

Education

- Massachusetts Institute of Technology**, Cambridge, MA.
 '05- *PhD Candidate*, Tangible Media Group, MIT Media Laboratory.
 '03-'05 *Master of Science*. Thesis: *Design of Intelligent Interiors*.
 '99-'03 *Master of Architecture* Thesis: *Autonomous Pedestrian Interfaces for Community Networking*.

- Columbia University**, New York.
 '95-'99 *Bachelor of Arts*, Cum Laude. Architecture Major/Visual Arts Minor.

Work

- 9/01- **L.A.B. Consulting** Cambridge, MA.
Principal offering technology, product, fabrication, design, marketing and strategy consulting to clients including France Telecom Research and Development (US), Dai Nippon Printing (Japan), Cleanup (Japan), Hanssem (Korea).
- 1/03- **MIT Media Laboratory** Cambridge, MA.
Instructor Fall '07 Graduate Course "Future Craft: Emerging Processes for Object Design"
Research Assistant Tangible Media Group, Counter Intelligence Group (Kitchen of the Future).
 Managed multi-disciplinary teams to design, build and evaluate novel human-computer and digital-physical interfaces.
- 11/07- **Agoost** Palo Alto, CA.
Director, Research & Development. Technologies for long-distance families.
- 10/07- **Moda + Tecnologia** (Fashion + Technology) Milan, Italy.
Technology Adviser. Technology consulting for the fashion sector.
- 8/07- **RadioSherpa** (Internet Radio) Boston, MA.
Creative Director, responsible for branding and marketing strategy.
- 3/07- **Creative Synthesis Collaborative** Cambridge, MA.
 Collaborative (*Board Member*), non-profit boutique research and educational programs.
- 6/00-9/01 **House_n** (MIT House of the Future) Cambridge, MA.
Designer, prototyped novel interactive workspaces for work and play.
- 10/97-5/99 **LOT/EKarchitecture** New York.
Construction Coordinator, video projection room at the '99 Chicago Art Fair. *Lighting Designer*, "TV-TANK" exhibit at Deitch Gallery. *Architectural Intern*.
- 6/98-8/98 **Impresa Daniela Valentini** (Fine Art Restoration) Florence, Italy.
Restoration Intern, repaired sculptures and uncovered frescoes.
- 6/97-8/97 **Baxter** (pharmaceutical plant), Sesto Fiorentino, Italy.
Facilities Intern, installed an isolator, coordinated a laboratory relocation.
- 5/96-8/96 **Griswold, Heckel and Kelly** (interior architecture), Chicago.
Architectural Intern, drafting, design, and field verification.

Awards

- 6/07 **Honorable Mention/Technical Merit**, MIT Tech TV Showcase, Cambridge, MA
 4/06 **Finalist**, Kendall Square Interactive Design Competition, Cambridge, MA.
 10/05 **Director's Grant**, MIT Council for the Arts, Cambridge, MA.
 8/04 **3rd Place** (Posters), ACM SIGGRAPH Student Research Competition, Los Angeles.
 9/03 **Mastercard Fellow**, MIT Media Lab, Cambridge, MA
 8/01 **Grand Prix**, Hanssem International Interior Design Competition, Seoul.
 5/01 **Second Place** Medina International Magazine Smart Village Competition, Cairo.

Journals and Book Chapters

Living with Hyper-Reality, in Yang Cai and Julio Abascal (eds.) Ambient Intelligence in Everyday Life, Lecture Notes in Artificial Intelligence, LNAI 3864, Springer, 2006.

Re-Machining Domesticity: a Technological Subversion of Standards. in *Thresholds: Journal of Visual Culture*, #19, Spring 2005, pp. 53-6.

The Kitchen as a Graphical User Interface. Short paper in *Art and Animation Catalog*, SIGGRAPH 2004, Los Angeles CA. reprinted in *Digital Creativity Journal*.

Magazine Articles

Exploring Feedback and Persuasive Techniques at the Sink, in ACM Interactions Vol. XII.4, July/August 2005, pp. 25-8.

Life is Hard, Home is Soft. Grand Prix in the Int'l Hanssem Interior Design Competition, 2001. Korean publications: Concept #30 (cover article), Space Magazine #219, Design, #205, Plus, #173. Japanese publication: Axis, January 2002, Tokyo.

Conference Papers

Future Craft: How Digital Media is Transforming Product Design. In the Extended Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

HandSaw: Tangible Exploration of Volumetric Data by Direct Cut-Plane Projection. In the Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

Renaissance Panel: the Roles of Creative Synthesis in Innovation. In the Extended Abstracts of Computer Human Interaction (CHI) Florence, 5-10 April 2008.

Affective TouchCasting. In the Extended Abstracts of SIGGRAPH '06, Boston.

A Framework for Haptic Psycho-Therapy. In the Extended Abstracts of IEEE ICPS Pervasive Health Systems, Lyon, France, 2006.

PlayPals: Tangible Interfaces for Remote Communication and Play. In the Extended Abstracts of Computer Human Interaction (CHI) Montreal, 22-27 April 2006.

TapTap: A Haptic Wearable for Asynchronous Distributed Touch Therapy. In the Extended Abstracts of Computer Human Interface (CHI) Montreal, 22-27 April 2006.

KitchenSense: Augmenting Kitchen Appliances with a Shared Context using Knowledge about Daily Events. In the Abstracts of Intelligent User Interfaces (IUI) '06, Melbourne, Australia.

Waterbot: Exploring Feedback and Persuasive Techniques at the Sink. In the Abstracts of Computer Human Interaction (CHI)'05, Portland, OR.

Cooking with the Elements: Intuitive Immersive Interfaces for Augmented Reality Environments. In the Abstracts of INTERACT '05, Rome, Italy.

Dishmaker: Personal Fabrication Interface. In the Extended Abstracts of Computer Human Interaction (CHI) '05, Portland, OR.

Counter Intelligence: Augmented Reality Kitchen. In the Extended Abstracts of Computer Human Interaction (CHI) '05, Portland, OR.

Attention-Based Design of Augmented Reality Interfaces. In the Abstracts of Computer Human Interaction (CHI) '05, Portland OR.

Smart Sinks: Real World Opportunities for Context-Aware Interaction. In the Abstracts of Computer Human Interaction (CHI) '05, Portland OR.

A Framework for Designing Intelligent Task-Oriented Augmented Reality User Interfaces
In the Abstracts of Intelligent User Interfaces (IUI) 2005, San Diego CA.

Origami Desk: Integrating Technological Innovation and Human-Centric Design. In the Abstracts of Design of Interactive Systems (DIS) '02, London. In the Extended Abstracts of SIGGRAPH 2001.

Designing a DNA for Sustainable Architecture: A New Built Environment for Social Sustainability. Sustainable Development Through Smart Growth, Manila, 2001 and Int'l Conference on Design & Nature, 2002, Udine, Italy.

Group Exhibitions

Collisions 10 Art Interactive Gallery, Cambridge MA Nov. 18-Dec. 3, 2006.

Sartorial Flux A+D Gallery, Chicago IL Sep. 7- Oct. 21, 2006.

Seamless Fashion Show Boston Museum of Science, Feb 2, 2006.

Collisions 9 Art Interactive Gallery, Cambridge, MA, Jan 28-Feb 12, 2006.

SIGGRAPH 2001 Emerging Technologies, Los Angeles Convention Center August, 2001.

The Art of Memory: Holocaust Memorials in History, Jewish Museum, New York, 1994.

Invited Talks+Workshops

Pratt Institute New York, Nov. 16, 2007. 'Blogjects'

Moda+Tecnologia Florence, Italy, Dec 5 2005. 'Fashion on Demand'

ACADIA conference, Cambridge, Ontario, Nov. 2004. 'Fabricate This'

CSK CAMP Keihanna, Japan, August 2004. 'Summer House'

Newspaper Press

Cassidy, Tina "Who needs a hug?" in *The Boston Globe*, February 2, 2006.

Schwab, Emily "Even the kitchen sink" in *The Boston Globe*, May 4, 2005.

Sample, Ian. "Chips with everything" in *The Guardian*, February 5, 2004.

Martino, Francesca. "DishMaker: la macchina che fa i piatti (DishMaker: the machine that makes dishes)" In *Corriere Della Sera* (Italy), 17 October 2005.

Magazine Press

Staedter, Tracy. "Yo! Turn Me Off!" in *Fast Company*, Issues 107, page 40.

"Finies, les corvées de vaisselle? (Washing Dishes, Over?)" in *Stuff France*, April 2007, page 69.

Curtis, Jack. "Dishes on Demand: A Media Lab device created and recycles tableware on the fly." In *Technology Review*, October 2005, page m9.

"Inventata una macchina de ricicla i piatti di plastics (A machine that recycles plastic plates has been invented)" in *Newton* (Italy), November 18, 2005.

Television Press

"Saturday Morning News" *CNN*, January 14, 2006.

"Mad Labs" *National Geographic Channel*, April 23, 2006.

"Kitchens of the Future." *Discovery Channel Canada*, May 25, 2004.

"Dishmaking Machine: Recycling Imagination." *HGTV Kitchen Design*.

"Cooking up a digital future." *BBC World*, August 31, 2004.

Radio Press

"Kitchen Questions" on *The Splendid Table*, NPR, March 3, 2006.

“Future Kitchens” on *Shop Talk*, BBC Radio, May 4, 2004.

“Il volo delle oche” Radio 24 (Italy), September 14, 2005.

Blog Press

“The secret life of MIT’s Media Lab robots” on Engadget, August 20, 2007.

“Can’t Cook? Employ the Intelligent Spoon” on Engadget, April 12, 2006.

“SmartSink is always the right height” on Engadget, February 15, 2007.

“Dishmaker: Never Wash Another Dish?” on Gizmodo, October 18, 2005.

“Night at the Media Lab: video” on BoingBoing, August 20, 2007.

“Machine Makes Dishes on Demand” by Kim Zetter on Wired News, October 12, 2005.

“The Intelligent Spoon” in MAKE blog, April 12, 2006.

“Computational Couture” in CNET, January 27, 2006.

“Waterbot and Feedback-Triggered Change” in Worldchanging, July 31, 2005.

“Fashion of the Future” in Forbes.com, March 15, 2007.