

Enric Gili Fort

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Objective

Seeking full-time position to put into practice **strategic design planning tools** in order to discover user-focused innovations that deliver both **customer and business value**.

Education

IIT Institute of Design, Chicago

Master of Design, Design Planning, Spring 2007

Awarded with Nathan Fellowship

Relevant coursework: Emerging Markets, Design Methodology, Design and Economics, Design Research, Strategic Design Planning, Communication Planning

Universitat Pompeu Fabra (UPF), Barcelona, Spain

Master's Degree in Interaction Design, 2001

Elisava Escola de Disseny, Barcelona, Spain

Bachelor of Fine Arts in Industrial Design, 2000

Skills & Capabilities

Design

- Truly multidisciplinary design thinking
- Focus on design and business value
- Holistic approach to problem solving
- Sharp analysis and insight generation
- Leadership and team collaboration

Interests

Networked communities, Technology, Emerging Markets and BOP, Sociocultural Trends, Globalization, Sustainable Business and Contemporary Culture.

Languages

Fluent in English, Spanish and Catalan. Some familiarity with Dutch and French.

Software

Communication tools: Photoshop, Visio, InDesign, Microsoft Office, Illustrator

Interactive Media authoring tools: Object-Oriented Programming, HTML + CSS, Flash, Director + Lingo

References and portfolio available upon request

Experience

Design Services Team (DST) - Office of the CEO. SAP Labs, Palo Alto, CA, USA

Design Strategist, 2006

Worked on the product definition of the next SAP flagship product doing research, using analysis tools to find out insights and develop design criteria. In addition, organized and facilitated internal workshops demonstrating design methods and frameworks to fellow employees.

V2_Lab Institute for the Unstable Media, www.v2.nl Rotterdam, The Netherlands

Project Lead and User Experience Designer, 2002 - 2004

Worked as lead User Experience designer in one of the leading media labs in Europe applying user-centered design methods to the development of multimedia interactive works. Conducted research on 3D search environments, virtual communities, digital archives and networked applications in the context of European-wide projects. Publicly presented live digital works at the Technology Fair of Utrecht and at the Amsterdam 'e-Culture Fair' and was invited as respondent in the 'Digital Werk' seminar.

Herraiz & Soto + CSSWG, Barcelona, Spain

Interactive Media Creative Lead, 2005

Led and developed an 'advergaming' project for an on-line advertising campaign for Mahou and Real Madrid CF. Managed design development team, developed creative strategy and incorporated basic Artificial Intelligence (AI) principles applied to agents and entities.

Entertraining Company, Rotterdam, The Netherlands

Interaction and Visual Designer, 2001

Led multidisciplinary User Experience team that designed a wide range of interactive and web-based applications related to e-learning, corporate intranets and websites for nationwide Dutch firms like Elsevier and Verenigde Tankrederij.

Publications and Awards

Book "Media House Project" Actar Ed. Barcelona, 2000

Published media research project "DomOS" (6 pages) which investigated new ways of how virtual and physical objects could be linked and managed by users in the context of domotics and in the scenario of a networked house of the future.

EUROPAN - European Federation of Architectural Competitions

1st Prize Award among +2000 participants in the 7th EUROPAN biannual Competition "The suburban challenge", 2003. Teaming with 3 European architects, conducted both on-site field user research and secondary research, and envisioned strategies and solutions to address the challenge of developing new sustainable suburban areas in fast growing European cities.

Teaching

Kellogg School of Management, Chicago | University of Illinois, Urbana-Champaign

Workshop Co-author and Facilitator, 2006

Co-authored and facilitated a workshop created to help participants immerse themselves in Emerging Markets and generate valid offerings and profitable business models.

Piet Zwart Institute. Willem de Kooning Academy. Rotterdam, The Netherlands

Project Tutor at the Media Design Master Program, 2003

Provided methodology and tutored students in the development of an interactive project aimed at reinforcing the identity of a multiethnic area in Rotterdam by providing it a virtual platform to interact, cooperate and build relationships.

Escola Elisava de Disseny. Barcelona, Spain

Guest Teacher at the Interface Design Master Program, 2004

Taught methodology and interaction design development processes to be applied later by students in their final master thesis.

IIT Institute of Design - Illinois Institute of Technology, Chicago

Teaching Assistant at the Master of Design, 2006 -2007

Assisted students in both a Product Workshop class sponsored by Honeywell (spring 2007) and in the Structured Planning class taught by Charles L. Owen (fall 2006).