

I am a user-centered designer, artist and researcher with ten years of experience in art, communication and data-driven design. I am a passionate storyteller, maker and experimenter. My mission is to communicate people's stories and address their unique needs through lucid, conversational design experiences.

## EXPERIENCE DESIGNER

### General Assembly: "User Experience Design Immersive" Student

March–May 2015

Completed a 10 Week (500+ hours), project-driven professional program focusing on user research, interaction design (IxD), user interface (UI) design, prototyping, testing, presenting and client management. Completed 5 full project cycles both individually and in teams. Collaborated with stakeholders in the Boston Design community on projects with tangible benefits to their companies and users.

### Professor and Lecturer November 2010 – May 2015

Designed and Taught 10-15 week courses in programming, data visualization, electronics, sculpture and game design. Taught at Art Center College of Design, UCLA, University of Southern California and Cal State Long Beach. Taught workshops on programming, mechanical sculpture and rapid prototyping in non-profit art institutions in Los Angeles, CA.

### Public Speaker May 2007 – Present

Lectured on my personal art projects and other topics including storytelling, critical design and the connections between science fiction and design. I have had the privilege of lecturing at institutions such as The New Museum (NYC), Fabrica (Treviso, IT) and to the IxDA Los Angeles chapter (LA)

### Creative Coder and Developer May 2007 – Present

Developed procedural animations and interactions in Java with Processing. Clients include Electroland and A Very Nice Design Studio, based in Los Angeles.

### Public Artist May 2007 – Present

Designed and executed interactive public artworks for commissions, museums and public festivals. I have had the privilege of exhibiting interactive artworks at spaces like the Sundance Film Festival, TED conference and Santa Monica GLOW festival. I have traveled nationally and internationally to install artwork, teach workshops and participate in cultural exchanges with foreign art and design universities.

2009 University of California Los Angeles  
MFA in Design and Media Arts  
2007 Carnegie Mellon University  
BFA in Electronic and Time-Based Art

### UX METHODS

Card Sorting  
Competitive Analysis  
Contextual Inquiry  
Hi/Low-Fi Prototyping  
Information Architecture  
Interviewing  
Persona, Scenario Creation  
Storyboarding and Sketching  
Site-mapping  
Task Analysis  
Usability Testing  
Wireframing

### UX TOOLS

Axure  
Balsamic  
InVision  
Omnigraffle  
Paper Prototyping

### DESIGN & DEVELOPMENT

Agile and Waterfall Methodologies  
Adobe Creative Suite  
HTML5, CSS3 & Javascript  
Sketch 3  
Wordpress

### OTHER

Java, Processing, Some OpenFrameworks  
Arduino, Raspberry Pi  
Soldering, Basic Electronic Prototyping  
Rapid Prototyping (Laser, CNC, 3D, Vacuum Forming)  
Woodworking and Fabrication  
Video Editing

### LANGUAGES

English (First)  
Greek (Fluent)  
French (Passable)

[mkontopo@gmail.com](mailto:mkontopo@gmail.com)  
[www.mkontopoulos.com](http://www.mkontopoulos.com)  
[www.linkedin.com/in/mkontopo](http://www.linkedin.com/in/mkontopo)

CAMBRIDGE, MA 02138 610.324.7849