

Douglas Mann

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EXPERIENCE_

Google ATAP

Oct'21-Feb'23

Interaction Designer at Google ATAP, helping define, prototype and integrate human-computer interactions for research and future product. Working across Ambient Computing, Spatial UX, UX Engineering, and storytelling.

Google Creative Lab

Oct'19-Jan'21

Product Designer in the Google Creative Lab. Worked in small, nimble teams of multidisciplinary creatives to initiate playful hardware projects through to launch. Utilized Google's EdgeTPU to design the ML robot, Milo, and it's DIY open-source counterpart, Alto. Project: Alto >

DLX Design Lab

Jul '19-0ct '19

Creative Technologist freelance work for the Tokyo-based design studio that pairs scientific research with design thinking. Designed and held workshops to explore the use of haptics in new HCI usecases in the home/retail environment.

Imperial College London

May'19-Oct'19

Mechanical Engineer in the Blast Injuries Research Lab. Created a sub-\$100 3D-printed prosthesis alternative for KD amputees in developing countries. My role covered the R&D, rapid-prototyping, analysis and on-site research in Tanzania. After Red Cross approval further PhD grants were awarded for R&D at ICL. Project: Imperial Knee >

Jan'19-May'19

Mechanical Engineer at Imperial's Innovation Incubator in BioTech startup, Arborea. Designed the fluid system chassis and architected a larger pilot model, helping secure Series A funding. R&D, DFX, and liaising with manufacturers.

NASA Ames Research Centre

Jul'18-Nov'18

Research Assistant in the Human Factors division. Developed a device to more accurately measure capacitive touch-screen refresh rate latency, reducing the data captures margin for error from ~120ms to 7ms. Patent pending. Project: Ctrl-M >

EDUCATION_

Imperial College London

Sep'16-Jul'18 Masters Degree

(MSc.) Innovation Design Engineering - Distinction Full scholarship. Double Master's student in the Dyson School of Design Engineering; experimentation, engineering, and enterprise activities with an emphasis on prototyping and proving technical concepts. Final project awarded gold in International Design Awards and featured on Dezeen and others, totalling ~2m views. Project: TypeCase >

The Royal College of Art

Sep'16-Jul'18 Masters Degree (MA.) Innovation Design Engineering - Distinction Full scholarship. Held at the worlds leading Art and Design School; exploiting creativity to deliver social and economic benefits through design, and to achieve commercial success through innovation. Final project awarded Core77 Design Award, and multiple magazine features, totalling ~500k reads. Project: Voice Blox >

University of Exeter

Sep'12-Jul'15 Bachelors Degree

(BEng.) Mechanical Engineering - 1st Class Hons.

A traditional Engineers degree including advanced modules on materials, thermo & hydrodynamics, computational modelling & simulation, mechanical design, mathematics, managament. Awarded top marks for final Thesis.

2019 Core77 Design Award Winner

2019 3DHubs Grant Commendation

2018 International Design Awards - Gold

2018 European Design Awards - Platinum

2018 Helen Hamlyn's Award for Creativity

2017 ISEA competition - Winner

Exhibitions_

2018, Dubai Design Week, Dubai

2018, Dyson Graduate Show, London

2018, School of Design, RCA

2018, VCC Showcase, ICL Enterprise Hub

2017, Alumni Project Exhibition, 1851

2012, Arkwright Scholar Showcase, UCL

SKILLS USED_

HCI/IxD

User centred design UX frameworking UX engineering (js)

IxD, UX, UI, ID Figma Embedded Systems CAE (SW & Fusion) Rapid-prototyping

Workshop curation User research User analysis Embedded Systems

Rapid-prototyping Mechanical design CAD (Solidworks) CAE (ANSYS) Stress analysis User research

Structural design DFM & DFA CAE (Solidworks) Field testing

Embedded systems Flectronics 3D printing Experiment design

SKILLS LEARNED_

Arduino, RPi Electronics Python, C++, Html, JS, p5 Project management Storytelling

User-centred design User-testing Design thinking Design research Design futures UX/UI/IxD

CAE: CAD, CFD & FEA Milling, turning, CNC Manufacturing Engineering math. Engineering design

Publications_

2020, Dezeen, Global (TypeCase)

2019, 3D Hubs, (TypeCase)

2019, Student Design, Netherlands 2019, Interaction Magazine, Global

2018, Interesting Engineering, Global

2018, Techworld, UK

2018, AXIS Magazine, Japan

2017, China Daily, China

Patents_Tactile language learning tool, (GB1800839.1)

NASA Capacitive touch-screen response latency measure, (pending)