Nadia Campo Woytuk

CONTACT
Email: ncampowoytuk@gmail.com
Phone: +46 727405845

> nadiacw.com

Hej! I am a designer, artist and researcher exploring feminist perspectives of technologies. I make use of body-centric approaches, digital fabrication and creative coding. I am curious to deconstruct and probe the human-machine divide, and to discover and design ways to care for each other in multispecies relationships.

EDUCATION & EMPLOYMENT

KTH Royal Institute of Technology

Oct 2020 - present — **Interaction Designer and Researcher**

Within the project *Transforming the Encounter,* designing a digital postcolonial archive with photographs taken by Swedish missionaries in the Congo Free State between 1890 – 1910.

Oct 2019 - Oct 2020 — **Software Artist**

Combining research, art and design to make sense of software, computation and digital technologies. Applying critical and speculative perspectives to create art and design pieces that reveal the inner workings of software.

> SOFTWEAR: Feminist entanglements of software and knitting, exhibition and talk at KTH Library, November 2020.

Aug 2017 - Jul 2019 — **Master's Degree in Interactive Media Technology**

Focus on physical and tangible interaction. Master's thesis in design research within the Digital Women's Health group at the MID department, focusing on menstrual cycle technologies.

Selected publications:
> Touching and Being in Touch with the Menstruating Body. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. **Best Paper Award.**
> Your Period Rules: Design Implications for Period-Positive Technologies. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems.*

Oct 2018 - Dec 2019 — **Interaction Design Lab Manager**

Management, communication, and technical coordination in the Interaction Design Lab "MIDDLA" in the MID department at KTH.

Aug 2018 - Dec 2019 — **Teacher Assistant**

KTH course DH2400 Physical Interaction Design and Realization.

Jun 2018 - Sep 2018 — **Design Research Internship**

Research Engineer in Somaesthetic Design for home appliances, in collaboration with Electrolux.

Feb 2018 - Feb 2019	**Technical Community Manager at Flic**	
	Part time employment managing social media and community forums of Flic, the wireless smart-button. Understanding of the Internet of Things and smart-homes.	
Feb 2016 - Jun 2017	**Virtual Reality Developer at Visyon**	
	Designing and implementing interaction and interfaces for VR. Developing virtual reality and augmented reality mobile applications and games for Android and iOS using Unity3D. Developing apps for Oculus, GearVR, Cardboard, Daydream, HTC Vive and Microsoft HoloLens.	

Universitat Pompeu Fabra (UPF)

Sep 2011 - Jul 2015	**Bachelor's Degree in Audiovisual Systems Engineering**	
	Honors mark in Video Processing, Advanced Visualization, Audiovisual Production Laboratory, Communication in Technical English. Bachelor thesis: "*Kikubes*: Designing and prototyping an interactive, collaborative, music installation."	
Jan 2015 - Jul 2015	**MOOC Development and Production Intern**	
	Producing, filming, scripting and editing educational multimedia content for Massive Open Online Courses (MOOC).	
Dec 2014 - Jun 2015	**Audiovisual Technical Support Intern**	
	Aiding and giving support to students in postproduction and radio classes. Understanding audiovisual equipment and solving problems and technical issues.	

DESIGN SKILLS		
	Digital fabrication and prototyping	Electronic circuits, sensors, actuators, 3D printing and modeling, laser cutting, vacuum forming, e-textiles and wearables.
	Research methods	Sketching, ethnography, interviewing, workshops, cultural probes.
	Graphic Design & Social Media	Adobe Creative Suite. Skills in designing posters and catalogs. Skills in managing and creating graphic content for social media.

TECHNICAL SKILLS		
	Creative coding	Arduino, OpenFrameworks and C++, Processing, p5.js, PureData and Max/MSP.
	Frontend development	HTML, CSS, JavaScript and frameworks.
	Game development	C# and Unity3D
	VR development	Oculus, GearVR, Google Daydream and Google Vive and Microsoft HoloLens.
	Text processing	LaTex

LANGUAGES		
	Native	English, Spanish and Catalan
	Basic	Swedish

Volunteer at **STREAMS**, conference for Environmental Humanities at KTH, 2020. Social media, website design and communication.

Student Volunteer at **IDC**, conference for Interaction Design for Children, Trondheim, June 2018.

Student Volunteer at **TEI**, conference for Tangible, Embedded and Embodied Interaction, Stockholm, March 2018.

Participation in **Spotify devX**, November 2017. Published on Spotify for Developers.

Winning group in Stagecast's **Live Hacks**, Stockholm, September 2017.

Participation in *The Playground Lab* at **Gather Festival**, Stockholm, September 2017.

Participation in the *Sónar Innovation Challenge* at **Sónar+D** 2017.

Participation in the **Festus Festival** 2016 and **Lluèrnia festival** 2016 with the installation *Mimètik.*

Unity and Google Cardboard **workshop** for teenagers. Barcelona, December 2016.

Makey Makey workshop for children at **Eufònic festival**. Sant Carles de la Ràpita, September 2016.

"Introduction to interactive art" workshop at **Sónar+D**, representing GirlsInLab. Barcelona, June 2016.

Volunteer/Teacher at ***GirlsInLab***, teaching and inspiring young girls to code. Teaching several workshops with the *Makey Makey* board and Google Cardboard. Barcelona, 2015 - 2016.

Participation in the *Music Hack Day* at the ***Sónar*** festival, Barcelona, June 2015.

Volunteer at the visual arts **festival *Mira,*** Barcelona, October - November 2015.