

## Nicolas Weidinger

Oakland based Industrial Designer and Futurist, turned UX Designer

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## Work Experience

Research & Design (2011 - Present)

### **Institute for the Future**

Interaction Design Consultant, (2016 - Present)

- Evolved the “Artifacts from the Future” format from 2D static images to 3D immersive experiences, with custom prototyping, hardware, software, and interaction design.
- Lead the event production team in the creation of immersive experiences which took place during IFTF’s annual flagship conference.

Interaction Design Manager, (2014 - 2016)

- Collaborated with futurists, translating research reports into Artifacts from the Future, leading the process from brainstorming through final production.
- Lead the creation of a digital archive, ensuring preservation and accessibility of early research, and showcasing an institutional legacy that IFTF employees can take pride in.
- Created websites and apps, leading the process from design to implementation in code.

Research Assistant, (2011 - 2014)

- Worked with a team of peers to synthesize IFTF’s futures thinking methodologies into a toolkit, enabling the creation of IFTF’s current Foresight Essentials program.
- Researched emerging trends in technology and cultural evolution.
- Created images and wrote reports that were included in IFTF’s published work, which was shared with business, political, and community leaders from around the world.

Intern, (2011)

- Participated in group and solo projects that drove public engagement in futures thinking.

Research Director (2016)

### **Derecho Lab (for Robert Wood Johnson Foundation)**

- Lead quantitative data analysis and visualization.
- Characterized national healthcare conversations to inform investments and policy.
- Co-authored reports for Robert Wood Johnson Foundation’s healthcare commission

## Extra Curricular Activities

Artist in Residence (2017)

### **Autodesk Pier9**

- Concept design, and creation of speculative design objects.
- Training on the state of the art of design technologies and manufacturing.
- Participating in the Pier9 research community.

Event Organizer (2012 - 2015)

### **Science Hack Day**

- Organized annual events to help empower citizen scientists.
- Cultivated a safe environment for people to create and explore.
- Curated and administered equipment and materials.

Founder & Maker (2007 - Ongoing)

### **WikiSeat**

- Project documentation and global community organizing, over 3k students have built WikiSeats!
- Medium-scale manufacturing: optimization, automation, management and logistics.
- Facilitating distributed manufacturing of an open source design.

## Education

UX Bootcamp (2021, Feb - May)

### **General Assembly**

- Practiced the latest UX Research and design methodologies.
- Up to date on current trends in collaborative design tools.
- Experience in collaborating closely with a specialized UX team.

Bachelor of Science in Industrial Design (2010-2015)

### **The Ohio State University**

- User-oriented quantitative and qualitative research methods.
- Principles in: sketching, 3D modeling, prototyping, color theory, ergonomics, and usability.
- Collaborative design practices.