

CURRICULUM VITAE

Jan Rod, PhD., born 1982 January in Prague janrod@gmail.com
〒150-0013 東京都渋谷区恵比寿1丁目7番4号 ハイライフ恵比寿1101

PROFESSIONAL EXPERIENCE

Over 5 years of experience as a user experience and interaction designer. My usual responsibilities involve design-related research, prototyping, overseeing the implementation and administering user testing and supervising quality of the overall project.

2013, 1 YEAR

TOKINDO INC., TOKYO, JAPAN - DESIGN DIRECTOR - [HTTP://WWW.TOKINDO.JP](http://www.tokindo.jp)

Full time position in a spin-off company formed by ex-TeamLab employees. I mainly work on design direction for big Japanese clients.

2012, 1 YEAR

TEAMLAB INC., TOKYO, JAPAN - DIRECTOR - [HTTP://WWW.TEAM-LAB.NET](http://www.team-lab.net)

Full time position at TeamLab, Japanese production company. I was working with various clients, mainly focusing on interaction design and project direction.

2005 FALL - 2010 SPRING, 5 YEARS

A-ETC, PRAGUE, CZECH REPUBLIC - INTERACTION DESIGN AND USER EXPERIENCE LEAD - [HTTP://WWW.A-ETC.NET](http://www.a-etc.net)

I worked as user experience lead in a team of designers and engineers on development of various internet services, and design of various UI interfaces for some industry-leading software products. I focused focus on usability of services and user-oriented interaction. Majority of my work consisted of research, subsequent design of interactive front-end prototypes, user flow diagrams and specifications for developers and graphic designers. In the later stages, I supervised the implementation of the user experience. Project portfolio available on demand. At present, I work with A-ETC on external per-project basis.

2001 FALL - 2004 FALL, 3 YEARS

PART-TIME [HTTP://WWW.GAMESTAR.CZ](http://www.gamestar.cz), [HTTP://WWW.BONUSWEB.CZ](http://www.bonusweb.cz), [HTTP://WWW.GAMES.TISCALI.CZ](http://www.games.tiscali.cz)

GAMESTAR MAGAZINE / IDG PUBLISHING, PRAGUE, CZECH REPUBLIC | BONUSWEB, PRAGUE, CZECH REPUBLIC | TISCALI GAMES, PRAGUE, CZECH REPUBLIC, VIDEO GAMES JOURNALIST.

During my college studies, I worked as a part-time video game journalist for a number of online and printed magazines reviewing both games and game events. Later on, I was specializing in covering online and mobile games.

STARTUP PROJECTS

2010 NOVEMBER - PRESENT, 2.5 YEARS INMOJO INC., TOKYO, JAPAN - CO-FOUNDER - [HTTP://WWW.INMOJO.COM](http://www.inmojo.com)

InMojo is an Open Source Hardware marketplace and HW design support. As a side project, our focus is to engage the OSHW niche market with growing possibilities for the future. I lead the interaction design and usability of both the service and our own hardware products.

2010 MAY - PRESENT, 2 YEARS BILLBERRIES INC., PRAGUE, CZECH REPUBLIC - CO-FOUNDER, EXTERNAL COLLABORATION - [HTTP:// WWW.BILLBERRIES.COM](http://www.billberries.com)

I co-founded BillBerries project and I externally collaborate on direction, interaction and UX design of the BillBerries internet service. BillBerries focus on household bills management and service auction to lower prices and stimulate competition between service providers worldwide.

SKILLS & KNOWLEDGE

Frontend Prototyping (Paper, Digital) - Interactive Ui Mockups and Models, User Interaction Flows, Experience Maps

Software Proficiency - Omnigraffle, Axure RP Pro, VVVV, Adobe Suite (esp. Illustrator, Photoshop, Indesign, Premiere and After Effects), Puredata, Maxmsp, Unity 3D.

Physical Computing - Arduino, Processing, Cad Modelling Skills (Solidworks),

Physical and Rapid Prototyping Including Physical Design and Manufacturing, Basic Pcb Design (Altium Designer).

Research Skills: Advanced Design Research Skills, Extensive Knowledge of Technology Sector in General, Especially Mobile Computing, Mobile Markets. Proficient in Design Research Methodologies, Understanding of Design Processes, Expertise in Design Thinking, Design Ethnography and User Experience Testing and Evaluation.

SELECTED DESIGN, RESEARCH, AND ART PROJECTS

2009 - 2011 NAVINKO

NAVINKO, KEIO MEDIA DESIGN, TOKYO, JAPAN - INTERACTION DESIGN AND USER EXPERIENCE

I designed, with a group of graduate students, an iPhone-based application for city walking and cycling with embedded audio interface. Navinko was picked up as an official guide App for Tokyo Designer's Week 2010 and Sound and Audio Experimental Festival at Tokyo Wondersite in February 2011.

2011 [HTTP://WWW.INMOJO.COM/IKIMO](http://www.inmojo.com/ikimo) - IKIMO OPEN SOURCE ROBOT PLATFORM

As a part of our InMojo project we designed low-cost entry level robotics platform compatible with Arduino and working over bluetooth with computers and mobile devices. Ikimo was demoed at Maker Fair NYC 2011 and received Make Magazine Editor's Choice prize.

2010 OCTOBER SING FOR DARFOUR, KANAGAWA, JAPAN

DarfourTouch: I individually built FTIR-based multitouch interactive display to present content videos related to Sing for Darfour movie premiere in Japan. The installation was powered by VVVV application that I also developed myself.

2004 - 2006 FUTURA PRAGENSIS, PRAGUE, CZECH REPUBLIC

I led development of interactive CAVE-like installation based on Valve:Source computer game engine to create immersive experience of futuristic architecture for various exhibitions in (among others): National Gallery, Prague. TUE, Eindhoven. Toronto Design Exchange, Toronto. Unlisted separately below.

CONFERENCE PRESENTATIONS & DEMONSTRATIONS

2012

SIGGRAPH: IKIMO: OPEN SOURCE ROBOTICS PLATFORM [HTTP://WWW.INMOJO.COM/IKIMO](http://www.inmojo.com/ikimo)

We have designed an open source robotics platform focused on entry-level robotics learning, education and robotics application.

2011

COMMUNITIES AND TECHNOLOGIES 2011 CONFERENCE, BRISBANE, AUSTRALIA

Suicide Effects: Designing for Death is a design experiment in integration Twitter feeds into public space to address the community awareness of suicide and instigate discussion about the suicide that is often happening in Tokyo subway system.

2011

SOUND AND AUDIO EXPERIMENTAL FESTIVAL, TOKYO WONDERSITE, TOKYO, JAPAN

Navinko was selected with 'City Mixer' performance. City Mixer is generative music performance based on GPS-based technology solution that synthesized movement of performers on bicycles around the city with previously sampled sounds into unique experience.

2010

OCTOBER TOKYO DESIGNER'S WEEK, TOKYO, JAPAN

Navinko: Official App to promote and support walking and exploring shop exhibitions

2010

MAY PERVASIVE 2010 CONFERENCE, HELSINKI, FINLAND

Navinko: Audio Augmented Reality-Enabled Social Navigation for City Cyclists

2010

MAY DEATH AND DYING IN DIGITAL AGE SYMPOSIUM, NATIONAL UNIVERSITY SINGAPORE, SINGAPORE
Suicides in Tokyo Transportation System as an Opportunity for Design

2009

DECEMBER DIGITAL ARTS AND CULTURE 2009 CONFERENCE, UNIVERSITY OF CALIFORNIA, IRVINE, USA
Post human-centered design approach for ubiquity

2007

September Exhibition AeonScope / Futura Pragensis in Casa Vertigo, TUE Eindhoven, The Netherlands – conceptual theory for architecture in the information age, theoretical concept and VR display.

2006

Exhibition AeonScope / Futura Pragensis in Design Exchange Gallery, Toronto, Canada – Architectural exhibition of future solutions for Prague and other cities in 3rd millennium. The role of Information Technologies in this process. Theoretical concept and VR display.

2005

Exhibition AeonScope / Futura Pragensis in National Gallery, Prague, Czech Republic – Architectural exhibition of future solutions for Prague and other cities in 3rd millennium - reaction on present society's urbanistic problems in connection with Information Age and demand for sustainable development.

PUBLICATIONS

Kera D., Rod J., Peterova R. Post-Apocalyptic Citizenship and Humanitarian Hardware in Nuclear Disaster at Fukushima Daiichi, edited by Hindmarsh R. 2013. Routledge: New York

Rod J., Graham C., Gibbs M. Suicide Effects: Designing for Death. Proceedings of Communities and Technologies 2011 Conference, Brisbane, Australia. 2011. Brisbane.

Mantell J., Rod J., Kage Y. 2010. Navinko: Audio Augmented Reality-Enabled Social Navigation for City Cyclists. Proceedings of Pervasive 2010 conference, Helsinki, Finland.

Rod J., Kera D. 2010. From agency and subjectivity to animism: phenomenological and Science Technology Studies (STS) approach to design of large techno-social systems, in Digital Creativity, pp. 70 - 86, issue 1, 2010. Routledge. London.

EDUCATION

2009 - 2012 KEIO UNIVERSITY TOKYO, JAPAN GRADUATE SCHOOL OF MEDIA DESIGN
PhD.

Dissertation: Liminal Space: Towards New Paradigm of Urban Computing. Under supervision of:
Prof. Naohito Okude & Prof. Masa Inakage

2008 - 2010 KING'S COLLEGE LONDON, UK
(Unfinished, left on personal request)
Center for Computing in the Humanities
PhD student, quit upon personal request
Under supervision of: Prof. Willard McCarty

2005 - 2007 CHARLES UNIVERSITY IN PRAGUE, CZECH REPUBLIC Faculty of Humanities

MA, Media Studies

Thesis: Contemporary Information Technologies and Mechanics of Power. Under supervision of:
Prof. Miloslav Petrusek

2005 - 2006 TURKU UNIVERSITY, FINLAND Faculty of Humanities

Graduate research stay at the department of Media Studies. Researching online communities.

2001 - 2005 CHARLES UNIVERSITY IN PRAGUE, CZECH REPUBLIC Faculty of Humanities

BA (Hons.), Philosophy and Sociology. Thesis: Online Communities in Czech Republic

Under supervision of: Prof. Miloslav Petrusek

HOBBIES & INTERESTS

Photography ([Http://500Px.Com/Janrod](http://500Px.Com/Janrod)), Kendo (Czech National Team Member), Live Interactive Vjing & Generative Graphics in Clubs & Dj Events, Art & Architecture, Literature, Fashion, Cinema, Music.