

Nadia Campo Woytuk

CONTACT

Email: ncampowoytuk@gmail.com

Phone: +46 727405845

Location: Stockholm

Nationality: Spain and USA

Date of birth: 20/12/1992

> nadiacw.com

Hej! I am a designer, artist and researcher exploring feminist perspectives of technologies. I make use of body-centric approaches, digital fabrication and creative coding. I am curious to deconstruct and probe the human-machine divide, and to discover and design ways to care for each other in multispecies relationships.

EDUCATION & EMPLOYMENT

KTH Royal Institute of Technology

Oct 2019 - present

Research Engineer in Software Art

Combining research, art and design to make sense of software, computation and digital technologies. Applying critical and speculative perspectives to create art and design pieces that reveal the inner workings of software.

Aug 2017 - Jul 2019

Master's Degree in Interactive Media Technology

Focus on physical and tangible interaction. Master's thesis in design research within the Digital Women's Health group at the MID department, focusing on menstrual cycle technologies.

Publications:

- > Touching and Being in Touch with the Menstruating Body. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*.
- > Curious Cycles: Feminist Probes for Cultivating Curiosity of the Menstrual Cycle. *Master's thesis 2019*.
- > Your Period Rules: Design Implications for Period-Positive Technologies. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.

Oct 2018 - Dec 2019

Interaction Design Lab Manager

Management, communication, and technical coordination in the Interaction Design Lab "MIDDLA" in the MID department at KTH.

Aug 2018 - Dec 2019

Teacher Assistant

KTH course DH2400 Physical Interaction Design and Realization.

Jun 2018 - Sep 2018

Research Engineer Internship

Research Engineer in Somaesthetic Design for home appliances, in collaboration with Electrolux.

Flic

Feb 2018 - Feb 2019

Technical Community Manager

Part time employment managing social media and community forums of Flic, the wireless smart-button. Understanding of the Internet of Things and smart-homes.

Visyon

Feb 2016 - Jun 2017

Virtual Reality Developer

Designing and implementing interaction and interfaces for VR. Developing virtual reality and augmented reality mobile applications and games for Android and iOS using Unity3D. Developing apps for Oculus, GearVR, Cardboard, Daydream, HTC Vive and Microsoft HoloLens.

Universitat Pompeu Fabra (UPF)

Sep 2011 - Jul 2015

Bachelor's Degree in Audiovisual Systems Engineering

Honors mark in Video Processing, Advanced Visualization, Audiovisual Production Laboratory, Communication in Technical English.

Bachelor thesis: "Kikubes: Designing and prototyping an interactive, collaborative, music installation."

Jan 2015 - Jul 2015

MOOC Development and Production Intern

Producing, filming, scripting and editing educational multimedia content for Massive Open Online Courses (MOOC).

Dec 2014 - Jun 2015

Audiovisual Technical Support Intern

Aiding and giving support to students in postproduction and radio classes. Understanding audiovisual equipment and solving problems and technical issues.

DESIGN SKILLS

Digital fabrication and prototyping	Electronic circuits, sensors and actuators, 3D printing and modelling, laser cutting, vacuum forming, e-textiles.
Adobe Creative Suite	Adobe Photoshop, Adobe Illustrator, Adobe InDesign and Adobe Premiere.
Research methods	Sketching, ethnography, interviewing, workshops, cultural probes.
Graphic Design & Social Media	Skills in designing posters and catalogs. Skills in managing social media and creating graphic content for social media.

TECHNICAL SKILLS

Creative coding	Arduino, OpenFrameworks and C++, Processing, p5.js, PureData and Max/MSP.
Frontend development	HTML, CSS, JavaScript and frameworks.
Game development	C# and Unity3D
VR development	Oculus, GearVR, Google Daydream and Google Vive and Microsoft HoloLens.
Text processing	LaTeX

LANGUAGES

Native	English, Spanish and Catalan
Basic	Swedish

INTERESTS & ACTIVITIES

Volunteer at **STREAMS**, conference for Environmental Humanities at KTH, 2020. Social media, website design and communication.

Student Volunteer at **IDC**, conference for Interaction Design for Children, Trondheim, June 2018.

Student Volunteer at **TEI**, conference for Tangible, Embedded and Embodied Interaction, Stockholm, March 2018.

Participation in **Spotify devX**, November 2017. Published on Spotify for Developers.

Winning group in Stagecast's **Live Hacks**, Stockholm, September 2017.

Participation in *The Playground Lab* at **Gather Festival**, Stockholm, September 2017.

Participation in the *Sónar Innovation Challenge* at **Sónar+D** 2017.

Participation in the **Festus Festival** 2016 and **Lluèrnia festival** 2016 with the installation *Mimètik*.

Unity and Google Cardboard **workshop** for teenagers. Barcelona, December 2016.

Makey Makey workshop for children at **Eufònic festival**. Sant Carles de la Ràpita, September 2016.

"Introduction to interactive art" workshop at **Sónar+D**, representing GirlsInLab. Barcelona, June 2016.

Volunteer/Teacher at **GirlsInLab**, teaching and inspiring young girls to code. Teaching several workshops with the *Makey Makey* board and Google Cardboard. Barcelona, 2015 - 2016.

Participation in the *Music Hack Day* at the **Sónar festival**, Barcelona, June 2015.

Volunteer at the visual arts **festival Mira**, Barcelona, October - November 2015.

