MUBARAK MARAFA

Creative Media Artist & UX and Interaction Designer

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Education

2015 MDes in Interaction Design

The Hong Kong Polytechnic University School of Design

2014 BA in Creative Media (First Class Honours)

The City University of Hong Kong School of Creative Media

Selected Projects

2015 Shattered Communities Interaction Design, Tech Team

Created an interactive installation for the lobby of The Innovation Tower by Zaha Hadid.

2014 The Aurora

Immersive Installation, Artist and Programmer

Designed and created a 360 degree 3D immersive Data Visualisation of light pollution in Hong Kong and Antarctica.

Research and Publications

2016 Arizona, The Science of Consciousness

Presented a poster on the effects of biometric cross feedback on users titled "Intersubjective Couches: A Study on Using Biometric Visualisation to Influence Intersubjective Engagement"

2013 Korea, New Interfaces for Musical Expression

Presented a poster and a paper titled "Solotouch: A Capacitive Touch Controller with Automated Note Selector"

Experience

Current The Hong Kong Polytechnic University

Research Assistant studying Intersubjective Engagement facilitated by Transformative Technologies

2013 Sengital Inc.

Design Intern designed exhibits for Charles K. Kao showcase and produced 3D assets and animations for IC Monster Game.

2012 PolyEd Part Time English Tutor

Skills

Interaction Design **Experience Design** User Research **Usability Testing** Web Development Writing and Story Telling Wireframing Information Architecture Flow Diagrams Game Design Rapid Prototyping Electronics Motion Graphics 3D Modelling Rendering Animation Film

Tools

Photography

Sketch FramerJS InVision Processing Omnigraffle Github

Adobe XD InDesign Photoshop Illustrator

HTML5/CSS3 Javascript/jQuery Python

Blender 3D Maya

Arduino Max/MSP

Final Cut Pro X After Effects