simone rebaudengo.

simone rebaudengo@gmail.com
simonerebaudengo.com
@fishandchipsing
Based in Shanghai
Italian Nationality

current affiliations.

Partner
automato.farm. since '14
A design group focusing on the everyday implications of present and future technologies in form of real and fictional products for international institutions and museums.

Visiting Lecturer
Copenhagen Institute of Interaction Design. since '14
Teaching classes around the topics of design fiction, prototyping and connectd and smart products.

Partner
YEAST. since '17
Co-founded a future of food and living laboratory launching companies at the intersection of food, emerging technologies, and urban living.

current & past clients.

Dubai's Museum of the Future, BMW, Google Creative Lab, Philips, Creative.ai, Haier, Airpop, Siemens, Alitalia, Sky.

work experience.

Principal designer
BMW Design works, Shanghai. 08/17-11/2018
Team lead on future mobility and AI assistant projects with BMW Design teams and explorind Machine Learning Design tools .

Designer & Researcher in residence
BitsxBites, Shanghai. 11/16-081/7
Researching the implications of emerging technologies in future experiences and businesses across the food value chain.

Senior Interaction designer
frog, Shanghai and Munich. 05/12-05/16
Working on digital, tangible and behavioral interfaces and torture many objects and work with major clients like Siemens, Alitalia and Sky.

Designer & Researcher in residence
Haque D+R& Pachube, London 10/11-12/12
Exploring the social dynamics between people and objects and objects between themeselves in the present and future Internet of Things.

Interaction design Intern
Mobile Life Institute, Stockholm. 09/08-05/09
Designer and researcher for Pervasive gaming experiences experimenting with RFID and Mobile technologies.

education.

MSc Design Engineering, Design for Interaction
Delft University of Technology. class of 2012.

BSc Industrial Design
Polytechnic University of Turin. class of 2008.

Exchange Program
Royal Institute of Technology Stockholm. 2008.

awards.

2017 IDSA IDEA Award
Silver, Children Products Category
2016 FastCo Innovation by Design Award
Finalist, Experimental category
2016 Internet Of Things Award
Design Fiction
2015 Core77 Design Awards
Runner Up, Professional Speculative concept
2014 IXDA Award
Best in show and Best in category engaging
2015 Internet Of Things Award
Design Fiction category
2015 Core77 Design Awards
Honoree, Speculative Design
2014 Robot Film Festival
Botsker Prize for "Most Uncanny"

talks & workshops.

Universities
Tongji University, CAFA Beijing, Beijing University, Tsinghua Univeristy, SUPSI, CIID

Conferences
Interaction17, THE Conference, Global Art Forum, UX London, CANUX, SolidCon SF, dconstruct ,TEDX Firenze

skills.

Interaction and Product design
Design research, User centered design, Usability testing, Workshop facilitation, Rapid Prototyping, Video Prototyping, Physical Computing, GUI and TUIs.

Programming
HTML, CSS, JS, Node JS, Processing, Arduino, Unity.

Tools
Illustrator, Photoshop, Indesign, After effects, Premiere, Sketch, Rhino, Unity.