

# hamish tennent

Industrial and UX Designer

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A design lead with experience bringing new technology into everyday life

## Select Work Experience

### **Self-employed, UX and Industrial Design Consultant**

**Sep 2022 - Present**

*Taipei City, Taiwan · Remote*

Offering UX and industrial design services to clients based in the US, Taiwan and New Zealand. Focused primarily on new technology companies looking to develop new product lines.

### **Volkswagen of America, Senior UX Design Technologist**

**Aug 2018 - Jan 2022**

*San Francisco Bay Area · Hybrid*

*Inclusive Mobility Work*

Lead the design and the overall project management on multiple project sprints, successfully delivering designs and insights developed by working with disability groups into new vehicle engineering processes for self driving ID.Buzz models and other yet to be released vehicles.

*Self Driving Vehicle Development*

Owned projects and managed project teams around topics of interior seating layouts, cargo and luggage storage, interpersonal safety for women in ridesharing, emergency buttons. These projects were successfully delivered into relevant engineering and product strategy departments for new vehicle development, working closely with these Germany based teams to ensure successful integration.

*Audi Advanced Driver Assist Systems HMI*

Embedded into an Audi team focused on digital product design for advanced driver assistance functions, such as next generation Audi Adaptive Cruise Control. Work focused on extending existing HMI and UX design paradigms within fixed display configurations to encompass new driver assistance features.

### **Cornell, UX Designer**

**Aug 2016 - Sept 2018**

*Ithaca, New York*

My primary role was twofold, first was to support researchers through the design and testing of interactive, physical devices. Second was to conduct my own research into understanding the user experience of new devices and ux paradigms in the HRI field. I also work with and manage a team of researchers and engineers to help push this research forward toward presentation in scientific journals and conferences.

During my time at Cornell I also co-taught undergraduate level classes on the topics of Human Robot Interaction and Rapid Prototyping. Both classes taught students the basics of designing and building robots and other interactive devices using technologies such as Arduino, Raspberry Pi, Particle Photon and all manner of input and output devices.

### **Meta, Senior UX Designer**

**May 2016 - Aug 2016 ·**

*Menlo Park, California*

I lead the UX design for an exploratory internal Facebook team looking to define how the company could enter the newly emerging in-home smart device market and compete with Amazon Alexa, and the upcoming Apple HomePod. A large part of the team concentrated on the mechanical and electrical engineering challenges. Meanwhile I partnered with the UX researcher on the team to iteratively design and test UX feature sets and define potential product strategy, design ethos and UX frameworks.

### **Sparse, Industrial Designer**

**Jun 2014 - May 2015**

*San Francisco, California*

Lead the design of an anti-theft bicycle hardware and matching tool kit, redesigned the lens and internal configuration of the flagship product, and assisted on other softgoods and new interactive hardware products. Owned a number of projects that were taken to the point of ensuring pre-production sample quality was acceptable. Revisions to the flagship product I designed were included in a new iteration of the commercial product.

## Education

California College of the Arts, MFA Design  
Massey University, BDes Industrial Design  
San Jose State University, BFA Industrial Design, 1 yr exchange

## Select Academic Publications

Micbot: A Peripheral Robotic Object to Shape Conversational Dynamics and Team Performance  
2019 14th ACM/IEEE International Conference on Human-Robot Interaction (HRI) · Mar 14, 2019  
This paper presents Micbot, a peripheral robotic object designed to promote participant engagement and ultimately performance using nonverbal implicit interactions.

PAPERINO: Remote Wizard-Of-Oz Puppeteering For Social Robot Behaviour Design  
CSCW '18: 2018 ACM Conference on Computer Supported Cooperative Work · Aug 11, 2018  
We present our remote puppeteering WoZ interface whereby a replica of the robot is able to remotely control a fully functional robot nearby. We are presenting this system using our robot Pingu, an open source social robot designed for Human-Robot Interaction labs.

Good Vibrations: How Consequential Sounds Affect Perception of Robotic Arms  
2017 26th IEEE on Robot and Human Interactive Communication (RO-MAN) · Aug 9, 2017  
How does a robot's sound shape our perception of it? We overlaid sound from high-end and low-end robot arms on videos of the high-end KUKA youBot desktop robotic arm moving a small block in functional (working in isolation) and social (interacting with a human) contexts.

## Teaching Experience

Cornell University, Assistant Lecturer 2017-2018  
Co-taught 3 classes. Rapid prototyping and Human robot interaction design undergraduate level courses.

California College of the Arts, Assistant Lecturer 2014  
Co-taught CAD For Furniture Design undergraduate class teaching Fusion 360, Solidworks and rapid prototyping.

University of Twente CuriousU Festival, Workshop Orgaiser 2018  
Co-organised and taught an intro to human robot interaction design for incoming undergraduate students.

Human Robot Interaction Conference, Workshop Organiser 2015, 2016  
Co-organised Design Skills for Human Robot Interaction course taught at Human Robot Interaction conference.

Peterhouse High School Zimbabwe, High School Teacher 2008  
Taught high school math, woodshop and coached field hockey teams aged 8-15

## Community Work

SXSW Panelist, 'The Sound of Robots' panel at SXSW 2017  
Guest Critic, CCA MFA Thesis Reviews 2018, 2019, 2020  
Guest Reviewer, University of Twente Undergraduate Design Program 2018  
Academic Reviewer  
Robot and Human Interactive Communication (RO-MAN) 2016, 2017  
Human Factors in Computing Systems (CHI) 2017  
Computer Supported Collaborative Work (CSCW) 2018, 2020  
Designing Interactive Systems (DIS) 2017, 2018