

Tom Jenkins
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portfolio www.tom-jenkins.net

A designer with over 10 years of professional experience spanning user interface design, service design, product design, interactive installations, design strategy and design research. From creating exploratory interactive objects for urban spaces to the services, interfaces and applications of mobile devices he is committed to creating engaging, useful and enjoyable designs to the highest standards.

- Field research, testing prototypes from paper to functional demos
- Summarising insights, forming working principles and design strategies
- Creative direction and project leadership, planning and co-ordination
- Personas, scenarios, user journeys, UI flows and patterns, and lightweight prototypes
- Visualisation of design concepts from sketches to animation and film

Academic Qualifications

- MA Interaction Design from the Royal College of Art, London, June 2005
- BA(Hons) Design (Product Design) First Class from the Glasgow School of Art, June 2001 (distinction for dissertation submission)
- Part of the Erasmus exchange program for a semester in 2000, attending ENSCI, Les Ateliers, Paris
- 3 A-levels (A, B, B)

Employment and Experience

- Apr 2011 - present **Senior Interaction Designer, Google, London, UK**
Designs for Android OS, core Google applications and services, and the user experience of Google Nexus devices. Leading work on strategically critical projects for several successful Android platform and flagship device launches, including Camera and Gallery, and the future of Google search and voice. My work was central to developments in predictive answers, Google Now, based on a user's past activity and current context. Design team lead for Google voice actions, a framework for completing tasks through conversation with your phone, tablet, watch or car.
- Apr 2010 - Apr 2011 **Interaction Designer, INQ Mobile, London, UK**
Working with product managers, agile development teams and external partners to design and deliver UI projects for a new range of Android based handsets with a focus on the close integration of partnering services including Facebook and Spotify.
- Oct 2006 - Apr 2010 **Senior Designer for Service and UI Design, Nokia Design, London, UK**
Developing projects for Nokia's broad portfolio, from the strategic design of future mobile services to new device interfaces (both hardware and software). Leading design projects in-house and with external agencies, and collaborating in research projects on an international scale. Including the investigation of mobile services for the emerging markets of India, China, Africa, Brazil and Southeast Asia.

- Feb - Sept 2006 **Interaction Design Consultant for Insight and Innovation, Nokia Design, UK**
Working on strategic projects to envision future Nokia products, services and interfaces, based on technology and consumer trends in the mobile industry and related fields. Design concepts were quickly iterated and made tangible with interactive prototypes to communicate new and engaging user experiences, and provide focused opportunity for Nokia business groups.
- July – Sept 2004 and July 2005 - Jan 2006 **Design Research Intern, Intel Research Berkeley, North California**
Working on a series of in-depth studies, interactive prototypes and provocative public interventions that explore how computing in the urban landscape, both mobile and embedded, might affect people's experience of cities. The projects used methodologies aimed at opening up a public and academic dialogue about the role of emerging digital and wireless technologies in everyday urban life, the mobile phone being a key example. The work has been presented and published at many major conferences including CSCW 2004, CHI2005 and DIS2008.
- Feb - Aug 2003 **Internship with n|p|k Industrial Design, Leiden, The Netherlands**
Lead designer on a project for ThiemeMeulenhoff, to develop an interactive educational toy for schools, including 3D visualisation and prototyping. Also collaborating on street lighting concepts for the city of Leiden and the production design for Blue Performance, a range of textile sailing equipment that was launched in November 2003.
- Jan - Apr 2002 **Design consultant for D3 Design, Sydney, Australia**
Working on all aspects of structural branding projects for international clients, from developing innovative concepts with a strong strategic outlook to the solution of all product and graphic details.

Awards

- Grand Prize Winner & Best Everyday Utility for Google Now, User Experience Awards 2013
- In Book, Interactive Design for Products for Google Now, D&AD 2013
- Silver Award Winner in the 2001 LG Electronics International Design Competition 'Bridging The Digital With The Human' - Work exhibited in Seoul, Korea
- Awarded the Newbery Medal for outstanding achievement in the graduating academic year – Schools of Design, Fine Art and Architecture - Glasgow School of Art 2001

Exhibitions, Presentations and Publications

- Invited speaker at Design by Fire, Utrecht, The Netherlands, October 2009
- Presentation to Mobile Design UK, London, December 2008
- 'Objects of Wonderment', Eric Paulos, Tom Jenkins, August Joki, and Parul Vora, ACM DIS paper presented at DIS2008, Cape Town, South Africa
- 'Hullabaloo' with Eric Paulos, exhibited at Maker Faire, San Mateo, USA, May 2007, and Urban Networks at Art Interactive, Boston, USA, July 2006
- Urban Atmospheres projects feature in Make - Volume 5 - 'C.S. and the City', May 2006
- 'Urban Probes: Encountering Our Emerging Urban Atmospheres', Eric Paulos and Tom Jenkins, ACH SIGCHI paper presented at CHI2005, Portland, Oregon
- 'Audioshaker' with Mark Hauenstein, part of BURST at Battersea Art Centre, London, May 2006; NIME06, Paris, May 2006; and Next2004, Copenhagen, Denmark, December 2004 – the project also featured in the books Sonic Interaction Design, MIT Press, 2013; The Sonification Handbook, Logos Publishing House, 2011; and 'The Art of Experimental Interaction Design', IDN, 2004