

Luka Brajovic

Interaction Designer and 3D Cybernetic Software Developer

Born in Rovinj, Croatia the 11th of May 1982
Currently residing in Sao Paulo, Brasil

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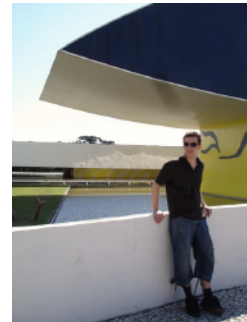
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Greetigs reader, my name is Luka Brajovic, I am a creative and innovative interaction designer and software developer with a master in arts in digital game design.

As an efficient and reliable team-mate i had the pleasure of working on a variety of projects across the world, manipulating the game technology potential, in new experimental ways and integrating it into simple, intuitive, and attractive applications and/or systems.

As the Senior and Junior Inteaction Designer and Programmer I designed and coordinated solutions for a vast field of interactive 3D content with great efficiency and attention to detail. These solutions were located on a variety of locations spannning from luxury brands stores like the Montblanc Concept Store and the Word Expo, to music festival like Sonar or theatre and museum installations.

The goal has always been providing something new to the world of interactive media by designing and developing efficient and intuitive software that extend the zeros and ones into a memorable user-centered journey using what i believe to be the most powerful and technology available for entertainment and education: Interactive Real-Time 3D or Digital Game Technology.

With a solid understanding of project mechanics and most of the creative fields involved in the development process (ie. CG modeling, graphics, music, programming, design, production, PR, etc..) I have always successfully collaborated with my team-mates with dedication and passion, being able to go into details with coleagues from all development areas, while also providing support and being quick when needed for solving those technical and creative issues that often arise during development.

My current research is focused on Depth Cameras (Kinect), Augmented Reality, Interactive Surfaces (Tables and Globes), Gesture Recognition, Thought Recognition (EEG systems), Sound Design and Electronics (Arduino). Most of these applied to or from interactive 3D software.

Professional Experience

Su-Studio (2001 - 2004)

As a Co-Founder of the Art Association Su-Studio, I worked on several Installations, Performances and Software Developments in a very inspired team of Designers, Programmers, Architects and Musicians. As the lead programmer, in this period I had the opportunity to be involved with my team in various projects, ranging from Interactive Theatrical Scenographies and Experimental Software to Event Organizing and management.

Lab4D (2005-2012)

Lab4D is a third party software development company and R&D project I established in Croatia in 2005. It has been developing interactive 3D software and custom interfaces for various clients and events across fields of Architecture, Digital Games, Graphics, Music production and event curation and management.

It is also the label I use when designing art installations and workshops.

Lab4D also led for 2 years a cyber-cafe and workshop laboratory called REBOOT that hosted lectures about interactive 3D and Gaming, as well as organized gaming competitions and various other events in Croatia.

SYMA Innovation (2010-2012)

While employed as the Senior Interaction Designer and Producer at SYMA Innovation I designed, co-developed and followed up on a variety of projects based on new technologies for large events like the World Expo 2012 Brazil and Monaco Pavilions and companies such as Montblanc, Citroen, General Motors, etc ..

My last project was designing the interactives in the new MontBlanc Concept Store in Beijing, which was the first luxury brand concept store fully centered on digital technologies.

Lecturing (2003-2011)

I led or took part in the organization and lecturing of various Workshops and Lectures, within Educational institutions and Art Organizations in Croatia, Spain, Brazil and England. Themes Included Interactive 3D Design, Modeling for Games, Game Sound Design, Game Design, 3D Fashion Design, Custom Interface Hardware Design, Software-specific workshops and Sound Engineering. These events were mostly located in Croatia, Spain, England and Brazil.

my last educational employment was as a teacher at the master degree in Digital Game Design Programming at the University College for the Creative Arts in Farnham, Surrey, London, UK.

Spacial Interventions (2001-2011)

I designed and produced various artistic projects as Installations, awarded Graphics and Photographies, Custom Hardware installations, various clubbing and open-air Events, Interactive Furniture, Interactive Decorations, DJing, VJ live shows and Audio live shows as personal projects of research and passion.

I realized early on that interactive 3D offers a fundamental set of principles that allow for the most natural and reactive kind of interaction with virtual worlds, limited only by our imagination. With the rate of evolution of technology and the exponential improvement of computer senses I have always tried to keep up and create a system that makes use of the new possibilities.

Education

2006-2007 Master in Arts in Digital Game Design, University College for the Creative Arts. UCCA Farnham, UK. (www.ucreative.ac.uk)

2004-2005 Diploma of "Alias/Wavefront Computer Graphics Animator", Cinema and 3D department, I.D.E.P. An Alias/Wavefront Institute (www.idep.es) , Barcelona, Spain.

2000-2002 Study of Industrial Design, at the university Escuela Superior de Diseno Industrial (E.S.D.I). Sabadell, Barcelona, Spain. (www.esdi.es)

1996-2000 Diploma of "Liceo Classico", Scuola Media Superiore Italiana. S.M.S.I. Rovinj, Croatia

Various diplomas in photography, programing, electronics, web design etc ..

Languages: Croatian, Italian, English, Spanish, Portuguese,
Beginners Chinese & Beginners German

Licences: Car, Motorbike, Boat, Paragliding and Diving licenses.

Achievements

Awarded a Honorable Mention at the Biennale of Architecture in Miami, Florida, USA 2002.

Award for Innovative Visual art at ISTRIA NOBILISSIMA 1997, Rijeka, Croatia.

Awarded in Emerging Technologies at Ciberart Bilbao, Bilbao, Spain.

Awarded in VIDA 6.0, Madrid, Spain

Interviewed by Sonda magazine , Croatia

Interviewed by Rojo magazine, Barcelona, Spain

Interviewed twice by the Glas Istre newspaper, Croatia

Interviewed by Jutarnji Listnews paper, Croatia.

Recommended Supplier Interaction Designer at World Expo 2010.

Presented at

- NIME 2002, International Conference on NEW INTERFACES FOR MUSICAL EXPRESSION, MIT Dublin (Media Lab Europe in Dublin), Ireland.
- Biennal Of Architecture in Miami, Florida, USA.
- Sonar 2001 and Sonar 2004, Barcelona, Spain.
- The Wrong Festival. Experimental Music Festival, Barcelona, Spain.
- Error Club, Experimental Music Club. Barcelona, Spain.
- ARTFutura 2002, Collective Art Expo, Barcelona Spain
- The SOHO Theatre, London, UK.
- MACBA - Museum of Contemporary Arts, Barcelona, Spain.
- CCCB - Centre of Contemporary Culture, Barcelona Spain.
- VIDEA 2001, VJ festival, Barcelona Spain.
- Hangar, Cultural Organization, Barcelona, Spain.
- Zaragoza Expo 2008, Spain.
- World Expo 2010, Shanghai, China.
- MontBlanc Concept store, Shanghai, China.
- and various others.