

Camille Moussette

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Sweden

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Canada

5030 des melezes
Montreal, Quebec
Canada H1T 2H9
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Languages

Bilingual French-English (5/5)
Swedish (3/5)
Spanish (1/5)

Education

2007-current	PhD in Industrial Design <i>Simple haptics: sketching tools for haptic Interaction Design</i> <i>Advisors: Daniel Fallman (Umeå University), Bill Buxton (Microsoft Research)</i>	Umeå Institute of Design, Sweden
2005-2007	Masters Degree in Interaction Design <i>Thesis "HAPI: haptic interaction for mobile devices" in collaboration with Nokia</i>	Umeå Institute of Design, Sweden
2000-2004	Bachelor Degree in Industrial Design	University of Montreal, Canada
1997-2000	Bachelor Degree in Physics	University of Sherbrooke, Canada
1994-1996	College degree in Science	College Maisonneuve, Canada

Specific skills

Technology/Computer Science

NLE audio and video editing (Logic, Final Cut Pro, After Effects, video compression, etc)
Web and database (HTML, Javascript, MySQL)
Graphics (Photoshop, Illustrator, InDesign)
Programming: advanced PHP, Python, C++, Actionscript, Java/Processing, openFrameworks
Hardware/microcontroller: Arduino, Phidgets, MaxMSP, BasicStamp, Bluetooth, video tracking, etc.

Design

Hardware sketching and experience prototyping expertise
People-centered design activities and ethnography inspired methods and inquiries
Rapid prototyping: Z-Corp and Stratasys (Titan-FDM) certification
Model making skills: metal and wood workshops, milling, lathe, CNC, etc.

Work experience

- 2011
Microsoft Research
Redmond, USA
Research Internship
Collaboration with Asta Roseway (Computational User Experiences group)
Design explorations of haptic interfaces for Kinect-like interaction.
- 2010
Microsoft Research
Cambridge, United Kingdom
Research Internship
Collaboration with Richard Banks (Socio-Digital Systems group)
Design research inquires in design tools and haptics.
- 2007-current
Umeå Institute of Design, Umeå University
Umeå, Sweden
Lecturer and part-time teacher
Coordinate, prepare and teach various courses in Experience Prototyping, Interaction Concept and Design Ethnography.
- 2007-current
Umeå Institute of Design, Umeå University
Umeå, Sweden
Interaction Workshop responsible
Plan and oversee the development of the workshop equipment and environment for students and researchers. Prepare educational materials and manage expenses, plus staff resources.
- 2003-2010
Guchmu Hosting (self-employed)
Worldwide
Web hosting provider and consultant
Offer and manage web hosting services for +50 clients.
Remote server administration and business-client relationship.
- 2003-2005
School of Industrial Design, University of Montreal
Montreal, Canada
Research assistant
Plan and set up a new Rapid Prototyping lab, support research activities
Organization skills and expertise in CAD and RP technologies.
- 2002-2005
School of Industrial Design, University of Montreal
Montreal, Canada
Teaching assistant
Supervision and evaluation of 3D and design methodology classes.
Communication skills and group management.
- 2001-current
Guchmu Design (self-employed)
Montreal, Canada
Design and computer consultant
Freelance and consulting in design, web and multimedia.
Business experience

Work experience (continued)

- 2000-2001 IBM Canada Limited
Bromont, Canada
Lab analyst
*Perform microelectronics research and production analyses.
Precise and rigorous methodology.*
- 2000 Bar le KudsaK Inc.
Sherbrooke, Canada
Disk-jockey
Music entertainment, animation and sound technician.
- 1999 National Research Council, NRC
Ottawa, Canada
Coop workterm in microfabrication processes
Develop silicon etching recipes using a new plasma reactor.
- 1997-1998 Outland Reforestation
Edson, High Level, Canada
Treeplanter
Efficiency and perseverance in tough working conditions.
- 1997-2005 François Desaulniers professional photographer
Montreal, Canada
Photographer assistant
*Assist the photographer for technical and artistic works.
Creativity, personal initiative and attention to details.*

Publications (partial list)

- Moussette, C. 2012. *Learn to make, make to learn: Reflections from Sketching Haptics Workshops*. To appear in Proceedings of DeSForM 2012: Design and Semantics of Form and Movement, Wellington, New Zealand
- Fallman, D. & Moussette, C. 2011. *Sketching with stop motion animation*, ACM Interactions, Volume XVIII.2, March + April (pp. 57-61), New York, NY: ACM Press. DOI=[10.1145/1925820.1925833](https://doi.org/10.1145/1925820.1925833)
- Moussette, C. & Banks, R. 2010. *Designing through making: exploring the simple haptic design space*, In Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction (TEI '11). ACM Press, New York, NY, USA, 279-282. DOI=[10.1145/1935701.1935763](https://doi.org/10.1145/1935701.1935763)
- Moussette C. & Dore F. 2010. *Sketching in Hardware and Building Interaction Design: Tools, Toolkits and an Attitude for Interaction Designers*, In Proceedings of Design Research Society, Montreal (Canada), [PDF](#)
- Moussette C. & Fallman D. 2009. *Designing for Touch: Creating and Building Meaningful Haptic Interfaces*, In Proceedings of IASDR 2009, International Association of Societies of Design Research conference, Seoul (Korea), 18-22 October 2009. [PDF](#)
- Moussette, C. 2009. *Feeling it: sketching haptic interfaces*, Proceedings of SIDeR 2009, Flirting with the Future: The fifth Student Interaction Design Research, Eindhoven (Netherlands), 15-17 April 15-17, [PDF](#)

Personal achievement

2011	Invited lecturer in Swedish and Canadian universities
2009	Presenter at <u>IXDA Interaction'09</u> Conference
2009	Presenter at the <u>Interaction Design Symposium 2009</u> , Split, Croatia
2008	eNTERFACE Research Workshop in Paris, France
2006-2007	Student representative, Umeå Institute of Design' Institution Board
2006-2007	Canadian-Scandinavian Foundation Study Grant
2005-2007	Excellence scholarship, Quebec's Research Funds (30 000\$)
2004	Honorable mention and Friends of the Design School prize
2003-2004	Member of the The Snow Show organization
2002-2003	One year exchange program at the University of Oulu, Finland
2001-2004	Executive member of the Association of Industrial Design Students
1996	105 days outdoors training (mountain guide) in British-Columbia, Canada

Personal interests

Cycling, Outdoors, Electronic Arts, Kites, Travel, Cooking

References

Available on request