

Nicholas Meehan

Designer & Creative Technologist

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<http://un.salted.nu>

Education

Art Center College of Design - MFA

Pasadena, CA | Fall 2014 - Spring 2016

Media Design Practices Program, Lab Track

- Teachers Aid - Advanced Physical Computing

- HMCT/MDP Post-graduate Fellow

Design Academy Eindhoven - BDES

The Netherlands | Fall 2009 - Winter 2013

- Writer for the Snor, organizer of the Snor Festival

- Actively involved in educational reform at the Academy

- Allumonde Connector graduate

Academic Projects

June 2015 – August 2015

M.A.U.S.E.R | Research assistant

Research assistant for visiting designers – The research topic was physical manifestations of the Internet and took the form of a small publication, short film and exhibition space. Work shown in Shenzhen Biennial.

Apr 2015

Co-presence Network (Microsoft Sponsored)

We explored theme's of cognitive load, co-presence and privacy through physical computing and prototyping.

December 2015

study: self-driving car (Jaguar/Landrover Sponsored)

A movement study which explored the user experience of the self-driving vehicle of the future. Seeking freedom to question, we eliminated the physical car and prototyped with performers.

Creative Technologies

Programming

ECMAScript 6 (javascript) | html5 | Sass

Stylus | CSS

Physical Computing

Arduino | RasPi | PCB Design & Fabrication

Linux Servers and Systems

3D Design/Prototyping

CNC | 3D Printing | Rhino | AutoCad

Design Tools

Adobe Creative Suite | Final Cut Pro

Fullstack Development

Mongoose | Node.js | Angular | Express | e2e tests

Three.js | Aurelia | Elasticsearch

Graduate Thesis: Norm

Norm examines how degrees of agency over the algorithm can be handed back to the user.

It is a text suggestion system which offers users a unique language interaction by giving increased control of the underlying systems and data.

<http://un.salted.nu/projects/thesis-norm>

Professional Experience

May - September 2015

Scale Down Challenge - HOLY | Creative technologist

Advised and developed online platform for traveling children's installation. Used by over 1000 Dutch school children in the first 3 months of operation.

scaledownchallenge.nl

May - July 2014

ISOCARP 2015 CONGRESS | Designer and developer

Designer and developer of the online platform for the Congress.

isocarp2015.org

February 2014 – October 2014

Spaaza BV | Freelance

UX and front-end development for Spaaza's mobile platforms and client facing dashboard system.

Included data-visualization, manipulation and filtering interactions for major Dutch and South African brands.

May 2013 – September 2013

Studio Moniker | Intern

Internship with Studio Moniker, a multi-disciplinary interaction studio. While there I contributed UX design and coordination for installation, book design, web design and testing.

2008 - Current

Unsalted | Freelance Designer & Developer

I have worked as a freelance designer and web developer working on everything from comprehensive branding projects for small fashion labels to fullstack development for non-profits and startups.

Exhibitions & Press

Shenzhen Biennial – Shenzhen, China

Self/Unself – Salone del Mobile – Milan, Italy

Een/ A Rosa Poëtica/Onomatopée - The Netherlands

Turkish Biennale – Istanbul, Turkey

Vice Motherboard – NL & US

:Output Yearbook

Languages

English - (US & IE citizenship)

Dutch (basic)