Bastian Ilsø Hougaard

UX and Motion Graphics Design with roots in open source.

Skillset

- **2D and 3D Graphics Visualization**
  Raster, Vector, Motion Graphics, PBR

- **Video Editing**
  FFMPEG, VFX, Composite

- **User Experience Design**
  Gamification, User Onboarding, Wireframes

- **Coding Interactive Applications**
  Linux, C#, Unity, GTK+, JS, Java

Work Summary

- **UI Web Developer, Aalborg University**
  Summer 2018: Learning Analytics

- **MsC. Medialogy, Aalborg University**
  2013-2018: Interactive Data Visualization

- **University of Queensland Internship**
  2017: Designing Data Transparency for IoT.

- **3D Animaton for Aalborg University**
  2016-2017: PBR Drone Visualization.

- **Google Summer of Code Internship**
  2015: IRC Chat Client User Experience

Free Time Occupations
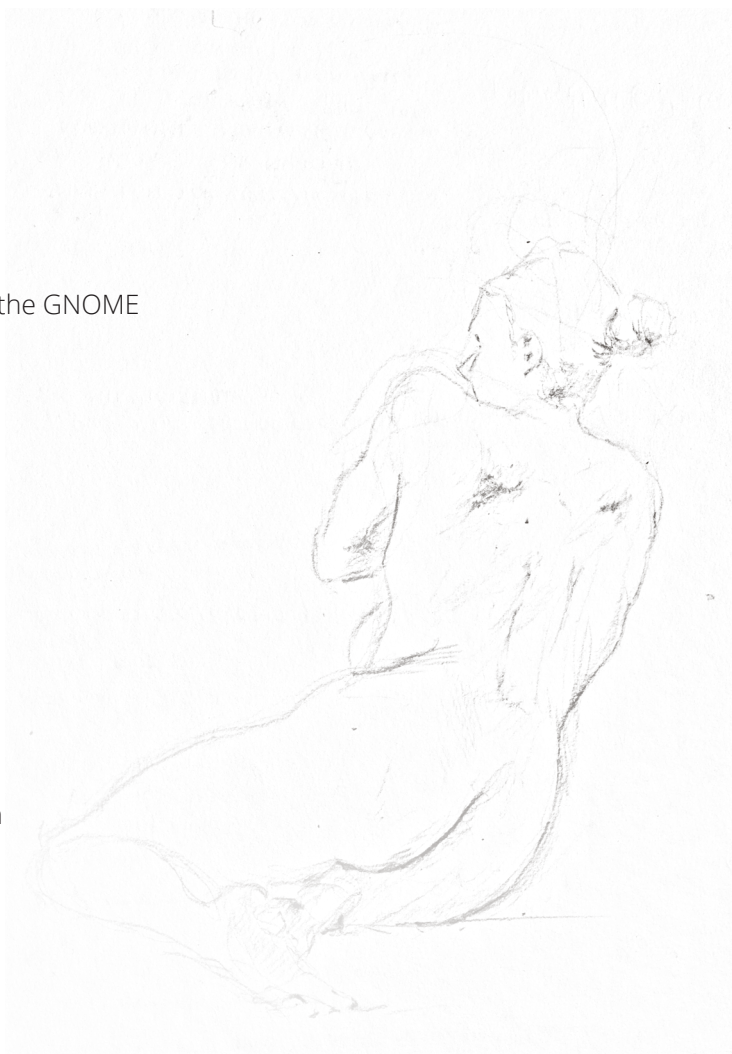
GNOME App Design & Promo Videos

I volunteer to design open source Linux applications in the GNOME Project.

Conference Talks

I have taught and presented what I do at tech. conferences like GUADEC, ozCHI & FSCons.

4 years of life drawing

I attend still life drawing on a weekly basis to strengthen my graphical perception.
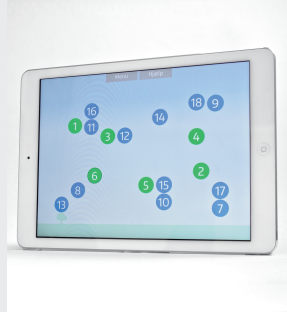
Projects

2018

Master's Thesis
Designing data visuali-zation for stroke patients through a gamified training app to study storytelling and motivation.

Ref: Prof. Hendrik Ole Knoche, Aalborg University

Virtual Reality classification icon set
Ref: Prof. Hendrik Ole Knoche, Aalborg University

GNOME newcomer workshop, FOSDEM 18
Ref: Carlos Soriano, Software Engineer, Red Hat

2017

The Sensing Guest Book
Internship in Australia, researching a sensor-connected interactive guestbook to visualize garden activity for visitors.

Ref: Prof. Stephen Viller at ITEE, University of Queensland

Visualizations for rehabilitation self-care
Ref: Prof. Hendrik Ole Knoche, Aalborg University

Consultancy & UI design for chat application
Ref: Lasse Schuirmann, Viperdev.io

Video editing for a charity fundraiser
Ref: Karen Sandler, Director at Software Freedom Conservancy

2016

Drone Visualization Video
Part time animator at Aalborg University, pro-ducing animations to showcase drones inspec-ting windmill erosion.

Ref: Prof. Claus B. Madsen, Aalborg University

Bachelor thesis on gamification (Groupwork)
Ref: Charlotte Fabricious, Højvangskolen

Co-coordinator and speaker at IT X
Ref: Sandra Patricia Røntved Jensen, PROSA STUD

2015

Google Summer of Code
Intern at GNOME, working on the Polari IRC Client.

Ref: Florian Müellner, Red Hat

Promotional video for an app fundraiser
Ref: Christian Hergert, Software Engineer, Red Hat

Collaborations

"Bastian has worked very independently, meeting with me on a regular basis to get feedback. I have been very pleased with Bastian's work, and his level of proficiency has clearly gone up very quickly during the process. I, and our external research partners, are very pleased with the result of the work, and the animation sequence will now be used by partners whenever they present elements of the project, at e.g., conferences and business gatherings."

—*Claus B. Madsen, Ph.D. at Aalborg University (2017)*

AALBORG UNIVERSITY

"I didn't have much time (still dont) and was very happy that you took this quickly and got it done fast. I'm statisfied with the designs. [...] All in all I'm super happy, would like to repeat with the next opportunity [...]"

—*Lasse Schuirmann, Founder of Viperdev (2017)*

VIPERdev

"He was immensely helpful at getting the Builder campaign up and running smoothly. I recommend him fully."

—*Christian Hergert, Builder Fundraiser Campaign (2016)*

"Bastian has done amazing work with the GNOME release videos and has been incredibly helpful with Conservancy's Supporter videos too!"

—*Karen Sandler, Executive Director of Software Freedom Conservancy (2015)*

software freedom conservancy

Education

2013 - 2016: Bachelor of Science in Medialogy

During my studies at Aalborg University I have been collaborating in teams of 3-7 people on large semesterprojects based on real issues in society raised by external collaborators and institutions in society. This has given me experience in designing, im-plementing and evaluating in-context.

Research Topics

Traffic Safety for Children

Social Interaction in Student Environments

Teaching Programming through Games

User Interfaces for Digital Audio Workstations

Projection Mapping for a Museum Exhibition

Teacher-Controlled Classroom Gamification

2016 - 2018: Master of Science in Medialogy

My MSc. in Medialogy specializes in Inter-action Design with focus on research in ca-sual visualization and its ability to support people's everday lives. My work particularly on visualizing progress in self-care led to a publication and a presentation at the Digital Outreach workship during ozCHI 2017.

Research Topics

Indoor Map Visualization to aid Hospital Visitors

Visualizing Progress for Self-Care Rehabilitation

Digital Guestbooks to Visualize Garden Activity

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

4 Month Occupational Traineeship at UQ

During my 3rd MSc semester I went to Australia to study smart cities and designing for connected com-munities under Prof. Stephen Viller at UQ School of IT and Electrical Engineering. I designed a digital guestbook in collaboration with a local community garden and deployed it for 10 days using a technological probe.

GNOME Contributions

Voluntary Contributor for 6 years
Foundation Member for 4 years

Pants Award Winner, GUADEC 2017
Annual Award, GNOME User and Developer Europen Conference

Involvement

The Engagement Team

The Design Team

GUADEC Organisation

Polari IRC Client Team

The GNOME project is an open community of developers, designers and technical writers who collaborate to produce free and open source applications for everyone.

Contributions

Promotional Videos

Produced videos for 10 GNOME releases (version 3.12 - 3.30). The videos show-case the latest changes to the GNOME platform and its applications and pro-motes involvement with the com-munity. My involvement includes di-recting, writing narration script, ani-mation, composition and video editing.

Application UI Design

GNOME place emphasis on designing apps for a better user experience. I am main responsible for creating UI wire-frames for the Polari chat application, but have also designed UI for the GNOME Software center, File manager and Document Viewer.

Newcomer Guide

The newcomer guide help program-mers in coding GNOME applications and getting involved with the com-munity. I design the guide's visuals and its content structure.

Merchandise

I have been designing merchandise such as shirts, socks and flyers to be sold or given away at the GNOME booth in a number of conference venues including FOSDEM, FOSS North and GUADEC.

GTK+ Javascript Frontend Programming

I have contributed code to the Polari IRC Client as part of Google Summer of Code 2015 and still review new code contributions in GNOME's bug tracker. The Polari chat client is written in Javascript based on the GTK+ 3 toolkit and code is version controlled using Git.

Creative Foundations

I have valued creative expression and believe that pen & paper sketching is an important foundation for any design activities.

Education

The Drawing Academy, Classical Drawing
The Animation Workshop, August 2018 - December 2018

Croquis Drawing in Aalborg
Weekly, from 2015-2018

Summer courses in Classical Drawing
Week Course at The Animation Workshop, July 2017, 2013 & 2012

Drop-in Summer Painting & Drawing
3 Days at Skolen for Kunst & Design, June 2016