



Tom Jenkins

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An Interaction Designer with a breadth of professional experience spanning design strategy, design research, interactive product design, interface design and service design. From designing exploratory interactive objects for urban spaces to the interfaces for mobile phones he is committed to creating engaging and enjoyable experiences with a people-centred approach.

Abilities

- Field research, testing prototypes from paper to functional demos
- Summarising insights, forming working principles and identifying design opportunities
- Creative direction and project leadership, planning and co-ordination
- Enthusiastic and diligent team-worker, eager to learn and share
- Experienced in the creation of personas, scenarios, user journeys, UI flows and patterns, and lightweight prototypes
- Visualisation of design concepts from sketches to animation and film

Academic Qualifications

- MA Interaction Design from the Royal College of Art, London, June 2005
- BA(Hons) Design (Product Design) First Class from the Glasgow School of Art, June 2001 (distinction for dissertation submission)
- Student exchange as part of the Erasmus program for a semester in 2000, attending ENSCI, Les Ateliers, Paris
- 3 A-levels (A, B, B)

Awards

- Silver Award Winner in the 2001 LG Electronics International Design Competition 'Bridging The Digital With The Human' - Work exhibited in Seoul, Korea
- Awarded the Newbury Medal for outstanding achievement in the graduating academic year – Schools of Design, Fine Art and Architecture - Glasgow School of Art 2001

Work Experience

Interaction Designer, INQ Mobile, London, UK

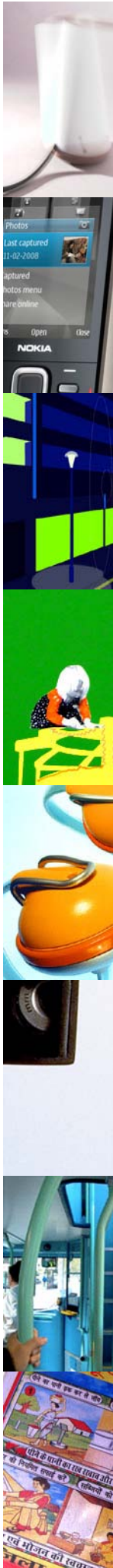
April 2010 to present

Working with product managers, agile development teams and external partners to design and deliver UI projects for a new range of Android based handsets with a focus on the close integration of partnering services.

Design Specialist for Service and UI Design, Nokia Design, London, UK

October 2006 to April 2010

Developing projects for Nokia's broad portfolio, from the strategic design of future mobile services to new device interfaces (both hardware and software). Leading design projects in-house and with external agencies, and collaborating in research projects on an international scale. Recently exploring mobile services for the emerging markets of India, China, Africa, Brazil and Southeast Asia.



Interaction Design Consultant for Insight and Innovation, Nokia Design, UK

February 2006 to September 2006

Working on strategic projects to envision future Nokia products, services and interfaces, based on technology and consumer trends in the mobile industry and related fields. Design concepts were quickly iterated and made tangible with interactive prototypes to communicate new and engaging user experiences, and provide focused opportunity for Nokia business groups.

Design Research Intern, Intel Research Berkeley, North California

July – September 2004 and July 2005 - January 2006

Working on a series of in-depth studies, interactive prototypes and provocative public interventions that explore how computing in the urban landscape, both mobile and embedded, might affect people's experience of cities. The projects used methodologies aimed at opening up a public and academic dialogue about the role of emerging digital and wireless technologies in everyday urban life, the mobile phone being a key example. The work has been presented and published at many major conferences including CSCW 2004, CHI2005 and DIS2008.

Internship with n|p|k Industrial Design, Leiden, The Netherlands

February - August 2003

Lead designer on a project for ThiemeMeulenhoff, to develop an interactive educational toy for schools, including 3D visualisation and prototyping. Also collaborating on street lighting concepts for the city of Leiden and product production design for Blue Performance, a range of textile sailing equipment that was launched in November 2003.

Design consultant for D3 Design, Sydney, Australia

January - April 2002

Working on all aspects of structural branding projects for international clients, from developing innovative concepts with a strong strategic outlook to the solution of all product and graphic details.

Exhibitions and Presentations

- Invited speaker at Design by Fire, Utrecht, The Netherlands, October 2009
- Presentation to Mobile Design UK, London, December 2008
- 'Hullabaloo' with Eric Paulos, Maker Faire, San Mateo, USA, May 2007, and Urban Networks at Art Interactive, Boston, USA, July 2006
- 'Audioshaker' with Mark Hauenstein, part of BURST at Battersea Art Centre, London, May 2006, and NIME06, Paris, May 2006, and Next2004, Copenhagen, December 2004
- 'Yellow Chair San Jose' with Anab Jain, live for a week at ISEA, San Jose, California, August 2006. Funded by Watermans and British Council, UK
- 'Testing... This is not a simulation' with Anthony Burke and David Ross (Architecture, UC Berkeley), Eric Paulos and Tom Jenkins (Intel Research) and Karen Marcelo (Dorkbot SF), SFMoMA, San Francisco, USA, October 2005
- 'spaces [in] between' with Anab Jain, Urban After, Rx Gallery, San Francisco, USA, 2004

Publications

- 'Objects of Wonderment', Eric Paulos, Tom Jenkins, August Joki, and Parul Vora, ACM DIS paper presented at DIS2008, Cape Town, South Africa
- Urban Atmospheres projects feature in Make - Volume 5 - 'C.S. and the City', May 2006
- 'Urban Probes: Encountering Our Emerging Urban Atmospheres', Eric Paulos and Tom Jenkins, ACH SIGCHI paper presented at CHI2005, Portland, Oregon
- Audio Shaker featured in the book 'The Art of Experimental Interaction Design', IDN, 2004