

**André James Kennedy**

**Interaction Designer. System Thinker. Researcher.**

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**Experience**

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| 2017<br>5 months | <b><u>BestMile, UX &amp; Design Researcher Intern</u></b> Lausanne<br>BestMile is a startup that has developed a data-driven transportation platform for autonomous vehicles. As the only researcher and UX designer, I developed a product vision in co-ordination with our clients, data-scientists, front end engineers and business leads. I then designed the first iteration of this vision. |
| 2017<br>6 months | <b><u>IDEO, Interaction Designer Intern</u></b> Cambridge<br>Working in multidisciplinary teams, I had the opportunity to work through multiple projects across the process. I found it very rewarding helping conduct research and testing in LA, San Francisco and Boston and then use these findings to formulate design proposals.   |
| 2015<br>6 months | <b><u>Studio Mango, Interaction, Product Intern</u></b> Netherlands<br>Working closely with engineers and end users, I was in charge of developing an interface for a powder coating gun that is on the shelves today.   |
| 2014<br>5 months | <b><u>Actis-Datta, Industrial Design Intern</u></b> Lausanne<br>Working as a member of the design team, I was charged with Designing a number of products and co-ordinating manufacturing.   |

**Education**

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|-------------------------------|---|
| 2017-present<br>2yrs expected | <b><u>Umeå Institute of Design, Sweden</u></b><br><b><u>MFA in Interaction Design</u></b><br>I'm currently completing my thesis on financial systems for adults with autism. I will graduate this June. |
| 2011-2014<br>3yrs             | <b>University of Technology Sydney, Bachelor of Integrated Product Design</b>   |
| 1998-2010<br>12 years         | <b>Higher School Certificate</b>  |

**Other**

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|-------------|--|
| Nationality | <b>Australian (born, 1993), Hungarian</b>  |
| Languages   | <b>English (native), French (high proficiency)</b>   |
| Tools       | <b>Adobe Creative Cloud (all), Sketch<br/>Invision, Framer, Jira, Arduino, Processing, Principle<br/>Solidworks, Keyshot</b> |
- I've had the opportunity to work in many teams and have learned to adapt my methods and tool set accordingly. In recent years I've learned to integrate human centered design to the agile approach.
- My soft skills revolve around system thinking, extracting insights and story telling, but I'll let my folio do the talking.