

Andrew M. Dahley

687 Kansas, San Francisco, CA 94107

phone . 415. 550. 1244

www.media.mit.edu/~andyd

andyd@media.mit.edu

EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY; Media Laboratory

Master of Science, Media Arts and Sciences, May 1998

Concentrations: system design, user experience, user interaction, electronics, and Java
Interval Research Corporation Fellowship

UNIVERSITY OF MICHIGAN

Bachelor of Fine Arts, May 1995

Concentrations: Industrial Design, Mechanical Engineering, User Interface Design

EXPERIENCE

2000

RUBY NETWORKS, INC. – San Francisco, CA

Founder and Chief Product Officer

- Founded a wireless networking startup, with a team of 3 others
- Product Definition and Architecture, Acting VP of Engineering – managed the development team
- Windows UI design, Palm UI design
- Developed company product line based on both user, technology, and business needs

2000

CASIO U.S. RESEARCH AND DEVELOPMENT CENTER – San Jose, CA

Consultant

- Defined product requirements and researched sensor technologies based on those requirements
- Designed and Developed reference platform for a sensor based toy, six week project

1999 – 2000

SIEMENS TECHNOLOGY TO BUSINESS CENTER, LLC – Berkeley, CA

Innovator

- Managed cross-disciplinary Research and Development and Business teams to create new technology products
- Conceptualized new applications for advanced technologies, Implement system prototypes and developed business models for potential spin-out companies
- Product Definition, User Experience, and UI design for web based applications

1998 – 1999

PHILIPS ELECTRONICS – Palo Alto, CA

Interaction Designer, Philips Design

- Conceptualized, designed, and developed “smart” products for the digital home network, fully integrating physical and digital aspects
- User Experience Design, Graphical UI design, Human Factors
- Technology transfer: facilitated the flow of technology research innovations from research labs into product development

1996 – 1998

MIT MEDIA LABORATORY – Cambridge, MA

Research Assistant, Tangible Media Group

- Principal researcher and designer of the Ambient Fixtures and Expressive Kinetic Objects Projects. These projects aimed to distribute more natural information displays within our physical environment
- Managed a cross disciplinary team of researchers
- Concept and physical design for the inTouch project; communication through touch across distance

- 1996 **FRY MULTIMEDIA** – Ann Arbor, MI
Project Manager and Designer
- Directed multiple teams in the development of web projects
 - Designed and developed applications for the internet using HTML and Macromedia Director
- 1995 – 1996 **SUNDBERG-FERAR, INC.** – Detroit, MI
Industrial Designer
- Designed consumer products and user-interfaces
 - Built models and prototypes and conducted research focus groups
- 1994 – 1998 **HERMAN MILLER INC.** – Holland, MI
Consultant
- Advised on the integration of technology into office systems and evaluated several R&D projects
 - Conducted user-studies and designed research studies for prototype furniture products
- 1993 – 1994 *Research Intern*
- designed and led research projects dealing with ergonomics, anthropometrics, and biomechanics
 - developed concepts for future work environments based upon proprietary research

ACTIVITIES AND HONORS

- Interval Research Corporation fellowship 1996
- I.D. Magazine Annual Design Review, Design Distinction Award 1995
- Cycling, Hiking, Sculpture, and Furniture Design, Sculpture

PUBLICATIONS

Brave, S., Ishii, H., Dahley, A. "Tangible interfaces for remote collaboration and communication".
 r Supported Cooperative Work, ACM Press, 1998.

Dahley, A. "Designing Kinetic Objects for Digital Information Display". Thesis: Masters of Science in
 Media Arts and Sciences at Thesis at Massachusetts Institute of Technology, June 1998

Dahley, A., Wisneski, C., and Ishii, H. "Water Lamp and Pinwheels: Ambient Projection of Digital
 Information into Architectural Space". Extended Abstracts of CHI'98: Conference on Human Factors in
 Computing Systems. ACM Press, 1998.

Ishii, H., Wisneski, C., Brave, S., Dahley, A., Gorbet, M., Ullmer, B., and Yarin, P. (1998).
 "ambientROOM: Integrating Ambient Media with Architectural Space (video)". Extended Abstracts of
 CHI'98: Conference on Human Factors in Computing Systems. ACM Press, 1998.

Wisneski, C, Ishii, H., Dahley, A., Gorbet, M., Brave, S., Ullmer, B., Yarin, P. "Ambient displays:
 Turning Architectural Space into an Interface Between People and Digital Information". Proceedings of
 CoBuild'98: First International Workshop on Cooperative Buildings. GMD, Darmstadt, Germany,
 February 1998.

Brave, Scott and Dahley, Andrew. "MiLOs". Artist Statement. FleshFactor: Informationsmaschine
 mensch: 1997 Ars Electronica Festival Catalog, Linz, Austria, Springer, Wein New York, September
 1997. 278-279.

Brave, Scott and Dahley, Andrew. "inTouch: A Medium for Haptic Interpersonal Communication".
 Extended Abstracts of CHI'97: Conference on Human Factors in Computing Systems. ACM Press, 1997.
 363-364.

Dahley, Andrew. Cooperative Learning Classroom. Annual Design Review, Design Distinction Award,
 I.D. Magazine July 1995.