Jeremy Joachim

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.Experience

// Adobe
Senior Experience Designer, GenAI June 2023-Current, Cambridge, MA
Design Technologist II, AI/ML March 2021-June 2023, Cambridge, MA

> Designing the future of AI/ML in Adobe's creative tools and products

> Driving core UX, strategy, and story for Firefly, Adobe's family of creative generative AI models, with the Machine Intelligence and New Technologies (MINT) design team

> Integrating generative AI and other new technologies from engineering research into new product features and experiences

> Building deep interaction design prototypes to identify usability and customer sentiment around AI/ML through user research

> Leveraging 3D game engine technology and realtime rendering to mock up AI/ML interactions more tangibly from an earlier point in design

// Gensler
Creative Technologist, Experience Design July 2019-February 2021, San Francisco, CA

> Leveraged my creative technology skillset to drive the firmwide Digital Experience Design (DXD) practice

> Proposed, influenced, and contributed to design from concept to prototype to development

> Led DXD's Service and Maintenance offering across North America, supporting all our permanent installations

> Produced interactive VR walkthroughs that combined the 2D and 3D concepts from DXD with those of brand, architecture, and interior design

> Managed technology-related vendors, contractors, and partners

// Tellart
Creative Technologist, July 2017-July 2019, Providence, RI

> Collaborated with animators, architects, and industrial designers to engineer and produce the physical and digital components of interactive installations

> Spearheaded the industrial robot programming and design for a kinematic sculpture for Samsung at the 2018 Winter Olympics in South Korea

> Served as technical lead for a permanent exhibit for the de Young Museum in San Francisco, building system architecture, developing software, and installing all hardware

// HP Inc
Mechanical Engineering / Physical UX Intern June 2016-August 2016, Boise, ID

> Developed countermeasures to dust-related motor issues, improving printer communication, data collection, and serviceability

> Designed and tested a custom paper tray attachment

> Investigated the UX and discoverability of new slide-out keyboards on printers, prototyping and testing solutions iteratively with the User Experience, Mechanical, and Industrial Design teams

.Education

// Brown University 2013-2017, Providence, RI

> Bachelor of Sciences Degree in Mechanical Engineering, GPA 3.7
> Design focus with research in human-robot collaboration
> Coursework in solid mechanics, heat transfer, electronics, and music

// Rhode Island School of Design 2015-2017, Providence, RI

> Studied human-centered and inclusive design through coursework in industrial design and digital media.

.Personal

// Awards

SEGD Global Design Awards
2019
deYoungsters Studio
Merit Award

Core77 Design Awards
2019
deYoungsters Studio
Winner: Visual-Communication
Notable: Built-Environment

// Skills

Software Development
C++ (openFrameworks), Javascript (React, p5.js, Node.js), TouchDesigner, Unreal Engine, Unity, Max MSP

Hardware
Arduino, Raspberry Pi, KUKA, ABB, Direct View LED, Sensors, Motors

Creative
Illustrator, After Effects, XD, Figma, Fusion 360, 3ds Max, Blender

// Teaching

Civic Impact Through Sensor-Driven Design
Fall 2017
Rhode Island School of Design (RISD)
Co-taught a course on designing for civic impact using microcontrollers and a wide array of sensors

STEAM City + Data
Spring 2017
Brown, RISD, MIT
Co-led a 16-person intercollegiate workshop and lecture series on interdisciplinary approaches to data and the city, culminating in a public exhibition

Engineering Capstone Design Projects
Spring 2017
Brown, RISD
Served as the teaching assistant for the interdisciplinary engineering senior capstone design project course