

Mikko Pitkänen

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Born 11th April 1979
Web: www.interactiondesign.se/mikko

Education:

BA (Hons) TV & Film Design, University of Lincoln (now Hull School of Art & Design) 2003-2006,
Specialised in Moving image design.

MA Interaction Design, Umeå Institute of Design, 2007-2009

Work Experience:

Interaction designer/Researcher at the research dept. of Umeå Institute of Design, Umeå, Sweden.
Hired to research and prototype with smart materials for increased traffic safety. Autumn 2010-
Autumn 2011.

Hired as a freelance animation designer at Ergonomidesign, Stockholm, Sweden Nov. 2009 – Feb 2010

Intern at Nokia, Espoo, Finland, summer 2008, Investigating visual languages and cultures to find and produce elements for future icon production.

Various motion graphics and visual effects jobs for short films and music videos in 2006-2007 as a freelancer.

Worked in Serena Ski renting and fixing skis and snowboards and maintaining the shop, the ticket machines, the ticket sales and the cash flow in 2001-2002.

Doing cleaning and maintenance work at Silja Line, massive ferries between Sweden and Finland in 1998-2000, for example cleaning the balls in the ball pit and changing the coffee filters on the bridge. And a bit later doing the same kind of work in airplanes at Helsinki-Vantaa airport.

Military service in 2002-2003. Rank: Gunner.

Publications / Academic achievements:

Google It! Published and presented at SIDeR '09 conference, Eindhoven, The Netherlands in April 2009.

Design skills & interests:

Programs:

Photoshop (***) , Illustrator (**), Premiere (***) ,
After Effects (***) , Flash + Actionscript (*), InDesign(*),
Cinema 4D (**), Processing (**), Arduino (**),
MS Office (*), Final Cut Pro (**), SolidWorks (**)

The Brain:

- *Design ethnography (able to observe users and evaluate the necessary measures to create an intervention),
- *Participatory design (able to create interactions that can be prototyped to be functional together with the users)
- *Motion graphic design (able to visualise and communicate ideas in both static and animated form)
- *Conceptualisation (able to conceptualise systems, interactions and experiences and document these in visual, written and cinematic format)
- *Successfully completed Smart Materials – short course held by Midé Technologies

The Hands:

- *Electronics prototyping (able to prototype interactions requiring sensors and actuators, both wired and wireless (ZigBee and Bluetooth) using Arduino.)
- *3D form giving (able to use lathes, milling machines, saws, drills, rapid prototyping machines [3D printers] and laser cutters to create prototyped housings)
- *Graphic design, both animated and still (able to create meaningful and communicative visuals and UI elements and icons)
- *Filming (able to make films and video work, their narratives and storyboards, use high-end cameras and compose beautiful and communicative shots with them, build sets, manage lighting, track motion and extract blue/greenscreened backgrounds and compose new ones with the editing software)
- *Able to work and design with smart materials (including, but not limited to: Shape-memory metals and polymers, Electroactive polymers, Hydro- and Aerogels, Electro- and Magnetorheological fluids)

Language skills:

Finnish (***) , English (***) , Swedish (**), German (*)