Kasper Karlgren Sankt Paulsgatan 36a Stockholm +46 73 255 81 22 kasper@bedford.st kasperii.github.io

# Kasper Karlgren — Curriculum Vitæ

 $\operatorname{PROGRAMMER} - \operatorname{DESIGNER} - \operatorname{HCI} \operatorname{RESEARCHER}$ 

## Bio

I am a design driven developer doing research in the gap between technology, sociology, and design studies. Through my research, I have taken specific care in understanding how to design for the agency of the users and the full cycle of the development process, from sketching concepts and designing system architecture to maintaining databases and tinkering with the interaction.

### Experience

Currently finishing a PhD in the field of HCI. This work is supervised by Barry Brown and Donald McMillan and includes studies of non-normative sleep practices, and sketching and design of future interaction of bio tracking devices. Also involved in the development of gaze-based interaction for smart home speakers and the development of social robotics in collaboration with Hideaki Kuzuoka at Tokyo University and Ikkaku Kawaguchi at Tsukuba University.

Before that, I worked at *Netlight consulting* from the Spring of 2017 as one of the designers at the in-house design studio. Tasks have included concept art and animations for annual conferences, large format printing, and UX testing of digital services.

On the side, I have also been working on various jobs, including concept modelling for NLP, freelance design tasks, map design, and freelance photography.

#### Projects

- **2019-2024 Sleep technology** Research in designing for agency over self-tracking and sleep technologies. This work resulted in several published papers in competitive conferences and journals and an interactive system called Awari.
- **2023 Tamatoo** Design and testing of a speech agent, capable of mutual gaze, answering queries, and free movement.
- **2021-2023 AIBU** Seminars, teaching, and project supervision for a course in AI-Based Experience Design.
- 2017-2019 Netlight Design Studio Work on Netlight's design brand and design delivery.

### Tools

Design Illustrator, Indesign, MDI studies, Animations in After Effects3D Blender, Unity, Fusion 360

Programming Python, Matlab, Java, Kotlin, Web, LAMP

#### Languages

Speaks Swedish, Finnish, and English fluently. Studied Japanese at University.

#### Grants, Engagement and Awards

- 2022 Organizator and Local Chair for ACM IMX 2024
- **2022** Honorable Mention Award from ACM IMX for "Kintsugi VR: Designing with Fractured Objects"
- **2022** SIGMM grant for Student Travel 1'000 ~ 10'510 sek
- 2016 JASSO Scholarship for Short-term Study in Japan 880'000  $\neq \sim 62'000$  sek

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## Studies

2019–2024 PhD studies in Human-Computer Interaction, DSV SU

- 1. DH2650 Computer Game Design
- 2. DD2470 Advanced Topics in Visualization and Computer Graphics
- 3. DD2429 Computational Photography
- 4. DH2413 Advanced Graphics and Interaction

2017–2019 Master's programme in Computer Science, KTH

- 1. DH2650 Computer Game Design
- 2. DD2470 Advanced Topics in Visualization and Computer Graphics
- 3. DD2429 Computational Photography
- 4. DH2413 Advanced Graphics and Interaction

Spring 2018 Exchange studies, Aalto University, Helsinki

- 1. Additive manufacturing
- 2. Information Visualisation
- 3. Aesthetics
- 4. Law in digital society

2016–2017 Japanese language and culture, Keio University, Tokyo

2013–2019 Degree Programme in Media Technology, KTH

2010–2013 Natural Science Program, Södra Latin's gymnasium

### Publications

- **2024** (Re)Framing the 'Smart' Fridge: Configurable Technology for Activist Food-Sharing Communities K Berns, K Karlgren, A Menon, C Rossitto, J Thorlander, D McMillan *NordiChi*
- **2024** TegakARi: Augmenting Creative Drawing With Audio and Visual Cues D Iyer, A Uhde, K Karlgren, H Kuzuoka *OzChi*
- **2023** Sleep Planning with Awari: Uncovering the Materiality of Body Rhythms using Research through Design K Karlgren, D McMillan *CHI*
- **2022** Designing for Extreme Sleepers: Rethinking the Rhythms of Sleep Technology — K Karlgren, D McMillan *NordiCHI*
- 2022 From Self-Tracking to Sleep-Hacking: Online Collaboration on Changing Sleep — K Karlgren, D McMillan, B Brown CSCW
- **2022** Kintsugi VR: Designing with Fractured Objects Asreen Rostami, K Karlgren, D McMillan *ACM IMX*

#### References

- Barry Brown, Copenhagen University, barry@di.ku.dk
- Donald McMillan, Stockholm University, donald.mcmillan@dsv.su.se
- Sandra Wiaderny, Netlight, sandra.wiaderny@netlight.com