Douglas_Mann

email   douglas.mann@network.rca.ac.uk
portfolio   www.dougiemann.co.uk

EXPERIENCE_   SKILLS USED_

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.

HCI/IxD
User centred design
UX frameworking
UX engineering (js)

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 >

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

DLX Design Lab
Jul'19-Oct'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.

Workshop curation
User research
User analysis
Embedded Systems

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 >

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

Arborea
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.

Structural design
DFM & DFA
CAE (Solidworks)
Field testing

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 >

Embedded systems
Electronics
3D printing
Experiment design

EDUCATION_   SKILLS LEARNED_

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 >

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

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 >

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

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.

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

Awards_
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

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)