

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, and others
 2018–Ongoing
 Freelance Research and Development,
 Product/Web/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