 2021

1-week course teaching designers machine learning

CIID Programming 2019

2-week course teaching designers to code

IDEO Machine Learning 2019

2-day workshop introducing designers to machine learning

CCA Tools — Graphic Design 2018

Semester long course teaching graphic designers core tools

Exhibitions

Museo Marino Marini (IT), Exploratorium after dark(SF), Codame Intersections(SF), Art+Tech Days(Slovakia), Hackerfaire(Copenhagen), Tech Festival(Copenhagen)

Awards

Core 77 — Notable Honor
Dubai Design Week — Global Grad Show