

# TAL BENISTY

www.talbenisty.com  
mail@talbenisty.com

**Interaction designer at heart. Startup founder by night. An experienced user researcher and a growing visual designer, I am continuously honing my prototyping skills.**

## Languages

English Native  
French Native  
Dutch Fluent  
Spanish Fluent  
Hebrew Fluent  
German Foundations

## Software

Sketch, Adobe CS6, Omnigraffle,  
Final Cut Pro, Solidworks, Max  
MSP, HTML, CSS, I can read JS.

## EDUCATION

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### Delft University of Technology

MSc Design for Interaction  
September 2007 - 2010

Interaction design master focusing on the user experience people have with products and services. Strong emphasis on design research and experiential prototyping with a human centered and iterative approach.

### Polytechnical University Valencia

Bellas Artes (Fine Arts)  
September 2006 - July 2007

Erasmus exchange at the faculty of Fine Arts, where I took classes in hand-drawn animation, graphic design, 3D modeling and the making of interactive installations.

### Delft University of Technology

BSc Industrial Design Engineering  
September 2003 - July 2006

My industrial design studies covered the disciplines of engineering, design, arts, marketing, ergonomics and sustainability. I learned to design products that integrate people's needs with technical feasibility as well as business opportunities.

## EXPERIENCE

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### Cooper Interaction designer

February 2015 - present

Solving gnarly problems for startups and enterprises alike. Learning the Cooper design process and introducing Business Design to my peers. Participating in Sales meetings and tackling knowledge sharing.

### Designit Interaction designer

September 2011 - September 2014

Carrying web, mobile and service design projects from strategy and user research, to final design and implementation.

### IDEO Interaction design intern

February 2011 - August 2011

Worked on a variety of projects, such as a complete HMI for a future electric car, and a gestural interface for smart televisions.

### Shortcase Product designer

August 2010 - present

As the co-founding designer, I design the user-experience from the smallest copy to managing the entire product development.

### Wacom Interaction designer

May 2010 - December 2010

For my Master degree project at Wacom, I researched digital music makers and designed a music sketching application for the iPad. I then freelanced for Wacom to develop a desktop version of SketchTone.

### ID Studiolab Design researcher

February 2009 - June 2009

Research project at ID Studiolab where I developed tools to help designers build interactive hardware prototypes early in the design process. The final result was a set of combinable programming modules in Max MSP that could link sensors and actuators in a quick interactive prototype.

### TU Delft Masters course tutor

February 2009 - June 2009

During the Interactive Technology Design course on physical computing, I tutored students from the conceptualization of their envisioned interaction design to the coding and building of their prototypes with sensors and actuators.