

David Boardman

Citizenship: Italian
Date of birth: August 18, 1978
US: +1-617-669-1885
IT: +39-347-469-8449
db@tinktank.it

Profile Focused on the functional and emotional impact of technologies in our everyday lives, I am an interaction designer engaged in creating meaningful connections between people, information and sociable spaces. I am passionate about working on design projects starting from the concept development to the prototyping phase - on both philosophical and practical levels. I have experience working with and leading interdisciplinary and multi-cultural teams on projects with tight timelines. I am particularly interested in social sustainability, participatory cultures, mapping systems and information architecture.

Areas of expertise Design research, Strategy, Creative thinking, Concept generation, Interaction design, Experience design, Future-casting, Scenario and persona development, Screen-based prototyping, Physical computing prototyping, Video prototyping, Project management, Mobile design and prototyping, Urban computing, Visual design, Communication, Typography, Print, Photography, Web development, Information architecture, GUI, Tangible interfaces, Sociology, Semiotics.

Experience **Designer & Researcher at MIT Design Laboratory (Mobile Experience Lab)**
Cambridge, MA - From March 2008 to July 2010

- ▶ Managed Mobile Experience Lab global collaborations with Telefonica R&D, Nokia, RAI Broadcast TV, PUC-RS. Participated as a team member in collaborations with Cisco - Connected Urban Development project, MIT-FBK Connected Home Alliance, RATP - Transportation in Paris, MIT Smart Cities Group.
- ▶ Contributed to the projects' design process with design research, concept generation and development, scenarios and visions, art direction, interaction and visual design, contacts with sponsors' representatives and team management.
- ▶ Managed successful delivery of working prototypes deployed in public events with extensive user tests.
- ▶ Teaching assistant for the "Design Without Boundaries" (MAS.551J) workshop ran by William J. Mitchell and Federico Casalegno.

Exhibition Design Consultant at Domus Academy Research & Consulting (DARC)
Milan, Italy - From January to March 2008

- ▶ Design consultant for an exhibition design project with the Industrial Archeology Museum in Fiorano (Modena, IT). Worked on concept generation & development, delivery of a working interactive prototype for the final exhibition.

Research resident at Kitchen Budapest - Deutsche Telekom Innovation Lab
Budapest, Hungary - From August to September 2007

- ▶ Research focused on the philosophy and design patterns of the emergent Web of Things practices. Concept development and implementation of a networked object prototype - Transdanube.

Senior Interactive Designer at Netbe
Aosta, Italy - From February to December 2006

- ▶ Art direction, Interactive design, Digital signage applications design & development
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Lecturer and Workshop coordinator at Universidad de Chile

Santiago, Chile - From March to July 2005

- Organizer and lecturer at “Aesthetics for a calm technology” course on new media arts and urban computing (part of the Doctoral course of Arts and Aesthetics).
- Weekly lessons
- Workshops on urban mediated spaces and collective memory representation. Organized four media arts performances: "Deriva en Santiago", "Santiagorama" and "Memoria Historica de la Alameda" and "Here I Remember That..."
- Developed "Cultural Luggage" locative media platform and managed the team content production for the project "Memoria Historica de la Alameda".

Lecturer at Media & Communication Studies - Università di Torino

Torino, Italy - From October to December 2005

- Organizer and lecturer at the BA/MA course “Artistic practices on the Net”
- Weekly lessons and students' assessment.

Web Designer & Developer at CSP - Innovazione nelle ICT

Torino, Italy - From October 2003 to February 2005

- Worked in a multi-disciplinary team developing e-Learning and collaborative web applications in open-source environments
- Main tasks: web design and development, information architecture

Education

MA in Interaction Design with Distinction degree.

2007 - Interaction Design Institute & Domus Academy - Milan, Italy.

- Graduated with a distinction degree
- Enrolled with a “Techno-Talents” full-tuition scholarship
- Workshops and projects with Tinker.it, Interaction Design Lab, Fondazione Valore Italia, IROMEC Consortium, Total Tool, Icon Media Lab, FuoriSalone

BA with Honors in Media & Communication Studies

March 2003, Università di Torino, Italy

- Focus: Sociology, Psychology, Semiotics, Visual arts, Communication

Skills

Languages

Italian (mother tongue), English (fluent), Spanish & French (good).

Software

Adobe CS5 suite, OmniGraffle, FinalCutPro, iMovie, Office suite, iLife suite, iWork suite.

Prototyping

- Flash, Actionscript, Java, PHP, XHTML, CSS, JavaScript
 - Electronics basics, Wiring & Arduino environments, Processing, TUIO Reactivation, VVVV
 - Android SDK on Eclipse
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Conferences, Talks & Exhibitions

Ars Electronica (Linz, AT), MIT Humanities + Digital Conference (Cambridge, US), Pervasive Computing Conference (Nara, JP), Digital Eretics at International Journalism Festival (Perugia, IT), Fuorisalone (Milan, IT), MobileFest (Sao Paulo, BR), RomaDesign+ (Rome, IT), Art Biennial (Santiago, CL), "Civic Media" workshop at PUCRS (Porto Alegre, BR), Mobile Internet World (Boston, US), The Arts & Politics of Netporn (Amsterdam, NL), Kitchen Budapest (Budapest, HU), CTST (New Orleans, US), Grinzane Cinema (Stresa, IT), Museo de Arte Contemporaneo (Santiago, CL), BIP - Italiawave (Florence, IT), PUC Valparaiso (Valparaiso, CL).

Articles and Publications

- ▶ "Locast Civic Media: ubiquitous media and mobile geo- social networks as tools to foster civic media practices" at MobileFest 2010 - Sao Paulo (BR)
 - ▶ "Rethinking the mobile shopping experience", at PerComp 2009 - Nara (JP)
 - ▶ "Dutch Extravaganza", at Picnic Conference 2008 - Amsterdam (NL)
 - ▶ "Hacking en Santiago", at Arts Biennial 2006 - Santiago (CL)
 - ▶ Design and media arts projects featured on Scientific American, We Make Money Not Art, Wired.it, Infosthetics, Sky News Italia, Repubblica.it
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Design and media arts portfolio

<http://www.tinktank.it/portfolio/>

Interests

Photography, media arts, independent cinema, geo-politics, aeno-gastronomy culture, traveling, alpine hiking, snowboarding, play/watch football, urban drifting, people-watching.
