

MAX MOLLON

RÉSUMÉ

INTERACTION, DESIGN & RESEARCH

Single,
29 years old,
T +336 735 125 62
E maxmollon@gmail.com
Paris (France) – Lausanne (Switzerland)



EDUCATION

- 2012/15 — PhD Candidate – Design, SACRe (Science Art Creation Research) – PSL University + Telecom ParisTech + ENSADLab (École Nationale supérieure des arts décoratifs), Paris (France).
- 2009/11 — MA Media Design, HEAD (Geneva University of Art and Design), Geneva (Switzerland).
- 2008/09 — BA Sensory Webdesign University of sciences and lettres, Limoges (France).
- 2007/08 — BA Graphic design (2nd Year), Nottingham Trent University of Art & Design (United Kingdom).
- 2005/07 — BTS multimedia visual communication, (2 years diploma), Lycée public Léonard de Vinci, Villefontaine (France).
- 2003/05 — Foundation studies, Bellecour School of art and design, Lyon (France).
- 2002/03 — A level, option sciences, Sacré Coeur secondary school, Tournon (France).

CENTERS OF INTEREST

- _ Cultural monitoring on: evolutions of technology appropriation & usages; innovations in new media arts and scary robotic and neuroscience fields; citizen initiatives for sustainable futures; contemporary electronic music
- _ Music I like: Flying Lotus (BrainFeeder); Dixon (Innervision); Laurent Garnier; James Brown; Bill Evans; Miles Davis...
- _ Books I liked or planned to read: Options by R. Shickley; The Bicentennial Man by I. Asimov; Designing Interactions by B. Moggridge; Alone Together by S. Turkle; Shaping Things by B. Sterling
- _ Creating music and teaching the guitar

EXPERIENCE

- 2013 — Designing the Bar of future Freelancer innovation & consultancy mission for Pernod Ricard, 1 mission (Paris).
- 2013 — Motion designer Freelancer for Pernod Ricard, 2 missions (Paris).
- 2012 — Designer for interaction, CreativeLab brainstormer & Design Researcher trainee (6 months) at Alcatel-Lucent BellLabs. Villarsaux (France).
- 2011 — Selected as finalist, in A-HEAD Foundation Award, With “Dog&Bone”, For best Masters program project, Geneva (Switzerland).
- 2010 — Interactive Concept Designer (12 weeks), at Jason Bruges Studio (Interactive architectural installations), London (UK).
- 2009 — Graphic and interaction designer Job placement (8 weeks), at Orange R&D labs : Orange Vallée, Paris (France).
- 2009 — Graphic and interaction designer Job placement (14 weeks), at Étienne Mineur’s company: Incandescence, Paris, (France).
- 2009 — Published in Etapes magazine, 2008 Students diplomas special issue É:161, for the OMA project (France).
- 2009 — Selected as finalist, in Colley Porter Bell’s Shine Award 2009, London (UK).
- 04/08 — Private acoustic guitare and music theory teacher

SKILLS

Autonomy on softwares:

- _ ●●●●● Macintosh & PC
- _ ●●●●● Photoshop & Illustrator
- _ ●●●●● InDesign
- _ ●●●●● Processing & Arduino
- _ ●●●●● HTML/CSS
- _ ●●●●● Adobe Audition, Wavelab
- _ ●●●●● Première, FinalCut, AfterEffects
- _ ●●●●● Film & photo shooting

Professional fields of interest:

- _ Anthropology & Co-design
- _ HCI & Research through design
- _ Critical & Speculative Design
- _ New technologies VS Society debates
- _ Physical computing
- _ Graphic, Web design & typography

Profile [+]

- _ Thirst of learning
- _ Extremely curious
- _ Ambitious
- _ Implicated, Taking initiatives
- _ Sociable, Caring for others
- _ Team work and team leading
- _ Independant, Quick adaptation

Profile [-]

- _ Slightly disruptive, Hum hum...
- _ I like to DJ in the open space (while working my a** off)
- _ Sometime slow, (Like swiss people, doing things right)

MAX MOLLON

CURRICULUM VITAE INTERACTION, DESIGN & RESEARCH

AFFILIATIONS

PSL/ SACRe,
EnsadLab/ Sociable Media,
Telecom ParisTech/ CodesignLab.
Paris (France) – Lausanne (Switzerland)



PUBLICATIONS (JOURNALS OR PROCEEDINGS PAPERS, BOOK CHAPTERS)

- _ GENTÈS, A. & MOLLON, M. (2014). Critical Design. A Delicate Balance between the Thrill of the Uncanny and the Interrogation of the Unknown. In: David Bihanic (Ed.), Empowering Users Through Design. Interdisciplinary Studies & Combined Approach for Technological Products and Services.
- _ MOLLON, M. & GENTES, A. (2014). The Rhetoric of Design for Debate: triggering conversation with an “uncanny enough” artefact (pp. 1–13). Presented at the Proceedings of the Design Research Society International Consortium (DRS), Umeå, Sweden. <http://bit.ly/DRS14mollon>

CONFERENCE WORKSHOPS

- _ MAHÉ, E., BIANCHINI, S., BOURGANEL, R., SAUNIER, A., MOLLON, M., BRULÉ, E., BUCHER, C., BOUCHON, D., VERJAT, B., GAUTRON, M., QUINZ, E. AND LABRUNE, JB. (2014). The Misbehavior of Animated Objects (pp. 1–118). Presented at the Proceedings of the International Conference on Tangible, Embedded and Embodied Interaction (TEI), Munich, Germany (16th Feb). <http://bit.ly/misbehaviour>
- _ MOLLON, M. (2014). Design, Art and Symbolic Enigmas: Uncanny artefacts. In A. Gentes (Ed.), (pp. 1–80). Presented at the 7th SIG Design Theory, Mines Paristech, Paris (27–28th Jan.). bit.ly/7DTheoryWkp

TALK PRESENTATIONS

- _ MOLLON, M. (2014). Introduction to Auger’s Speculative Design. In E. Brulé & S. Fredriksson (Eds.), (pp. 1–28). Presented at the REWU#14, Gaité-Lyrique, Paris (06th June). bit.ly/rewu14
- _ BOURGANEL, R., LABRUNE, J.-B., OCNADESCU, I. C., MOLLON, M., BRULÉ, E., BOY, J., GOURLET, P., EVEILLARD, L., AND DERVIEUX, F. (2014). Séminaire design recherche. E. Mahé (Ed.), (pp. 1–51). Presented at the EnsadLab Seminar, Paris (8th Apr.). bit.ly/EnsadD-R
- _ MOLLON, M. (2012). Vivre ensemble à distance (pp. 1–56). Presented at the PSL/ SACRe’s Doctorate Kick-Off exhibition, Ensad, Paris (09th Nov.). bit.ly/SACReKoff
- _ MOLLON, M., DE BIE, M., & GUENET, M. (2012). Mime Project. Presented at the Orange vous confie les clés, Young designer contest, Paris (Sept.). bit.ly/Orange-mime
- _ MOLLON, M. (2012). Introducing the Presense Project. In J. Boy & S. Huron (Eds.), (pp. 1–55). Presented at the Who is Interaction Design? Conference (WiID), At IRI (Institut de Recherche et d’Innovation), Centre Pompidou. Part of Futur en Seine festival. Paris (22th June). bit.ly/WIID12
- _ MOLLON, M., BOY, J., & BOURGANEL, R. (2012). Critique du design critique: Synthèse de la conférence IXDA Dublin, Ireland (pp. 1–42). Presented at the IXDA Redux, Paris (5th June). bit.ly/redux12
- _ MOLLON, M. (2010). Introducing HEAD – Geneva Media design masters program & the Abysses Project from Salone del Mobile de Milano 2010. Presented at the Webdesign International Festival (WIF), Limoges, France.

TEACHING

- MOLLON, M. (2014). Design for debate, an introduction to my research topic (pp. 1–32). Presented at the DSAA Interaction Design, Pôle supérieur de design, Villefontaine (38), France. bit.ly/DSAA2014
- MOLLON, M. (2013). Design fiction, designer pour une société qui n’existe pas encore (pp. 1–67). Presented at the DSAA Interaction Design, Pôle supérieur de design, Villefontaine (38), France. bit.ly/DSAA2013

MAX MOLLON

CURRICULUM VITAE INTERACTION, DESIGN & RESEARCH

AFFILIATIONS

PSL/ SACRe,
EnsadLab/ Sociable Media,
Telecom ParisTech/ CodesignLab.
Paris (France) – Lausanne (Switzerland)



EXHIBITIONS & DEMO

2013

- GIRAUD, L., MOLLON, M., NADAL, M.-L., & PEYSSON, D. (2013). Exhibiting our Ph.D. Research Landscape. At Ensad Open Doors. Paris (25th June). <http://bit.ly/Ensad-OD>
- AUGER-LOIZEAU, FITTE, B. B., BELLEY, G., MOLLON, M., BROWN, M., BUREAUX, S., ET AL. (2013). Les androids rêvent-ils de cochons électriques ? (Curator: M-H. Caraës, Scenography : A. Rovero) At Biennale Internationale du Design. Cité du Design, St-Etienne, France (14th-31st Mar.) Exhibiting Dog&Bone, The Empathetic Telephone. bit.ly/dog-boneBID13
- MOLLON, M. (2013). Exhibiting Mime. At Lift Conference. Geneva (CH) (6th–8th Feb.). bit.ly/mimeLift13
- NADAL, M.-L., MOLLON, M., GIRAUD, L., & PEYSSON, D. (2012). Exhibiting our Ph.D. foundation projects. At PSL/ SACRe's Doctorate Kick-Off Exhibition. Ensad, Paris. Retrieved from bit.ly/SACReKoff

2012

- MOLLON, M. (2012). Exhibiting Mitoyen. At Orange vous confie les clés, Young designer contest. Lieu du design, Paris (28th Sept.–19th Oct.). bit.ly/orangeContest13
- BOY, J., MAX, M., & SOVIGNET, A. (2012). Exhibiting Presense. (Curators: R. Bourganel, E. Mineur, J.-B. Labrune, & F. Pain) At Alcatel-Lucent Bell Labs Open Days. Villarceaux, Paris (April).

2011

- CHERUBINI, M., MOLLON, M., DURAN, C., RIVET, N., BURDIN, A., JACQUET, L., ET AL. (2011). Exhibiting Diplômes Master Design. At HEAD–Geneva's Graduation Show. HEAD, Geneva, Switzerland (23rd-29th June).
- CRASSET, M. & HEAD–GENEVA MA STUDENTS. (2011). Exhibiting Dip In Space. (Curator: Midal, A.) At HEAD–Geneva's OFF Part of: Salone del Mobile de Milano. Via Tortona, Milan, Italy (10th-17th Apr.). bit.ly/DipInSpace

2010

- AUGER-LOIZEAU, POHFLEPP, S., SCHMIDT, K., KOBLIN, A., CHERUBINI, M., MOLLON, M., ET AL. (2010). in HEAD–Geneva's Mode-Demo exhibition. (D. E. Stanley, É. Mineur, J. Baratelli, V. Durschei, C. Parmigiani, D. Pinkas, et al., Trans., Curator: J.-L. Boissier). During Lift Conference. Geneva, Switzerland (5th-7th May). Exhibiting The Mobile Windows project. bit.ly/modeDemo
- COLUCCI, F., BALLARD, M., MOLLON, M., CHERUBINI, M., BURDIN, A., SPAFFORD, E.-L., & REICHEL, T. (2010). Exhibiting Abysses, the Reactive Ambient Aquarium. At HEAD–Geneva's Peep Show and other objects of desire. Part of: Salone del Mobile de Milano (OFF). Via Tortona, Milan, Italy (13th-19th Apr.). bit.ly/peepShow

2009

- MINEUR, E., MOLLON, M., DE CHATEAU THIERRY, N., AKROE. (2009). Exhibiting Code_ Source. At Festival international de l'affiche et du graphisme. Entrepot du Sernam, Chaumont, France (16th May–14th June). bit.ly/codesource-Chaumont