

# MARIE TRICAUD

Working at the intersection of Design and Engineering to question status quo and innovate by making, I'm interested in using technology to empower people with new tools, both to explore the world they live in and make it a better place.

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born : 21/07/1991


## Education

2015 - 2017  London  
**MA Royal College of Art**  
**MSc Imperial College**  
Innovation Design Engineering


2011 - 2015  Lyon  
**MEng Centrale Lyon**  
Mechanical Engineering - Final year majors in entrepreneurship and business development

2013  Turin  
**Politecnico di Torino**  
Semester in graphic design & packaging

## Work


January 2018- current  London  
**Innovation Engineer // John Lewis Partnership**

Within Room Y, the Partnership's design lab, I lead Speculative Futures: research into weak signals and H2030 social and technological trends, supported by thinking through making: workshops and design sprints, experimentations, concept development, work-like and look-like prototypes of both products and services.

July 2016 - September 2016  Paris  
**Design researcher // Saint Gobain Recherche**


As part of Saint Gobain Recherche's design team, I worked on flooding in buildings and how to come up with resilient solutions to these issues.

*Literary and user centered field research, idea generation, conceptualisation, early prototyping*

April 2015 - September 2015  Dijon  
**Innovation project manager - UX designer // Groupe SEB**

Within the Research and Innovation Lab, I worked on the development of the physical and digital interface of a smart kitchen appliance.

*Scientific research, development of specific functions for the smart appliance, UX interface prototyping, user testing*

July 2013- June 2014  London, Paris  
**Packaging concept designer // Spark!**

I worked alongside the concept design team to create packaging design concepts for various industries, and conducted research and concept development in printed electronics and new eco-friendly materials applied to packaging.

*Idea generation and conceptualisation in structural, graphics, and user experience design, sketching, 3D rendering*

## Skills

**2D** Sketching ••• Photoshop ••• Illustrator ••• Indesign •• Premiere Pro ••

**3D** Solidworks •• Fusion 360 •• Keyshot • Projection Mapping •

**Programming** Processing •• Arduino •• HTML •• CSS •• Max MSP ••

**Making** Woodworking •• Resin working •• Metal working • Sewing ••• Rapid Prototyping ••

Physical Computing ••

**Sound** Serato • Ableton •

**Languages** French ••• English ••• Italian •