

Mark Hauenstein
Interaction Designer MA(RCA)

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Portfolio <http://www.nurons.net>

In Brief I am an interaction designer who combines advanced technical skills with a perceptive awareness of the users needs and experiences. I recently gained a Masters in Interaction Design at the Royal College of Art where I acquired a broad set of skills and methodologies. Among these are physical and software prototyping, conducting user research and sketching out scenarios. My interests lie in the creation of highly engaging and playful experiences spanning across a wide field of applications including systems, environments, interfaces, and products.

Work Experiences

- 2005** *Artbar, RCA, London*
Developed a multi-projection video system for a bar
Nokia (Schulze & Webb), London
Worked on experimental research project
d+d arts ltd., London
Created portfolio website for Architect Carlos Dublanc
- 2004** *Kibook, London*
Developed Flash based CD-ROMs.
- 2003** *Salon Media (FLI Advertisement), London*
Created Flash website with XML integration.
Middlesex University, London
Created and project managed print and web related publications for degree show.
- 2002** *flyTXT, London*
Designed corporate identity and portal for a web based SMS marketing website.
iBIZa, London
Designed corporate identity for print and web presence for accountancy company.
- 2001** *Boxfresh (its interactive), London*
Developed brand defining Flash website.
- 1998 - 1999** *ergo, Duesseldorf*
Worked as intern and technician in design and new media consultancy. Designed photo-realistic presentations of architectural CAD models using 3D modelling software.

Education

- 2003 - 2005** MA Interaction Design, Royal College of Art, London
2000 - 2003 BA (Hons) Fine Art, Middlesex University, London
1999 - 2000 BTEC Certificate in Art & Design, Chelsea College of Art and Design, London

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Skills

- Design Software** Macromedia Studio MX, Adobe CS Suite, Adobe Premiere, Adobe AfterEffects, FinalCut Pro, DVD Studio Pro, Cinema4D
- Programming** Director Lingo, Flash ActionScript, Processing (Java), Max/MSP & Jitter (including programming external objects in Java and JavaScript), SoftVNS (a high performance real-time video environment), XML, HTML, JavaScript
- Electronics** PIC (PicBasicPro, MicroCodeStudio), BasicStamp
I have experience with a broad range of sensors, in particular accelerometers.
- 3D Prototyping** I have made physical models using SolidWorks, CNC milling machines and Rapid Prototyping facilities.
- Languages** English, German, Japanese, French (intermediate)

Publications

- 2005** *AXIS* magazine, vol. 118
Feature on the Pancam project
- 2004** *The Art of Experimental Interaction Design*
The Audio Shaker was featured in this book published by IdN.

Exhibitions

- 2005** *RCA The Show Two*, RCA, London
Exhibited 'Pancam', 'OiTV' and 'Audio Shaker'
MA Interaction Design – Work in Progress, RCA, London
Exhibited 'Pan Vision' and 'Sound Fountain'
- 2004** *NEXT2004*, Basecamp, Copenhagen
Exhibited 'Audio Shaker'
- 2003** *Are you looking at me...?*, 291 Gallery, London
Performed with Fabrice Mogini using a custom made audio-visual software.
in>visible 2, 291 Gallery, London
Performed with Fabrice Mogini using a custom made audio-visual software.
- 2002** *in>visible 1*, 291 Gallery, London
Exhibited 'the incapability of saying...', a generative video installation.
Spacescape, QP Gallery, London
Curated and project managed a group exhibition of upcoming artists.
- 2001** *UNSENSEd*, Bar Chocolate, London
Held and managed monthly audio-visual event.

Interests Watching movies, playing piano, snowboarding

References Available upon request.