

**TERENCE ARJO**

198 Columbia Street, No.3 Brooklyn New York 11231  
T: +1.347.371.3257 E: terence@arjodesign.com W: www.arjodesign.com

**EXPERIENCE**

**ARJO DESIGN RESEARCH INTERACTION** 11.00-present  
Brooklyn NY

Create products, user experiences and interactions that mesh traditional product design with the DIY spirit of physical computing. Investigate and analyze new technologies with an eye toward identifying new product categories and innovative applications. Develop hardware and software prototypes which express both form and function. Conduct field research to understand behaviors and motivations in order to better meet user's needs; leverage that same research to reveal potential pitfalls or new insights during the development process, as well as areas needing more focus. Collaborate with multidisciplinary teams to ensure cohesive development cycles. Coordinate with outside vendors on manufacturability and cost.

**MICROSOFT RESEARCH** Research internship 06.07 to 09.07  
Redmond WA

Within the Creative Systems group, collaborated with fellow researchers to develop in-game tutorials for Xbox educational game. Evaluated tutorials, user interface design and functionality for their validity through user testing and focus groups. Presented results to Game Development Team, and made recommendations for user interface design refinements. Developed and designed 3D characters and objects for inclusion in game.

**NVIDIA** Software internship 06.06 to 08.06  
Santa Clara CA

As member of User Experience team, collaborated in development of nView Desktop Manager control panels for setting display parameters and features. Participated in user evaluations, brainstorming and project critiques. Acted as project lead for development of nVidia's first Vista-compatible widget. Worked closely with software engineer and visual designer to conceptualize, design, and program the widget's look and feel.

**U.S. SURGICAL** Industrial design 02.04 to 08.05  
North Haven CT

Designed laparoscopic surgical instruments. Developed concepts from 2D sketches to 3D CAD models and working prototypes. Focused on ergonomic and functional aspects of instruments, ensuring their universal comfort and usability. Researched surgical procedures and advancements. Consulted with physicians and surgeons on operating techniques, instrument preferences and usage. Observed surgeries to assess real-world practices, and attended anatomy and surgical labs to understand the physician's point-of-view through mock operations, dissections and physiology training. Teamed with Marketing to conduct focus groups and user interviews to further develop and hone instrument requirements.

**BRIDGE DESIGN** Industrial design 10.96 to 11.00  
San Francisco CA

Designed consumer products, medical devices and equipment. Led design research initiatives and brainstorming sessions. Created concepts from 2D sketches to 3D CAD models and working prototypes. In parallel, designed both physical and on-screen user interfaces. Managed all levels of the design process, from initial budgeting of proposals to presentations to final design. Collaborated with multidisciplinary teams to create project schedules and deliverables. Acted as principal contact between Bridge Design and Clients throughout design process. Worked with Clients to establish product direction by accompanying them on research missions, focus groups and user interviews. Mentored junior designers and interns.

**IDEO** Industrial design/intern and freelance 05.95 to 01.96  
Palo Alto CA

Designed consumer electronics for IDEO/Samsung joint venture. Developed initial product concepts, sketches, 3D models, CAD databases, and renderings. Created concepts for user interfaces, control panel layouts, product graphics and color palettes. Worked with various teams to ensure integrity of industrial design.

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## EDUCATION

Master Interactive Telecommunications (ITP)  
*ITP/Tisch School of the Arts Scholarship Award*  
New York University, New York City NY  
2007

Bachelor of Science Industrial Design  
San Jose State University, San Jose CA  
1996

Additional studies: Art Center College of Design, Pasadena CA;  
Vitra Design Workshop with Ronan Bouroullec, Boisbuchet France

**SOFTWARE** Arduino, ProEngineer WildFire, EagleCAD, Photoshop,  
Illustrator, InDesign, Flash/ActionScript, Processing/Java, HTML, CSS

## DISTINCTIONS

**AWARDS** IDEA/BusinessWeek (Gold, Silver), ID Magazine,  
Good Design, International Forum Design Hannover, IDSA Medical Design  
Excellence, CES Design and Engineering Innovations, Mattel Best Toy,  
2008 Foundation for Living Arts in America grant recipient

**PRINT / WEB** ID Magazine, Wired, Innovations Magazine, Design Week,  
Medical Devices and Diagnostic Industry Magazine, WiredNews, We Make  
Money Not Art, Gizmodo, Make Magazine, Craft Magazine, Sonic Arts  
Network, IT Week

**EXHIBITIONS** FutureFashion (Pisa, Italy);  
Factory Direct: New Haven (New Haven CT)

**LECTURE** Principles of Interactivity, College of New Jersey (2010);  
Drive-by: Industrial Design and RP, ITP, New York University (2006)