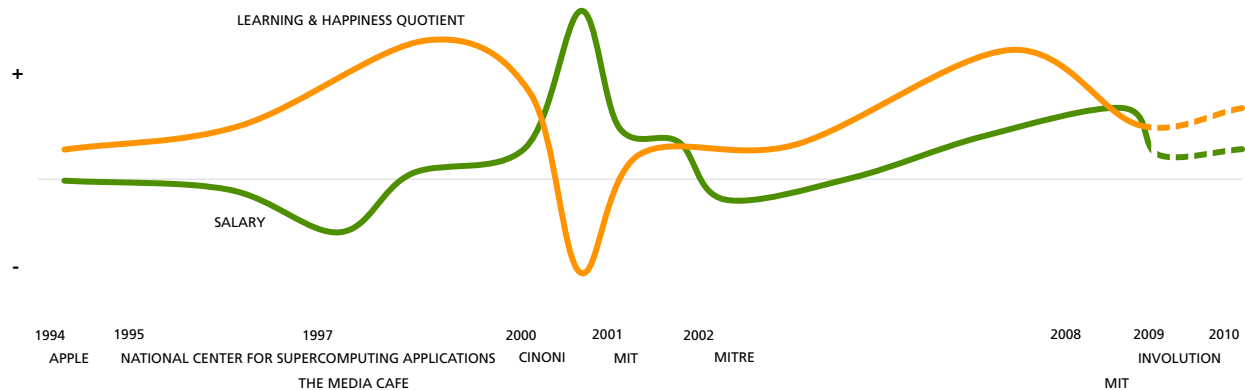


JUHAN SONIN

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Summary

Award-winning, on-the-shelf products and applications
Software interface and information design expertise
Design and engineering management (people, projects, departments)
Transforming complex, data-heavy problems into delightful, story-rich products

Held positions at **Apple**, **NCSA**, **MIT**, **MITRE**, and a few startups.
Currently lectures at **MIT** and leads **Involution Studios Boston**.

Experience

Involution Studios

Creative Director

Arlington, MA

2009-present

Designer and studio head of Boston office
Design and deliver remarkable on-the-shelf products and services
Rapid prototyping, interface design, product design, company direction and strategy

Massachusetts Institute of Technology (MIT)

Lecturer

Cambridge, MA

2008-present

Instructor and mentor for Engineering Process and Design course (2.009)
Rapid prototyping, sketch modeling, and product-to-market analysis

MITRE

Design Group Leader, Designer

Bedford, MA

2003-2009 (currently part time, on call)

Delivered business critical software services

Group leader, interface designer, project manager, and strategist

Software interface and interaction design, human-computer interface (HCI), product design

Managing a suite of applications, instituting design patterns and guidelines

Group direction, mentoring, and professional development

Massachusetts Institute of Technology (MIT)

Interface Designer

Cambridge, MA

2001-2002

Project architect for distance education and classroom learning applications

Software interface and interaction design

Delivered online course service for Mechanical Engineering department

Cinoni, Inc

Director of Creative Practice

Boston, MA

2000-2001

Managed creative division and front-end development

Software interface and interaction design, service design

Marketing, PR, branding, collateral design and production

National Center for Supercomputing Applications (NCSA)

Designer, Researcher

Urbana, IL

1995-2000

Software interface and interaction design, evaluation, testing

Creative direction and architecting project-wide design

Interactive installation design, physical environment and product design

National program development, public policy, and strategy for Education Division

Researched and delivered dynamic sonification and visualization services

International Media Recognition

Chicago Tribune, National Public Radio, Euro Television, Siggraph, Siemens Broadcasting, Village Voice

International Engagements

Pompidou/IRCAM Center, Paris; Ars Electronica, Austria; Miller Theatre, New York; St Louis Science Center, Missouri; Minnesota Science Museum, Minnesota

The Media Café

Designer, Director of Production

New York, NY, and Urbana, IL

1996-1997

Production manager, interface design (for critically acclaimed on-the-shelf software)

Marketing, branding, PR, and collateral production

International Media Recognition

The New York Times (full-page Sunday spread), Newsweek, The Boston Globe, Chicago Tribune, BBC International, Billboard, National Public Radio, Computer Gaming Online, Computer Gaming Monthly, PC World – Top 100 Applications award for The Ring Disc

Apple Computer

Education and Outreach

Chicago, IL

1994

K-12 and Higher Education product deployment/development

Independent Projects and Interests

Violinist in the Lexington Symphony; 70-seat professional orchestra (since 2000)

Instructor and pilot for the Burlington RC Flyers (since 1986)

Education

University of Illinois at Urbana-Champaign

BA - Cinematography (and Mechanical Engineering)