

Curriculum Vitae

Name Mark Hauenstein
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Portfolio markhauenstein.com/portfolio.pdf

Summary

German citizen, works and lives in London, UK. More than 10+ years of experience working as a hybrid designer / engineer creating interactive installations, researching and developing novel digital and physical user interfaces. Gained MA from the Royal College of Art in 2005. Worked on multiple award winning projects. Exhibited and published personal work internationally. Experienced in teaching BA and MA level design students. Passionate about how people engage with technology in their daily life. Loves to code, make and build new things.

Employment

- July 2011 - present **Research Fellow (Creative Technology), Interaction Research Studio, London**
Researching and developing networked sensing devices as part of an European Research Council funded research project called 'ThirdWaveHCI'.
<http://www.gold.ac.uk/interaction>
- July 2012 - present **Freelance Creative Technologist, HarmonicKinetic, London**
Concept, software and hardware development on interactive projects for Google Creative Labs, Tate and the Science Museum in London.
<http://harmonickinetic.co.uk>
- June 2012 - December 2012 **Freelance Creative Technologist, Loop.pH, London**
Researched and developed a responsive LED based lighting framework and worked on light installations for EDF Energy and Belvedere Vodka (LVMH).
<http://loop.pH>
- December 2011 - January 2013 **Freelance Creative Technologist, Pelonio, London**
Consultancy on a number of interactive and kinetic installations for Mercedes.
<http://www.pelonio.com>
- December 2011 - January 2012 **Freelance Creative Technologist, Selfridges, London**
Implemented interactive mirror for luxury changing rooms in London flagship store.
<http://www.selfridges.com>
- October 2009 - July 2011 **Head of Creative Technology, Allofus Design, London**
Managed a team of creative technologists. Created and implemented interactive installations for major museums in London including the Science Museum and the Victoria & Albert Museum. Worked on a range of retail, web, mobile and digital TV related projects for clients including Nike, Microsoft, Sky, and Yota.
<http://www.allofus.com>
- October 2007 - October 2009 **Head of Research & Development, Allofus Design, London**
Worked on internal and external research projects exploring and scoping digital technologies and novel physical interfaces for clients including the NHS and Nokia.
<http://www.allofus.com>
- February 2006 - June 2007 **Freelance Interaction Designer / Developer, Allofus Design, London**
Worked on a multi-screen installation for Chelsea Harbour Design Centre and a series of 3D games for the Natural History Museum.
<http://www.allofus.com>

Employment (continued)

- October 2005 - November 2006 **Freelance Technology Consultant, Snibbe Interactive, San Francisco**
Managed setup of interactive installations by media artist Scott Snibbe.
<http://www.snibbeinteractive.com>
- October 2005 - December 2005 **Freelance Interaction Designer, Digit, London**
Worked on interactive retail experience for Motorola.
<http://www.digitlondon.com>
- September 2005 **Freelance Interaction Designer, Schulze & Webb (now BERG), London**
Worked on ambient display system for a Nokia research project.
<http://berglondon.com>

Education

- October 2003 - June 2005 **MA Interaction Design**
Royal College of Art
- October 2000 - June 2003 **BA (Hons) Fine Art (First Class)**
Middlesex University
- October 1999 - June 2001 **Foundation in Art & Design (Distinction)**
Chelsea College of Art & Design

Awards

- 2013 **Honorable Mention - CHI**
Gaver W., Bowers J., Boehner K., Boucher A., Cameron D., Hauenstein M., Jarvis N., Pennington S., (2013). Indoor Weather Stations: Investigating a Ludic Approach to Environmental HCI Through Batch Prototyping. CHI '13 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems
Pages 3451-3460. ISBN: 978-1-4503-1899-0
- 2011 **Honorable Mention - AAM Muse Award**
Category: Interpretive Interactive Installation
Project: Atmosphere gallery for the Science Museum, London, UK
- 2011 **Commendation - Design Week Award**
Category: Installations
Project: Who Am I gallery for the Science Museum, London, UK
- 2009 **Winner - Design Week Award**
Category: Digital Design - Information
Project: Microsoft Interactive Canvas
- 2009 **Finalist - New Media Age Awards**
Category: Technical Innovation
Project: Microsoft Interactive Canvas
- 2007 **Book selection - D&AD Awards**
Project: Cardiac Theatres Suite Interactive installation
- 2005 **Jury Recommended Works - Japan Media Arts Festival**
Project: OiTV

Publications

- 2013 **CHI '13 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems**
Gaver W., Bowers J., Boehner K., Boucher A., Cameron D., Hauenstein M., Jarvis N., Pennington S., (2013). Indoor Weather Stations: Investigating a Ludic Approach to Environmental HCI Through Batch Prototyping. Pages 3451-3460. ISBN: 978-1-4503-1899-0
- 2010 **Creative Review: The Annual 2010**
<http://www.creativereview.co.uk/back-issues/creative-review/2010/may-2010>
Creative Review
Featured work: AX&L (Shortlisted under Interactive and Digital Media category)
- 2008 **Digital by Design: Crafting Technology for Products and Environments**
<http://troika.uk.com/digitalbydesign>
Thames & Hudson
Featured work: Pancam
- 2007 **D&AD Awards 2007 Book**
<http://www.dandad.org/awards/professional/archive/search?q=AllofUs&category=&year=2007>
Selected work: Cardiac Theatres Suite Interactive installation
- 2005 **Axis Magazine vol. 118**
<http://www.axisinc.co.jp/english/magazine/mediainfo.html>
Axis Inc.
Featured work: Pancam
- 2004 **IdN Special 04: The Art of Experimental Interaction Design**
<http://idnproshop.com/item/?id=special04>
Ginkgo Press
Featured work: Audioshaker

Talks & Exhibitions

- 2013 **TEI 2013, Barcelona, Spain**
Exhibited project: Indoor Weather Stations
<http://www.tei-conf.org/13/sites/default/files/page-files/Hauenstein.pdf>
- 2012 **National Media Museum, Bradford, United Kingdom**
Exhibited project: Indoor Weather Stations
<http://www.nationalmediamuseum.org.uk>
- 2009 **COFA Talks, Sydney, Australia**
<http://online.cofa.unsw.edu.au/cofa-talks-online/cofa-talks-online?view=video&video=1>
- 2009 **Interaction Design Forum 09, Hildesheim, Germany**
<http://www.digital-motion-interaction.de/>
- 2008 **Microsoft Remix 2008, Brighton, United Kingdom**
Talk / panel discussion
<http://www.microsoft.com/uk/remix08/speakers.aspx>
- 2006 **NIME 06, IRCAM / Centre Pompidou, Paris, France**
Exhibited project: Audioshaker
<http://www.nime.org/2006/artistic.htm>
- 2006 **Japan Media Arts Festival, Tokyo, Japan**
Exhibited project: OiTV
<http://j-mediaarts.jp>

Practical Skills

Code / Frameworks	<p>Highly skilled in creative coding and physical computing using a range of programming frameworks including openFrameworks, Processing, Unity3D, MaxMSP.</p> <p>Experienced in numerous programming, scripting and markup languages including C, C++, C#, Java, JavaScript (nodejs / jquery), ActionScript, HTML, CSS.</p> <p>Good understanding of 3D programming, physics engines, hardware accelerated graphics (OpenGL / GLSL), computer vision based multi-touch, object and gesture recognition systems (OpenCV).</p> <p>Working knowledge of SQL / NoSQL databases (MySQL, mongoDB, redis) and common web-based communication (RESTful, WebSockets, UDP, etc.)</p>
Sensors / Electronics	<p>Proficient in prototyping physical interfaces with embedded electronics using Arduino and NETMF based microcontroller systems.</p> <p>Experienced working with a range of motion, touch and acoustic sensors, wireless modules, displays, motors and other actuators.</p> <p>Basic knowledge working with rapid prototyping machinery including CNC, laser cutters and 3D printers.</p>
CAD / Design Tools	<p>Proficient in design and animation tools including Photoshop, Illustrator, InDesign, Flash and AfterEffects. Working knowledge of multiple 3D packages including Cinema4D, Maya, SolidWorks and Rhino.</p>
Languages	<p>Speaks fluently German, Japanese, English.</p> <p>References available on request.</p>