

Camille Moussette

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USA 95030
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Languages

Bilingual French-English (5/5)
Swedish (2/5)

Education

2016-2017	Executive Education alt. MBA Program for Leadership Development (PLD)	Harvard Business School, USA
2007-2012	Ph.D. in Industrial Design <i>Simple Haptics: Sketching Perspectives for the Design of Haptic Interactions</i> Advisors: Daniel Fallman (Umeå University), Bill Buxton (Microsoft Research)	Umeå Institute of Design, Sweden
2005-2007	Masters Degree in Interaction Design <i>Thesis "HAPI: Haptic Interaction for Mobile Devices" in collaboration with Nokia</i>	Umeå Institute of Design, Sweden
2000-2004	Bachelor Degree in Industrial Design	University of Montreal, Canada
1997-2000	Bachelor Degree in Physics (Microelectronics)	University of Sherbrooke, Canada

Work experience

2013-current
Apple Inc.
1 Infinite Loop
Cupertino, CA 95014-2085
United States

Functional Lead & Manager

Design of haptics for current and future Apple products (iPhones, Apple Watch, Laptops). Design Lead and Manager of the Haptic Design group. Research and development of new haptic interfaces.

Work experience (continued)

- 2011
Microsoft Research
One Microsoft Way
Redmond, WA 98052-6399
United States
- Research internship**
*Collaboration with Asta Roseway (Computational User Experiences group)
Design explorations of haptic interfaces for Kinect-like interactions.*
- 2010
Microsoft Research Ltd
7 JJ Thomson Avenue
Cambridge, Cambridgeshire CB3 0FB
United Kingdom
- Research internship**
*Collaboration with Richard Banks (Socio-Digital Systems group)
Designing through Making: design tools for haptics.*
- 2007-2012
Umeå Institute of Design, Umeå University
Umeå, Umeå 90187
Sweden
- Lecturer and part-time teacher**
*Coordinate, prepare and teach various courses in Experience Prototyping,
Interaction Concept and Design Ethnography.*
- Interaction workshop responsible**
*Plan and oversee the development of the workshop's equipment and
environment for students and researchers. Prepare educational materials,
plus manage budget and staff.*
- 2003-2010
Guchmu Hosting (self-employed)
Web hosting provider and consultant
*Offer and manage web hosting services for +50 clients.
Remote server administration and business-client relationship.*

Work experience (continued)

2002-2005

School of Industrial Design, University of Montréal
2940, chemin de la Côte-Sainte-Catherine
Montréal, Québec H3C 3J7
Canada

Research assistant

Plan and set up a new Rapid Prototyping lab, support research activities with expertise in CAD and RP technologies.

Teaching assistant

Supervision and evaluation of 3D and design methodology classes.

2000-2001

IBM Canada Limited
23 Boulevard de l'Aéroport
Bromont, Québec J2L 1A3
Canada

Lab analyst

Perform microelectronics research and production analyses.

1999

National Research Council
1500 Montreal Road Campus, Bldg. M-50
Ottawa, Ontario K1A 0R6
Canada

Coop workterm in microfabrication processes

Develop silicon etching recipes using a new plasma reactor.

Publications (partial)

- Moussette, C. (2012). Simple Haptics: Sketching Perspectives for the Design of Haptic Interactions. Dissertation: Umeå University, 2012. Umeå, Sweden. ISBN 9789174594843, [PDF](#)
- Murphy, E., Moussette, C., Verron, C. & Guastavino, C. 2012. Supporting Sounds Design and Evaluation of an Audio-Haptic Interface. In Proceedings of HAID'12. Springer. Lund, Sweden.
- Moussette, C. 2012. *Learn to make, make to learn: Reflections from Sketching Haptics Workshops*. In Proceedings of DeSForM 2012: Design and Semantics of Form and Movement, Wellington, New Zealand
- Fallman, D. & Moussette, C. 2011. *Sketching with stop motion animation*, ACM Interactions, Volume XVIII.2, March + April (pp. 57-61), New York, NY: ACM Press. DOI=[10.1145/1925820.1925833](#)
- Moussette, C. & Banks, R. 2010. *Designing through making: exploring the simple haptic design space*, In Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction (TEI '11). ACM Press, New York, NY, USA, 279-282. DOI=[10.1145/1935701.1935763](#)
- Moussette C. & Dore F. 2010. *Sketching in Hardware and Building Interaction Design: Tools, Toolkits and an Attitude for Interaction Designers*, In Proceedings of Design Research Society, Montreal (Canada), [PDF](#)
- Moussette C. & Fallman D. 2009. *Designing for Touch: Creating and Building Meaningful Haptic Interfaces*, In Proceedings of IASDR 2009, International Association of Societies of Design Research conference, Seoul (Korea), 18-22 October 2009. [PDF](#)

Personal achievement

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| 2014 | Lecture on Designing Haptics at the California College of the Arts |
| 2013 | Designfakulteten Design Research Award for Simple Haptics thesis |
| 2012 | Invited panelist at Haptics Symposium 2012 |
| 2011-2012 | Invited lecturer in Swedish and Canadian universities |
| 2009 | Presenter at IXDA Interaction'09 Conference |
| 2009 | Presenter at the Interaction Design Symposium 2009 , Split, Croatia |
| 2008 | eINTERFACE Research Workshop in Paris, France |
| 2008-2012 | Creation of the Interaction Workshop at Umeå Institute of Design |
| 2006-2007 | Student representative, Umeå Institute of Design's Institution Board |
| 2006-2007 | Canadian-Scandinavian Foundation Study Grant |
| 2005-2007 | Excellence scholarship, Quebec's Research Funds (30 000\$) |
| 2004 | Honorable mention and Friends of the Design School prize |
| 2003-2004 | Member of the The Snow Show organization |
| 2002-2003 | One year exchange program at the University of Oulu, Finland |
| 2001-2004 | Executive member of the Association of Industrial Design Students |
| 1996 | 105 days outdoors training (mountain guide) in British-Columbia, Canada |