



## Ted Ullrich

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## Meet me online

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## References

Happily provided  
upon request.

## Professional Experience

### **Designer and Technology Developer | Brooklyn, New York | 5/2009-**

Consulting and collaboration for development and design of technology projects. Web strategy and development, product development, and physical prototyping for technology projects. Projects with Windowfarms (NYC), littleBits (NYC), Son&Sons (NYC), Studio 5in1 (NYC), Catherine Malandrino (NYC), ASRI Health Clinic (Indonesia), BeDo (ATL), Armchair Media (ATL).

### **Partner, Web Developer, Online Strategist | Epidemik Coalition | Atlanta, Georgia | 5/2008-**

Member of a maverick Atlanta-based design collaborative. Web strategy, design and development in HTML, CSS, PHP, Flash, and branding projects for clients nationwide.

### **Interaction Design Intern | Armchair Media | Atlanta, Georgia | 5/2008-5/2009**

Flash development/animation, HTML development, creative concepting, and graphic design with interactive agency. Clients include College Board, Mercer-Hearst, Georgia Tech, Georgia Pacific, Intercontinental Hotels.

### **Studio Instructor | Georgia Institute of Technology | Atlanta, Georgia | 8/2007-12/2008**

Thoughtful instruction of Architecture, Industrial Design, and Building Construction students in the College of Architecture's Common First Year (CFY). Drawing, drafting, model making, and critical thinking taught in intensive 5 hour studio sessions with 16 students twice per week.

### **Designer & Web Developer | Menefee+Winer Architects | Atlanta, Georgia | 5/2007-1/2008**

Single-handed rebranding of architectural firm including development of logotype, website, internal documents and marketing materials.

### **Craftsman | Thing Farm | Atlanta, Georgia | 12/2006-5/2007**

Strict adherence to tight deadlines while woodworking and fabricating consumer products for an industrial design collective based on positive community principles.

### **Glass Blower | Duckbill Studios | Scottdale, Georgia | 1/2007-8/2007**

Quick thinking, team working, and communication while an assistant to a master glass artist.

## Education

### **College of Architecture | Georgia Institute of Technology | Atlanta, Georgia**

**MID** - Masters of Industrial Design

Masters Project: *Development of a Tangible Display and Metric for Qualitative Human to Human Electronic Communication*

### **College of Interdisciplinary Engineering | Purdue University | West Lafayette, Indiana**

**BSE** - Bachelors of Science in Engineering - Inventive Design

Minors: Mechanical Engineering, French Language, Art & Design

### **Denmark International Study Program | University of Copenhagen | Copenhagen, Denmark**

Architectural Design Summer Semester at Denmark International Study Program

## Recognition & Events

Presentation of Tangible Technology Prototypes at IDSA Conference | New Orleans, Louisiana | 4/2009

Printed Interview of THE WALL interactive billboard project | Art Voices Magazine | 12/2008

THE WALL featured at Art House Gallery, LE FLASH event | Atlanta, Georgia | 10/2008

Review of 'Localize your Life' photo project | Creative Loafing Newspaper | Atlanta, Georgia | 11/2008

Design models exhibited at Museum of Design Atlanta (MODA) | Atlanta, Georgia | 5/2008 - 7/2008

Medusa Armada lighting installation with EC | Pop Art Show @ Halo Lounge | Atlanta, Georgia | 7/2008

## Technical Skills

Mac or PC, daily use of Adobe Suite.

**Programming Languages:** HTML, CSS, PHP, Actionscript 2, Javascript, C, Arduino

**3D Modeling/Rendering:** Rhinoceros3D, Pro/ENGINEER Wildfire, AliasStudio, ImageStudio, Viz/3DStudio Max

**Off the Computer:** Sketching and hand renders, Model Making, Vacuum Forming, Laser Cutting, Woodworking, Glassworking, familiarity with CNC process, digital photography

**Engineering Skills:** Engineer In Training (EIT) status awarded by the Indiana State Board of Registration for Professional Engineers upon passing the Fundamentals of Mechanical Engineering Exam, 2006