

# Resume

Daphne Gerodimou

Architect, Designer & Researcher

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## Education

2019-2020

### Master in Design for Emergent Futures (MDEF)

Institute for Advanced Architecture of Catalonia (IAAC) & ELISAVA

2012-2018

### Degree in Architecture Engineering Faculty of Engineering / gpa: 8,79 (Excellent)

Aristotle University of Thessaloniki (AUTH)

## Achievements

2020

### Participant, Dutch Design Week 2020

Project: Future of Jobs

Designed participatory educational methodologies and co-design tools aimed at enhancing futures thinking, technological literacy, and creativity in learning environments. (MDEF master thesis project)

2021

### Participant & Grant Recipient, Makers' eXchange Program

Project: The Vermut Field Guide

Conceptualized and organized educational workshops aimed at enhancing knowledge and skills in vermuth production & conducted in-depth research on sustainable packaging with bio-materials.

2022

### Published Author, FAB 17 Conference

FabLab BCN

Directed research and authored the paper "Developing maker-centered learning programs to promote critical thinking about technology and design for emergent futures"

Doi: [10.5281/zenodo.7432106](https://doi.org/10.5281/zenodo.7432106).

2022

### Published Author, "This is Distributed Design" book

Future Learning Unit, FabLab BCN

Directed research on Hybrid learning models culminating in the publication of the research article "Prototyping Hybrid Learning Environments through Distributed Design".

2023

### Chosen participant, Maker ABC European Program

FabLab BCN, NOB maker space Bucharest

Actively engaged in collaborative projects and discussions aimed to enhance the visibility and impact of the maker movement, and foster innovative community-driven developments.

2016

### 9th International Biennial of Landscape Architecture in Barcelona

Project: "Re-Inventing Agora"

Selected as one of the top two student projects for its exemplary approach to urban reform at Aristotelous Park, Thessaloniki, Greece.

## Skills

### 3D Modeling & Animation, VR & AR, XR

- Blender, Rhino & Grasshopper, Fusion 360
- Unity 3d, Unreal Engine, Aero

### Graphic & Video Editing & Motion Design

- Adobe Creative Suite, Figma, Miro

### Digital Fabrication & Coding

- CNC, CAD, Additive Manufacturing, 3D scanning
- Arduino, Processing

Co-design Methodologies

Research Methodologies

Design Thinking

Community approach design

Designing Workshops & Activities

Creative Strategy

## Experience

2018-2019, Greece

### Architect Engineer

314 Architecture Studio

- Led the design project "The Seashell" on Kea Island
- Specialized in computational design, 3D Modeling & Rendering.

2020-2022, Barcelona

### Digital Technologies Expert & Researcher

IAAC / FabLab BCN

- Researcher at the Future Learning Unit & European projects specializing in the integration of digital technologies in education & the creative sector.
- Instructor and Instructional designer for the MDEF master and FabAcademy course, specializing co-design methodologies.
- Co-authored a conference paper and led research on hybrid learning models and co-creation methodologies for maker literacy and STEM education.

October 2021, Barcelona

### Coordinator - Project Manager

Distributed Design Academy / CRAFTS TECH-2021

- Project Manager and facilitator of the online program, responsible for designing and coordinating co-creation learning activities and workshops.

2022-2023, Barcelona

### Digital Artifact Designer

Futurity Systems

- Design lead, Virtual exhibition for the WOW Foundation : In charge of conceptual and technical design.
- Design lead, "NFSeas" project for SeaStainable Ventures: Created generative 3D artifacts integrating environmental data for coral health data visualization.
- Researched and implemented ideation workshops for a top global beverage brand's food innovation lab, focusing on the future of food and sustainable food production.

2023, Barcelona

### Co-Founder of Cristaleria Estudio.

- Established a community driven Initiative using art and design for social change.
- Co-Curator & Art Director of the Exhibition "Fem Una Dionysia" at Cristaleria Estudio.

Jan-March 2024, Barcelona

### Creative Strategy, Identity, and Interior Design

Mula Bar @mulabar.bcn

- Lead Designer: Oversaw the interior design, brand identity, and digital communication strategy for Mula Bar, a natural wine and Mediterranean food restaurant. Managed the project from concept to completion, ensuring a cohesive, sustainable and functional design.

## Languages

English Proficient/Cambridge C2

French Proficient/DALF C2

Greek Native

Spanish Proficient