

b. December 1st 1990, Tucson, AZ, US  
 Currently based in New York, NY, US  
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## Employment

Samara (Airbnb), Other Internet, FOAM, Open  
 Space Observatory, Urbit, and others  
 2018–Ongoing  
 Freelance Research and Development,  
 Product/Infrastructure/UX Designer

Tumblr  
 December 2015–May 2018  
 Senior Digital Product Designer

IBM  
 April 2013–December 2015  
 Digital Product Designer (UX-focus), Prototyper,  
 Co-founder of IBM Community Radio

Henkel Consumer Products, Smart Design, OXO  
 December 2012–May 2013  
 Industrial Designer, Design Research

## Organizations/Affiliated Projects

New Computer Working Group  
 2017–Ongoing  
 Writing, Workshopping, Prototyping

Learning Gardens  
 2016–Ongoing  
 Co-founder, Facilitator

## Teaching

Parsons School of Design  
 Spring 2017, Core Studio Interaction Design  
 Part-time Faculty

IBM Design  
 2014–2015  
 Prototyping Workshop Lead Facilitator

## Education

The Design School at Arizona State University  
 August 2009–May 2013  
 Bachelor of Science in  
 Industrial Design, with honors

## Workshops, Lectures, Exhibitions, Writing

“Being a Body”  
 February 2018, METRO Library Council  
*with Callil Capuozzo and Sarah Hamerman*

“On Building Knowledge Networks”  
 August 2018, The Creative Independent, Are.na

## Software & Work Knowledge

Software Drawing:  
 Figma, Sketch, Adobe 2D products (AI, PS, etc.)

Software Prototyping:  
 I prefer Framer but have used/tried it all

Up-to-date with rapidly evolving  
 frontend development tooling:  
 Prototyping capability via HTML/CSS/JS  
 General Version Control

User Research:  
 Experienced in various methods of quantitative  
 and qualitative data gathering,  
 research tools (improvised and otherwise), and  
 user communication/interview best practices

Proficient at communicating and presentation via  
 drawing, wireframing, doodling, whiteboarding, etc.

Rapid physical prototyping:  
 Wood, foam, plastic, metal: I can shape it all!  
 Various 3D apps/workflows:  
 Rhino, Solidworks, Blender, Cinema 4D  
 “Industrial Design-related” fundamental knowledge:  
 Human ergonomics, basic materials science,  
 manufacturing methodologies, etc.

## Additional Context

Something I tweeted a while back that nicely  
 encapsulates my working thesis for the next 20 years:

*“More often than not, the most meaningful  
 human activity boils down to providing support  
 structure for one another — in turn, the most  
 meaningful designed output is infrastructure.”*

## Things I'm Currently Learning

Clothing construction and pattern-making,  
 Lisp, Rust, Go, ECMAScript, React  
 Distributed Systems Design  
 Formal/institutional pedagogy  
 Mandarin Chinese