

GERGO PALKOVICS

INTERACTION DESIGNER & CREATIVE TECHNOLOGIST

gregpalkovics.com

Contact
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About

I was born and raised in Budapest, Hungary, where I studied Art and Sculpting for several years. I love using a multidisciplinary design approach in order to explore opportunities and find solutions. Combining engineering, design and consumer electronics, I generate ideas through quick iterative prototyping in order to develop a functioning and thoughtful experience. I want people to know that through my design process they have been deeply considered.

Disciplined, highly motivated, reliable and ready to take challenges and initiatives.

Experience

Apple Exploratory Design / Prototyping 5 mos

I worked as an Interaction Designer and Prototyper on an exploratory design team developing ideas and prototypes.

May 2019 - Sep 2019

Within VR Prototyping & Design 6 mos

I worked as a VR prototyper and experience designer on an upcoming VR experience.

Dec 2018 - May 2019

SpaceX Experience & Interaction Design 8 mos

I worked on several creative projects and other forms of media and design.

May 2018 - Dec 2018

ArtCenter Teacher Assistant & Student Worker 6 mos

I worked as a Teacher Assistant for multiple different classes as well as working with school employees on different events and projects.

Nov 2017 - Apr 2018

Education

ArtCenter College of Design Bachelor of Science

Graduating with distinction from the IxD department as an Interaction Designer.

2017 - 2020

Pasadena City College Design Engineering Program

I studied design and design engineering for two years before applying to get a BS in Interaction Design.

2015 - 2017

Skills

VR / AR	Arduino	ProtoPie	After Effects
Unreal Engine 4	Sketch	Principle	Final Cut Pro
Unity	Adobe CC	Blender	SoldiWorks (CSWA)
Processing	Affinity Suite	Keyshot	

Other

Oculus NextGen Presenter Presenting VR experience

April - 2018

Sponsored Project 1st Place Winner Scholarship Winning Project

2018