

Penny Webb

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Education

Cambridge, MA 2017(expected)	Massachusetts Institute of Technology (MIT) Master of Science in Media Arts and Sciences at MIT Media Lab
Eindhoven, NL 2014	Design Academy Eindhoven Master of Arts in Contextual Design
London, UK 2010	University of the Arts London BA(Hons) Interaction Design

Experience

Cambridge, MA 2015 - present	Tangible Media Group, MIT Media Lab Research Assistant <ul style="list-style-type: none">Developed physical CAD modeling tools for dynamically adjusting 3D geometry in real spaceDesigned and developed audio prototyping tools for testing sonic interactions in contextDeveloped weight-based interface for location sensing upon tabletop surfacesSecured \$150,000 funding for research project with popular toy company, to develop dynamically reconfigurable materials for new generation toys
Boulder, CO 2015	Crispin, Porter + Bogusky (CPB) Invention Designer (Intern) <ul style="list-style-type: none">Worked with product innovation team to invent new forms of user experience for brand engagement
Antwerp, Belgium 2014 - 2015	Unfold Product Designer <ul style="list-style-type: none">Designed and built physical CAD modeling tools for dynamically adjusting 3D geometry in real space
London, UK 2012	Poietic Studio Designer (Freelance) <ul style="list-style-type: none">Designed interactive installations and event experiences
Rotterdam NL 2011	Studio Makkink & Bey Design Internship

Volunteer

Kimilili, Kenya 2012	CBSM School (NGO) English Teacher <ul style="list-style-type: none">Taught classes and helped in school construction
London, UK 2011-2012	Jo's Cervical Cancer Trust Fundraiser <ul style="list-style-type: none">Raised over £3000 through organising sponsored events and running the London Marathon

Other

T/U Delft School of Architecture
Guest Lecturer
Delft, NL 2015

Disegno Magazine
Writer/Reviewer (freelance)
London, UK 2013 - ongoing

Onedotzero
Cascade Participant
London, UK 2009

Exhibitions / Awards

2016 Radical Atoms, Ars Electronica Festival, Linz, Austria
2016 The Bauhaus #itsalldesign, Vitra Design Museum, CH
2015 Nominee, Designs of the Year, Design Museum London, UK
2015 (Co-Curator) This is Work, Basel, Switzerland
2014 InResidence, Venice Architecture Biennale, Venice, IT
2014 Graduation Show - Design Academy Eindhoven, NL
2014 Fragments of Ongoing Fiction, DDW, Eindhoven, NL
2013 Elle Inside Design, Amsterdam, NL
2012 (Curator) Pop-Up Print - London, UK
2011 Cieplce Collective Open Studio Cieplce, Poland
2010 Anti-Design Festival, LDF, London, UK
2010 Powers of Ten, LCC, London, UK

Technical Skills

CAD Software Fusion360, Rhino, SolidWorks
Modelling/Animation Maya, 3DS Max, Unity
Editing Software Photoshop, Illustrator, Indesign, After Effects, Premiere
Programming (basic) Javascript, Python, C++, Arduino, Processing, p5.js, HTML, CSS
Fabrication Tools Laser cutter, CNC, 3D Printing, ceramic technologies

Interests

Analog Synthesizers
Printmaking and Silk Screening