

Marciano C. Sordam

Interaction designer

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I'm Marciano Sordam, and I'm an interaction designer making interactive systems and experiences. Eager to learn, I always want to widen my knowledge and learn new skills. Throughout education, experience, and previous jobs, I've developed a good understanding of user interaction with screen apps, AR & VR, and the real world. I know how to develop my solutions to these problems. I can use a wide variety of design models and code in lots of different programming languages.

Workflow

I have experience with multiple design workflows, such as the double diamond method, SWOT analysis, Stakeholders matrixes, and STEEP. I also have experience with team workflows such as scrum and agile

Feb 2021 – present

Interaction designer & developer – KLM XR Center

At KLM, I am part of the XR Center of Excellence. Here we develop VR training for the rest of KLM and external parties. I created a set of VR training with a small product team. I'm continuing my time at KLM as AR Interaction designer/developer and researcher.

Sept 2020 – Jan 2021

Interaction Designer & developer - Theater Walhalla

Theater Walhalla is a famous small independent theater in Rotterdam. As for their Christmas show, they want a group of students from the HKU to design a game that could coexist with their performance. For this I handle user experience within the game and manage collecting and storing data about user interactions within databases. (Unity & PHP)

Feb 2020 – Sept 2020

Applied game designer/researcher – CGIAR & ILRI

CGIAR is a leading global research partnership in food security, with the subsidiary ILRI, the International Livestock Research Institution. During my contextual project at HKU we designed a board game meant for young Kenyan adults and kids. The goal of the game is to educate about sustainable farming and to aid the research of CGIAR.

Other work

- Interactive documentary (AI & Face recognition)
- Smart shower (perfect temperatures)
- Web based business management application
- Interactive commuting (A solution to silent commutes)
- VR car exhibitions
- Arduino lessons (volunteer work)
- Interaction designer – University Utrecht (Artis planetarium)
- Game jam 2019
- Audio-Visual composer
- Visitors amusement design – Dunea

Work & references available on request.

Education

Interaction design
4th Year achieved to date
HKU - University of the arts
2018 – present

Technical design & physics
HAVO
Segbroek College
2011 – 2017

Skills

- Interaction design & UX
- Scientific research
- AR/VR development
- Agile
- Scrum
- Ethnographic research
- CAD design & 3D modeling
- Game development
- IOT Development

Tools I use

Physical prototyping

- 3D printing, CNC routers
- Arduino, ESP32
- Cardboard & Tape

Digital prototyping

- Ableton live
- Adobe XD & CC programs
- AR / VR development
- Blender
- SOLIDWORKS, Shapr3D
- Git
- Unity
- Web apps
- Xcode

Programming languages

- C#, C++
- JavaScript
- PHP, HTML, CSS
- Python
- SQL
- Swift