

## Chris Wuebken

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## Objective

I am seeking to explore how design and technology can address hidden human needs, create new surprises in our lives and affect our behavior and social relationships.

## Education

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|-------------------|--|
| 10/2006 - 07/2008 | <i>Design Interactions</i> , Royal College of Art, London                              |
| 08/2000 - 01/2003 | Interactive Design apprenticeship with Adobe Systems, mme and the Medienschule Hamburg |
| 07/1999           | Abitur (Baccalaureate) with the emphasis on Art and English                            |

## Employment

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|-------------------|---|
| 07/2007 - 10/2007 | <i>IDEO</i> , San Francisco - User Centered Designer - Internship |
| 10/2001 - 10/2006 | <i>Adobe Systems</i> , Hamburg/San Jose - Interaction Designer    |
| 08/2001 - 09/2001 | <i>method</i> , Santa Monica - Internship                         |
| 03/2000 - 08/2001 | <i>mme</i> , Hamburg - Flash & Motion Design - Apprenticeship     |
| 1997              | <i>gmp-architects</i> , Hamburg - Internship                      |

## Exhibition

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|------------|--|
| 02-05/2008 | <i>Design and the Elastic Mind</i> , MoMA New York |
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## Skills

User Centered Design, Design as Research, Storytelling, Photography, Video-prototyping, Flash, Electronics Prototyping (Basic Stamp, Arduino), Digital Fabrication (beginner), Processing (beginner)