



RAHUL SEN

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PROFILE

A Masters level Interaction Designer with a rich, multi-disciplinary background in Interior Architecture and Theatre. Aim to use my creative, inter-personal and multi-faceted design skills to do visionary work that not only solves problems, but also creates new insights, opportunities and cultural innovation. Presently working at [Ergonomidesign](#) in Stockholm since June 2009.

5 RECENT PROJECTS

1. Future concept/prototype '[Helping Hands](#)' developed on an MS Surface Table. (Client: Internal)
2. [Windows Phone 7 apps](#) concept, visual design and wireframing. (Client: Confidential)
3. Medical next-generation ICU user experience due for release in 2013. (Client: Confidential)
4. Stop-motion experimental video '[Light Lovin](#)' (Client: Internal)
5. '[Chameleo](#) - the curious case of human identity', a future-concept. (Client: Microsoft)

WORK EXPERIENCE

INTERACTION DESIGNER, [ERGONOMIDESIGN](#), STOCKHOLM (SWEDEN); JUN 2009 - PRESENT

Currently working at Ergonomidesign on several confidential projects in varied areas. These include medical projects, consumer electronics, design strategy, app-development and art-direction. The projects involve gestural interaction, natural user interfaces, future-casting for various industries, graphical UI design for small and large screens and lots more. Contact: [Lennart Andersson](#)

INTERACTION DESIGN INTERN, [TEAGUE DESIGN](#), SEATTLE (USA); JUN - DEC 2008

Worked on varied interaction design projects for web, screen and tangible interaction. Roles ranged from scenario development to wire-framing of the interaction design for consumer products and services for global brands like Microsoft Surface, Microsoft Zune, HP and MOD. Was directly responsible for the development of experience prototyping systems that linked graphical user interfaces, basic circuitry and hardware components. Resulted in an internal platform for testing and iteration of product-UI systems within Teague. Contact: [Tad Toulis](#), [Erick Waldman](#)

INTERACTION DESIGN INTERN, [ATLAS COPCO](#), ÖREBRO (SWEDEN); JAN - JUN 2008

Collaborated with product designers, engineers and software developers for the design of graphical user interfaces for highly complex industrial and mining machinery with very specialized tasks. Was specifically involved in the design and evolution of Man-Machine Interaction future concepts, graphical icon-symbol database and other projects in the field of graphical user interfaces and user-centered design. Contact: [Alex Liebert](#)

ARCHITECT/VISUAL DESIGNER, [LWW ARCHITEKTEN GMBH](#), BERLIN (GERMANY); NOV 2005 - MAY 2006

Involved in design and production of various architectural, urban and interior design scale projects in various parts of Germany, Iceland and Europe. Responsibilities ranged from concept development, visual communication, architectural modeling (physical and digital) and rendering of final solutions of multiple projects.

ARCHITECT/ DESIGNER - '[TEA TOGETHER](#)', ST. REMY AU BOIS (FRANCE); JAN - AUG 2005

Designed and built the residence/office spaces for the Gifford Family in France during which time my responsibilities switched between architect, interior architect, furniture designer, carpenter and mason. I was involved in the construction as well as conception of the Residence project.

EDUCATION



MA Interaction Design - [Umeå Institute of Design](#), Umeå University; June 2009

MA Interior Architecture - [Center for Environmental Planning and Technology \(CEPT\) University](#); February 2004

SPECIALITIES

Future-concepts and scenarios, Trendcasting, Product Interaction Design, Art Direction, Visual UI Design, Experience Prototyping, Information Design, Icon and Symbol Design, Animation, Film Making, Design Ethnography, User Research Methods, Agile development methods.

TECH SKILLS

Very fluent in Adobe Suite CS5, After Effects CS3, AutoCAD, ArchiCAD, Adobe Audacity, Adobe Premiere and other software.

Fluent in Flash CS5, with basic skills in Action Scripting 2.0, 3.0, Flash XML, hardware sketching on Processing, Arduino, NADA, phidgets and other platforms.

OTHER SKILLS



Accomplished public speaker with experience at speaking at various design events (Svensk Form, Konstfack etc.).



Writer at design blog [Johnny Holland](#) and other design forums.



Masters Design visiting tutor at Konstfack (Design and Art Academy, Stockholm)

AWARDS AND RECOGNITION

FOR PROJECT - "CHAMELEO"; CLIENTS - MICROSOFT, SEATTLE

Invited by SEMCON (ex-owners of Cliff and Propeller Design) to Gothenburg to present and exhibit project as part of a group representing the Umeå Institute of Design, Sweden.

FOR PROJECT - "LOOPS OF FAITH"; CLIENTS - NOKIA, FINLAND

Invited by clients Nokia to their headquarters at Espoo, Finland (near Helsinki) to present my project – "Loops of Faith" at their Only Planet Conference 2008.

FOR PROJECT - "DUALOG" ; CLIENTS - LUFTFARTSVERKET, SWEDEN

Invited to present my project "Dualog" to clients Luftfarsverket (The Airports Authority of Sweden) at their annual general meeting at Stockholm on June 14th, 2007. 'Dualog' was presented as part of the organization's mission statement for future airport development plans in Sweden in the years ahead.

FOR PROJECT - "BLOOM" ; CLIENTS - MAQUET CRITICAL CARE, SWEDEN

Invited to present my project "Bloom" to clients Maquet Critical Care, Stockholm at their annual general meeting at Stockholm in Feb 12th, 2007. 'Bloom' was chosen ahead of other projects submitted, as a source of inspiration and direction for future concepts at Maquet.

MOST DISTINGUISHED GRADUATING STUDENT, CEPT, AHMEDABAD, INDIA

For my overall performance in architectural studies as well as my involvement in a host of other activities such as theatre, student administration and sports, I was awarded the Vastu Shilpa Foundation Award in 2003-04.

BEST OVERALL PERFORMANCE IN 5 YEARS, CEPT, AHMEDABAD, INDIA

For consistent performance in architectural studies over the five years that I spent there, I was awarded the Parvatishankar Bhaishankar Award in 2003-04.