

# BRENDAN MATKIN // Interaction Design + Prototyping + Creative Tech

## CONTACT

Portfolio: <https://brendanmatkin.com/>  
Email: [brendan.matkin@gmail.com](mailto:brendan.matkin@gmail.com)  
Phone: [403.892.5247](tel:403.892.5247)

## EDUCATION

### Simon Fraser University

MA Interactive Arts & Technology

Thesis: *ᑭᑭᑭᑭᑭ – Belongings: Embodied Cultural Values in Tangible Interaction Design*  
*Completed Spring 2018*

### University of Lethbridge

BFA New Media (with Great Distinction)  
*Completed Fall 2013*

## EMPLOYMENT

### Product Design + Creative Tech + Prototyping

2019-2022	Principle Product Design/R&D	Airdar Inc.
2017-2018	Head of R&D/Lead Tech	Tangible Interaction Design Inc.
2016-2017	IX Design Research Intern	Tangible Interaction Design Inc.
2016-2017	IX R&D Consultant	The Intentions Lab

### Teaching

2018	Design Thinking	VFS
2018	Information Architecture	VFS
2018	Advanced Information Architecture	VFS

### Teaching Assistant

2016	Tangible Computing	(IAT884)	SFU
2015	Information Design	(IAT235)	SFU
2014	Intro to Tech. Systems	(IAT267)	SFU
2012	Net.Art	(NMED3520)	U of L

## Research Assistant

2016-2017	Lab Manager (TECI Lab)	Antle	SFU
2016-2018	Mindful v.2 (Western)	Antle	SFU
2014-2015	ʔeləw'k <sup>w</sup> - Belongings	Antle/Hennessy	SFU/UBC
2012-2012	Intersections (IRDF)	Elias	U of L

## Project Manager

2016-2017	ʔeləw'k <sup>w</sup> - Belongings	Antle/Hennessy	SFU/UBC
-----------	-----------------------------------	----------------	---------

## Select Independent Interaction Design/UX

2014	“Drive-In Arcade”	Beakerhead
2013	“Naked Island” UX	National Film Board of Canada
2013	“Blind Spot”	Kaizen Automotive/Beakerhead
2013	Web UX Consultation	Kaizen Automotive (Intern)

## Select Technician Positions

2016-2017	Solid Space	Simon Fraser University (Shop Technician)
2014-2014	Sight + Sound Festival	Eastern Bloc (Artist Assistant, Gallery Tech.)
2014-2014	Eastern Bloc Lab	Eastern Bloc (Lab Tech)
2004-2014	A/V/Light Install/Design	Wavetech Sound & Lighting
2008-2009	Commercial A/V Install	Allstar Show Industries

## TECHNICAL SKILLS

**Code:** Javascript/Node, Vue, Svelte, HTML, CSS, Processing/Java, C/C++ (Arduino), C# (Unity), Pure Data, Max MSP, Git

**Design:** Tangible Interaction, User Interface, Web, UX, A/V Systems, Lighting, Research, Workshop

**Select Software:** KiCAD, Unity, Figma, Notion, VS Code, SketchUp, Adobe Suite, Arduino/PlatformIO, Tableau, Zotero, CorelDraw. **Learning:** p5.js, Touch Designer, Fusion 360

**Physical/Prototyping:** Arduino, Soldering, Circuit & PCB Design, Kinect, CNC, 3D Printing, Laser Cutting, Installation, Computer Vision, Raspberry Pi, Welding, Metalwork, Woodwork, Plastics, Sculpture, Hacking/Tinkering, Networking

**Languages:** English (native), Spanish (working proficiency)

## COMMUNITY

**Co-Founder & Board Member**, Maker Cube Surrey. 2015 – 2018.

## AWARDS & RECOGNITION

<i>SFU</i> , Graduate <b>Fellowship</b>	01/2017
<i>MITACS</i> , Accelerate <b>Scholarship</b>	05/2016
<i>Western Museums Association</i> , Charles Redd <b>Award</b> ; Exhibit Designer	10/2015
<i>Governor General's History Award</i> for Museums; Exhibit Designer	09/2015
<i>Canadian Historical Association</i> , Public History <b>Prize</b> ; Exhibit Designer	06/2015
<i>EVA London 2015</i> , Ashgate Publishing Prize for <b>Best Paper</b> ; Co-Author	06/2015
<i>SSHRC</i> , Canada Graduate <b>Scholarship</b> – Master's	04/2015
<i>GRAND NCE</i> , Vice-President Research <b>Fellowship</b>	01/2015
<i>SFU Dean of Graduate Studies</i> , Graduate <b>Fellowship</b>	09/2014
<i>Ottawa International Animation Festival</i> , <b>Official Selection</b> ("Observer")	09/2014
<i>UofL Fine Arts</i> ; <b>Gold Medal Nominee</b>	05/2014
<i>Alberta Scholarship</i> , Louise McKinney Post-Secondary <b>Scholarship</b>	11/2012
<i>UofL</i> President's <b>Scholarship</b>	10/2012

## PUBLICATIONS

- Muntean, R., Antle, A., **Matkin, B.** Hennessy, K., Rowley, S., Wilson, J., "Designing Cultural Values into Interaction," Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, 10 Pages (2017),
- Singhal, S., Neustaedter, C., Ooi, Y., Antle, A., **Matkin, B.** "Flex-N-Feel: The Design and Evaluation of Emotive Gloves for Couples to Support Touch Over Distance," Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW), 12 Pages (2017), Portland.
- Singhal, S., Neustaedter, C., Antle, A., **Matkin, B.** "Flex-N-Feel: Emotive Gloves for Physical Touch Over Distance," Companion of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW), 4 Pages (2017), Portland.
- Pan, R., Neustaedter, C., Antle, A., **Matkin, B.** "Puzzle Space: A Distributed Tangible Puzzle for Long Distance Couples," Companion of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW), 4 Pages (2017), Portland.

- Hennesy, K., Muntean, R., Rowley, S., Antle, A., Wilson, J., **Matkin, B.** "Designing Tangible Interactions to Communicate Cultural Continuity: ʔeləw'kw — Belongings, a Tangible Table in cəsnaʔəm, the city before the city at the Museum of Anthropology." Proceedings of the 21st annual conference of Museums and the Web 2017 (MW17), (2017). Cleveland.
- Antle, A., Warren, J., **Matkin, B.** "The Story of Things: Awareness through Happenstance Interaction," Proceedings of the 2016 Conference on Interaction Design and Children (IDC), Design & Research Competition, 3<sup>rd</sup> Place (2016). Manchester.
- Antle, A., Warren, J., Cramer, E., Fan, M., **Matkin, B.** "Designing Tangibles for Children: One Day Hands-on Workshop," Proceedings of the 2016 Conference on Interaction Design and Children (IDC), Workshop (2016). Manchester.
- Muntean, R., **Matkin, B.**, Hennesy, K., Antle, A., Rowley, S., Wilson, J. "Design Interactions In ʔeləw'kw — Belongings", Proceedings of the 2016 Conference on Designing Interactive Systems (DIS), Pictorial - 13 Pages (2016). Brisbane.
- Cramer, E. \*, **Matkin, B.** \*, Antle, A. "Embodying Alternate Attitudes: Design Opportunities for Tangible Interfaces in Persuasive Games," Proceedings of the Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI), 6 Pages (2016). Eindhoven. (\*co-authors; not indicated on publication)
- Warren, J., **Matkin, B.**, Antle A. "EquiPressure Pants: Present-at-Body Self-Awareness in Equestrians: Exploring Embodied 'Feel' through Tactile Wearables," Proceedings of the Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI), 6 Pages (2016). Eindhoven.
- Antle, A., Warren, J., **Matkin, B.**, Fan, M., Cramer, E. "Designing Tangibles for Children: One Day Hands-on Workshop," Proceedings of the Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI), Workshop (2016). Eindhoven.
- Muntean, R., Hennesy, K., Antle, A., Rowley, S., Wilson, J., **Matkin, B.** " ʔeləw'kw – Belongings: Tangible Interactions with Intangible Heritage," Journal of Science and Technology of the Arts (CITARJournal), 59-69 (2015). Porto.
- Muntean, R., Hennesy, K., Antle, A., Rowley, S., Wilson, J., **Matkin, B.**, Eckersley, R., Tan, P., and Wakkary, R. "cəsnaʔəm | Belongings: A Tangible Interface for Intangible Cultural Heritage," Proceedings of Electronic Visualization and the Arts (EVA), 360-366 (2015). London. (Won Best Paper)

## PERSONAL EXHIBITIONS & SCREENINGS

**Gardenarium @ The Drive-In Arcade** // Commission, Interactive. w/ Paloma Dawkins

- Beakerhead 2014. Calgary, AB.

**Observer** // Short Animation

- NFB Film Club, Fall 2015 (curated screening package for public libraries)
- Ottawa International Animation Festival 2014, Official Selection: Canadian Showcase
- Société cinéMAGINE de l'Alberta Shorty Film Fest 2014, Official Selection
- National Film Board of Canada 2013, Public Screening (Hothouse Release)

### **Blind Spot** // Commission, Interactive

- Beakerhead 2013. Calgary, AB.
- Sunridge Automotive, 2013-2014. Calgary, AB.

### **Interactive Wall** // Commission, Interactive. w/ Leanne Elias, Dana Cooley, Carl Spencer

- U of L Art Gallery, 2016 – present (re-designed). Lethbridge, AB
- U of L Art Gallery, 2013 – 2016. Lethbridge, AB

### **Culture Machine** // Interactive, Video; Solo exhibition.

- Niche Gallery, 2011 – 2012. Lethbridge, AB

### **Clusters** // Photography. Group exhibition.

- The Penny Gallery. Lethbridge, AB.

### **Mapping a Prairie City – The Urban Forest** // Print, Data Art. Group Exhibition.

- Southern Alberta Art Gallery (SAAG), 2011. Lethbridge, AB.

## **PERSONAL INTERVIEWS & FEATURES**

### **Calgary is Awesome** // Good Peeps: Brendan Matkin's Drive-In Arcade

<http://calgaryisawesome.com/2014/09/05/good-peeps-brendan-matkins-drive-in-arcade/>

### **Hackaday** // Play Peek-A-Boo with Blind Spot

<http://hackaday.com/2014/04/12/play-peek-a-boo-with-blind-spot/>

### **NFB Blog** // Hothouse 9 | The Hidden Side of Digital Animation in 4 Geeky Graphs

<http://blog.nfb.ca/blog/2013/12/04/hothouse-9-digital-animation/>

### **U of L Fine Arts Sketches 2015** // Featured Alumnus

[http://issuu.com/u lethbridge/docs/sketches\\_issuu\\_2015](http://issuu.com/u lethbridge/docs/sketches_issuu_2015)

## **WORKSHOPS (non-academic)**

µWorkshops 2021-current // Series of Micro-Workshops and Public Office Hours

Intentions Lab // Various (e.g. Advanced MCUs, Making PCBs, etc.)

Maker Cube Surrey 2015-2018 // Various (e.g. Soldering, Arduino, etc.)

TechBytes 2015 // Arduino

Eastern Bloc 2014 // “Shrinking the Arduino: Introduction to ATTiny”

Beakerhead 2013 // “Smarter than a Smart Throwie: Intro to the ATTiny84”

## PEER REVIEW SERVICE

ACM CHI 2016 // refereed 1 paper

ACM CHI 2015 // refereed 1 paper

## REFERENCES

**Alissa Antle**, PhD | Professor, SFU

Email: [aantle@sfu.ca](mailto:aantle@sfu.ca)

Phone: [778.782.7438](tel:778.782.7438)

**Wendy Samson** | Lead, Resourcing + Operations, Brand + Community, Lululemon

Email: [wendy.w.samson@gmail.com](mailto:wendy.w.samson@gmail.com)

Phone: [604.537.8924](tel:604.537.8924)

**Dana Cooley**, PhD | Assist. Professor, U of L

Email: [dana.cooley@uleth.ca](mailto:dana.cooley@uleth.ca)

Phone: [403.382.7145](tel:403.382.7145)

Further references available upon request.