

# Julius Ingemann Breitenstein

julius.ingemann@gmail.com  
www.juliusingemann.com

I'm an interaction designer with a background in industrial design, having graduated from Copenhagen Institute of Interaction Design and Central Saint Martins respectively. As a designer I am interested in making tools that affect the way we think and make decisions (and increasingly tools for decision making at an institutional level).

My strengths as a designer lie in using experiments and prototypes to explore unconventional metaphors and interactions to push artificial intelligence in new directions.

## Achievements

'Sproute' (my app) named  
**Winner of Fast Company's  
Innovation By Design  
Awards (Mobility)**  
2020

Hello Robot Exhibition  
**Vitra Design Museum,  
MAK Vienna,  
Design Museum Gent,  
MAAT Lisbon, V&A Dundee**  
February 2017 - present

KIKK Festival  
**Belgium**  
November 2016

Brain Waves Exhibition  
**London Design Festival**  
July 2016

'Unpaid Intern' featured in:  
**Dezeen, Fast Company,  
Frame, Core 77**  
2016

Published writing  
**ICON Magazine**  
July 2016

Winner of international  
infographic competition  
**Info is Beautiful Awards**  
2014

Produced and hosted my  
own internet radio show  
**Radio Hulio**  
July 2011 - July 2014

## Experience

Interaction Designer (DK)  
**Teton.ai (DK)**  
January 2021 - present

Freelance Designer (DK)  
**Rockwool Fonden,  
PLYO Lab, Move Lab,  
SAGA Space Architects,  
Generativeboard.games**  
Nov 2019 - Dec 2020

Designer in Residence (DE)  
**Move Lab**  
June - October 2019

Design Researcher (DK)  
**CIID Climate Adaptation**  
May 2019

Artist in Residence (USA)  
**Laboratory Spokane**  
January - February 2019

Product Design Intern (DK)  
**Jakob Wagner Studio**  
Working on projects for:  
**Bang and Olufsen  
Saninudge  
Montana Furniture**  
October 2016 - June 2017

Editorial Intern (UK)  
**ICON Magazine**  
July - Aug 2015

## Toolbox

### Software

Adobe Creative Suite  
(Ps, Id, Ai, Lr, Pr, Ae, An)  
Figma  
Arduino  
Processing  
HTML/CSS/Javascript  
A bit of Python  
Principle  
Origami  
Runway ML  
Wekinator  
Unity (ish)  
Blender (ish)  
Meshroom  
Rhino  
Grasshopper  
Keyshot

### Personal

D&D Dungeon Master  
Improv comedy  
Danish (fluent)  
English (fluent)  
A weirdly good sense of  
direction that I don't know  
how to make the most of

## Education

**Copenhagen Institute of  
Interaction Design**  
January - December 2018

**Central Saint Martins**  
Product Design BA  
First Class Honours  
2016