

chrisPiuggi

interaction + creative technology

## INDUSTRY EXPERIENCE

Method, Inc.

Design Technology Director

New York, NY

Dec 2016 to Present

- » Lead technology discipline within the NY studio
- » Co-lead business development, program scoping, recruiting and resource allocation across NY studio as part of leadership team
- » Oversee integrated product design teams across multiple concurrent design efforts while providing creative mentorship
- » Develop platforms, tools and processes for teams to iterate, collaborate, deliver & document more efficiently
- » Provide integration with client R&D to deliver live consumer testing & executive demos

Method, Inc.

Lead Design Technologist

New York, NY

March 2015 to Dec 2016

- » Led an interdisciplinary design team in the creation, maintenance & improvement of a QSR self-ordering device with over \$2B in global annual transactions
- » Collaborated with retail partners to design, prototype & test in-store experiences utilizing in-house APIs and custom tools
- » Facilitated research through prototype driven user centered design process to validate solutions

Incredible Machines

Cofounder & CTO

Brooklyn, NY

May 2012 to March 2015

- » Led a team of designers, developers and animators in the conceptualization & creation of interactive technology
- » Guided interaction design process while developing object oriented systems to test and validate varying user interfaces
- » Educated staff, clients and partners on the pros/cons vs. costs of interaction patterns, technology & architectures
- » Budgeted & managed development timelines throughout the life cycle of products released on various software architectures

Nike, PepsiCo, Twitter, Mother NY, Samsung, OMD Ignition Factory, Coty Fragrances, Silverstein Properties, The Lincoln Motor Company

## EDUCATION

Parsons the New School for Design New York, NY

MFA with Honors Design & Technology 2012

Champlain College

BS Multimedia & Graphic Design

Burlington, VT

2007

## SPECIALTIES

Connected Devices, System Design, Interaction Design, Product Design, Creative Direction, Interactive Installations, Rapid Prototyping, Hardware & Software Prototyping, Iterative Development, Physical Computing, Product Development, Collaborative Development

## PROGRAMMING

HTML5/CSS3, Web APIs, Javascript, ES6, Node.js & others, PHP, Apache, Nginx Action Script & Extend Script, MySQL, SQLite, MongoDB, Shell/Bash, Git, Github, AWS, Processing, OpenFrameworks(+), Android, Arduino/AVR, rPi & Beagleboard, Xbee/RF & Bluetooth

## ASSETS

Adobe Creative Suite, Final Cut Studio, Photo retouching, Illustration, Screen printing, Photography, Print, Web and Video Production

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## INDUSTRY EXPERIENCE CONT'D

### Bitponics

*Cofounder & Engineer*

Brooklyn, NY

*Sept. 2012 to Dec. 2014*

- » Collaborated to implement core API, Firmware and Hardware ecosystem for setup, remote control, and data automation
- » Engineered & tested interaction patterns between users, custom hardware & server processes
- » Activated new business through educating potential customers and investors about the technology

### Piuggi Design

*Principal*

Jersey City, NJ

*Sept. 2004 to May 2012*

- » Increased business from local to national clientele
  - » Imagined and realized client solutions in creative, technology, strategy and branding
  - » Administered all necessary production, development & retouching
  - » Managed client relations, accounting and project time lines
- Rosetta Interactive, Brownstein Group, Connecticut Association for Community Action, Google, FakeLove, Cosm/Pachube, Live Nation, The Disco Biscuits, VF Corp., Moondial, Yoganonymous

### Parsons the New School for Design

*Interactive Art Director/Lead Developer*

New York, NY

*Sept. 2010 to May 2012*

- » Led creation of 5 websites for Parsons sponsored projects
- » Created all project time lines, ensured all project deadlines were met, while maintaining quality
- » Mentored team members in UX, Design, and Implementation
- » Developed custom solutions to allow for maximum user control over site content

MFA DT Thesis 2012 & 2011, National Art Museum of China - Translife, US Solar Decathlon Entry - Empowerhouse, Bootcamp 2011

## AWARDS AND HONORS

- 2013 Gold Innovation in Media by The Internationalist Naked Juice - Power Garden
- 2013 Webby Awards Honoree Naked Juice - Power Garden
- 2013 Shorty Awards Finalist Naked Juice - Power Garden
- 2012 Mobile Cannes Lions Grand Prix, Google Project Rebrief: Coke
- 2012 MFA Honors Graduate
- 2011-2012 University Merit Award Recipient
- 2011-2012 University Scholars Award Recipient
- 2010-2012 Graduate Dean's Scholar, Parsons
- 2009 Silver Addy Philadelphia, Asian World of Martial Arts
- 2008 Silver Addy Philadelphia, Philadelphia Auto Show

## EXHIBITIONS

- July - August 2011, Degree Day TransLife National Museum of China
- September 2011, Degree Day Beijing Design Week
- September 2013, #Tones Dumbo Arts Festival, Brooklyn, NY

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## INDUSTRY EXPERIENCE CONT'D

### Brownstein Group

Associate Art Director > Designer

Philadelphia, PA

May 2008 to July 2010

- » Expanded IKEA digital account from regional emails to national flash campaigns and micro-sites
- » Created innovative solutions internally and externally to maximize client budgets and generate results
- » Conceptualized & executed projects individually and collaboratively
- » Worked closely with producers to direct creative workload of junior staff & interns

IKEA, Microsoft, Asian World of Martial Arts, Anti-Defamation League, Philadelphia Auto Show, Graham Co., Young Presidents Organization

### Catalyst Design Ltd.

Assistant Design Manager

Burlington, VT

Feb. 2005 to Nov. 2007

- » Managed screen-printing pre-production
- » Worked within budgets and time lines to deliver websites, advertisements and apparel - design and copy
- » Hired & supervised interns in the production of mechanicals

Seventh Generation, Speeder and Earls, Steez Teez

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## TEACHING EXPERIENCE

Parsons the New School for Design

New York, NY

Adjunct Professor

Sept. 2012 to Jan. 2014

- » Responsible for one section a semester of graduate courses, Creativity & Computation Lab, Web Advanced, Web 3
- » Developed lesson plans to foster student engagement and success of technical production elements
- » Mentored students abilities in installation design specifically through interaction design, programming, electronics and networked data

Parsons the New School for Design

Beijing, China

Teaching Assistant

Summer 2011 & Summer 2012

- » Assisted & led 3 month long study abroad courses with Tsinghua University, Tongji University & CAFA
- » Facilitated focused workshops and project briefs for Bilingual courses
- » Inspired student concepts by refining ideas into prototypes
- » Fostered understanding of technical elements involved with executing each of the student projects

Parsons the New School for Design

New York, NY

Teaching Fellow

April 2011 to August 2011

- » Designed lesson plans and syllabus for 15 course curriculum consisting of web development, design and usability
- » Implemented curriculum and provided guidance and direction for a cohort of 13 incoming graduate students
- » Collaborated with a team of teachers to provide a consistent and appropriate curriculum for an incoming class of 90 students

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