# MARIETRICAUD

I work at the intersection of design and technology, with a particular interest in music and sound, as well as sustainability. I like to get both my brain and hands involved in the process, always questionning status-quo while working from lo-fi to functional prototypes.

#### Work –

Creative engineer & Experience designer

September 2017 - current

Technical R&D and concept design, especially in the music field, from the development of innovative instruments to the design and build of sound installations. Collaborators and clients include Nick Ryan Studio, Sennheiser, Yuri Suzuki, Kai Laboratory, Studio Make Believe.

#### Visiting tutor

October 2018 - current

Visiting tutor and briefer on various projects in design courses at Northumbria University, Royal College of Art, Central Saint Martins, and Make Your Own Masters (Makerversity)

#### Innovation Designer, John Lewis Partnership

January 2018 - August 2019

Within Room Y, the Partnership's design lab, I conducted design research for the future of the Partnership and the field of retail, as well as creative consultancy for experiences. The approach drew from speculative design, experimental design and futures trend research. The outcomes were a mix of functional prototypes, research reports and in-house workshops.

## Co-founder, Gutface

September 2017 - September 2018

Gutface is a product company with the mission of reintroducing food fermentation in homes. Responsibilities included the R&D of our first product, a vessel for lacto-fermentation, as well as involvement in marketing, strategy and business development. Gutface was part of the Design Council Spark accelerator.

# Concept designer, Spark Brighter Thinking

July 2013 - June 2014

Packaging concept design for clients in various industries, and research in new packaging materials and printed electronics.

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#### — Education -

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

MEng General Engineering Ecole Centrale Lyon 2011-2015

## - Exhibitions, awards and talks -

- **Sonoculoscope** Coucool / Nouan-le-Fuselier, France July 26-28, 2019
  - Touché Kikk Festival / Namur, Belgium November 3-4, 2018 Global Grad Show / Dubai November 14-17, 2017
  - Speculative<br/>designSpeculative Futures #01 / London, UK<br/>October 30, 2018
  - The Brinery The RSA Student Design Award 2017, Highly Commended Plate Talks / London, UK May 23, 2018 Amman Design Week / Amman, Jordan October 6-14, 2017

# — Selected publications -

Touché Tactile Sensation, Joe Ahra December 2019, print Dezeen, Wearable pods 30.06.2017, online

**The Brinery** Dezeen, The Brinery 13.03.2017, online What Design Can Do, Rescue your leftovers 16.03.2017, online

Technical skills -

2D Sketching and illustration, Adobe Suite

3D CAD (Solidworks, Fusion), rapid prototyping (3D printing, lasercutting, woodworking, sewing)

Digital &Web (HTML, CSS, js), physical computing (Java, Arduino, Raspberry Pi), visual programming (Processing), SoundElectronics(Ableton, Max MSP, MIDI, analog sound synthesis), PCB design (Eagle)

Languages French (native), English (fluent), Italian (intermediate)