Ricardo Saavedra

ricardosaavedra.io
ricardoasaavedra@gmail.com
+49 176 29787194

Interface design, P2P networks and decentralized architectures for the Web3

Education

Strelka Media Institute   *Moscow, Russia* 2019
Researcher Fellowship, Lecturer

- Directed research in collaboration with leading professors from Yale, MIT, UCSD, Berkley, Goldsmiths, Harvard, and Google Brain on the intersection of cartography, remote sensing, urbanism, public infrastructure, automation, pattern recognition, data science and visualization, and new models for AI.
- Developed SOL, an urban sensing apparatus and relational database based on machine listening and soundscape ecology.
- Prototyped novel approaches for explainable AI through high-fidelity simulations and nested models architecture.
- Worked on various proof of concepts on the intersection of AI, games, and distributed consensus mechanisms to explore the potential of 3D environments and fitness functions to mediate coordination among different actors.

Mills College   *Oakland, CA* 2015 - 2017
MA in Computer Music and Synthesis

- Built and developed novel approaches for music expression, gesture recognizability, and reactive sound systems.
- The research explored the intersection of neuroscience, cognitive psychology, and HCI in the context of emergent technologies such as machine learning and computer vision for the development of new control mechanisms such as biofeedback.

PUC   *Rio de Janeiro, Brazil* 2011 - 2012
MA in Interaction Design and Information Architecture

University of Rio de Janeiro   *Rio de Janeiro, Brazil 2004 - 2008*
BA in Media Studies

Professional Experience

Sybl   *Berlin, Germany* 2019 — Present
Co-founder

- Led research on open simulation standards, distributed computation architecture, and real-time maps in collaboration with academic institutions (Harvard, UCSD) and startups (Uber, and Mapbox).
- Defined strategic vision & roadmap, designed software architecture, and oversaw research on cryptographic multi-party computation to enable models to be uploaded to the platform while keeping their data private.
- Worked across simulation domains, from synthetic biology to AV engineers translating user needs into interface requirements. Insights led to the design of visual programming language paradigm, and integration of different computational models.
- Currently working with high-performance computing research lab Nyriad on large scale proof of concept comprised of digital-twins of real cities and multiple sub-simulations environments.

Pando Protocol   *Remote* 2019-2018
Protocol and Mechanism Design

- Joined core team to further iterate on mechanism design, translating research in the field of cryptoeconomics and distributed digital rights governance into MVP for early feedback from users. Work led to the acquisition of Pando by Aragon.
- Researched and oversaw implementation of new open data formats designed to enable the creation of a sustainable ecosystem between users and content producers based on commons-based economic dynamics.
- Defined research goals and oversaw agent-based simulations to test protocol design and incentives at a large scale to enable quick iteration and identification of potential points of failures.
- Designed brand and visual identity, and implemented live 3D visualizations of semantic network nodes in the platform.

Status   *Remote 2017 - 2018*

UX Lead, Research

- Helped bring the vision to market by researching ways that Web3, user privacy, self-sovereign identity systems, and censorship resistance protocols can be better aligned with user needs.
- Oversaw the development of new design patterns and UI paradigms for gossip-based communication protocol (whisper), leading to 300% increase of time spent on messaging.
- Collaborated with fintech experts, developers, and users gathering requirements to guide the design and implementation of crypto wallet. Efforts led the development of more user-friendly ways to recover and store private keys with fewer frictions on user onboarding.
- Led the design of Dapp ecosystem (curation, submission and user management) by partnering with community managers and 3rd party developers.
- Researched and tested proof of concept of visual programming language for smart contracts, enabling users to program simple rules without needing to code.
- Assisted in product strategy by facilitating conversations across teams (product, user research, development, legal and user community) to narrow scope for the beta launch.

Samsung Mobile Lab   *San Francisco, CA* 2012 - 2015

Design Lead, Strategy

- Led strategic vision, and helped design and drive multiple interactive products successfully to market by interfacing with all of the teams necessary to translate proof of concepts into successful product launch, from design and user research to engineering and executive teams.
- Combined strategic foresight, trends analyses, and user insights to amplify weak signals, envisioning possible scenarios through concept videos, reports, fantasy UI, and high-fidelity prototypes to carry the vision forward.
- Oversaw the research and development of the first wearable camera driven by machine learning and computer vision. Partnered with external vendors to overcome engineering challenges, following close collaboration with HQ to bring the concept to market.
- Managed accessibility design strategy across all Samsung mobile products by partnering with various organizations to design unique features and services that leveraged the lab's research on HCI, voice, sound UI, and image processing to better serve the community.
- Designed and prototyped Gear S interaction model, and led the sound and ambient UI concept for Galaxy View.
- Led research, ideation of multiple mobile OS concepts, by synthesizing user insights and usability evaluation of existing architectures into new features, motion, visual and UI paradigms.
- Collaborated with cross-functional teams bridging technical and usability issues on device-to-device connectivity to design protocols used in many of Samsung's IoT products (SmartThings).

Globo.com   *Rio de Janeiro*, *Brazil* 2011 - 2012

Senior Interaction Designer

- Promoted design culture through organizing workshops and symposiums with leading experts and product team to gather insights and define best practices in usability, information architecture and software design across the largest media group in Latin America.
- Oversaw the largest ethnographic study on online habits ever conducted on the Brazilian territory, gathering real insights about thousands of users to inspire the next iteration of existing products, and guide development of new features and services.
- Worked with top executives to bring the video-on-demand service (globo.tv) to the mobile market, reaching an audience of 4 million users in its first year.
- Led the design of the first news iPad app to be released on the Brazilian app store, reaching 500k downloads on its first month.
- Created the first cross-media iPad experience that combines live broadcast with real-time statistics, awarded the most innovative app by Apple in 2012.