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CURRICULUM VITAE

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Personal information

Erkki Kirjalainen, born 15.04.1975 in Espoo, Finland.

Skills

I see myself as a designer, not willing to further frame the definition of my field of interest. For me, In design, it is rather more important discover needs of individuals as well as find solutions to meet the needs, than to find new uses for existing technologies.

I work innovatively, combining different technologies methods, to bring daylight to something easily approachable, but hopefully something never before seen.

Education

2003 Master of Arts, industrial design (University of art and design, Helsinki)

Masters thesis: "MemoryTrace, an interface to the memory of things" is an insight to the human tendency to link their physical possessions to specific memory events. Part of the thesis is a web located production: www.memorytrace.com. Where visitors can record and retrieve memories related to their possessions.

-Minor subject usability, including study of usability design, testing and cognitive psychology.

-Study exchange in Budapest, Hungary (Hungarian university of craft and design)

2000 Bachelor of arts, industrial design (University of art and design, Helsinki)

Final work was a playground equipment design. Used methodology was contextual inquiry, letting the children to participate in the design process. Aim was to achieve a greater transformability for playground systems, allowing more variation to the children's play.

1995 Upper secondary school diploma (Leppävaaran lukio)

1992 Study year as an exchange student (Virginia, USA)

Language skills

Finnish: native language

English: excellent written and oral skills

Swedish: adequate written and oral skills

German: basic written and oral skills

Hungarian: basic oral skills

Working experience

2003- Work projects as a freelancer designer

Major projects participated:

Finnish state art museum - "muistot ympärillämme" [Eng: memories around us] web - application

Muistot ympärillämme is a conceptual web service creating museum visit to a new type of an experience, enabling the visitor to actually share and personal memories related to museum artifacts with other museum visitors. The application will be piloted beginning from the summer of 2005 as an essential part of series of art exhibitions organized in five finnish state art museums depicting Finnish cities through arts eyes in time.

Project responsibilities: Project concept, owner of the concept, project co-management, concept design, user interface design, visual design.

Haaga Research Center – Memorytrace mobile application

Mobile application product concept design and demo implementation. Project aim was to meet the needs of a business traveller in a form of a mobile phone application. A functional demo of the concept was realized, utilizing mobile particularly phone's camera and information retrieval features.

Project responsibilities: co-owner of the concept, project co-management, concept design, user interface design, visual design.

Additional information: www.memorytrace.com

The Finnish Red cross: d2c – dare to care

A year lasting campaign for the Finnish Red cross targeted at young people. Main messages promoted were caring and tolerance in different youth related issues. Themes to be promoted during the year were such as racism, school violence and sexually transmitted diseases.

Project responsibilities: concept design, concept related product design.

Additional information at: www.d2c.fi

Aitogalleria – A web located gallery marketplace for Finnish handicrafts.

A web gallery concept for selling high quality Finnish handicrafts. A gallery shop concept based on a carefully thought concept, where craft objects and their makers are presented on a high level of quality. The concept aim is to create a new, flexible sales channel for craft workers as well as an exiting shopping place for customers looking for quality crafts objects.

Project responsibilities: concept owner, project management, concept design, visual design, usability design.

Additional information at: www.aitogalleria.com

Clubvision - A real time chat service for clubbers

A new concept of chat service, enabling clubbers in different clubs around helsinki to chat with each other via sms and tv monitors installed to restaurants. Responsibilities: User interface design, visual design, Flash implemetation.

Verkkokauppa.com – web supermarket re-design

The re-design of a Finnish computer equipment supermarket's web store. Verkkokauppa.com is the largest computer equipment re-seller, as well as the oldest existing web shop in Finland. The project was to re-design the web shop, improving the usability and the visual appearance of the site.

Project responsibilities: project management, usability testing, usability design, visual design, Html coding

Additional information: www.verkkokauppa.com

Additional web site design

www.stressfreecafe.com, www.akkafe.com, www.origodesign.com, www.rmcoy.fi,
www.espoonrajaytyspalvelu.com, www.largomark.fi , www.origodesign.com , www.investinkuopio.fi,
www.saunakauppa.fi

Craft design and production

Wood and ceramics craft design and small-scale production. To be sold through www.aitogalleria.com

Further work samples in my design portfolio at: www.alasin.net/flash

2001-2002 Usability specialist (Nokia Networks, System software unit)

User interface design, usability testing, user interface graphics design, graphics design.

1997-2001 Trainee, (Nokia Networks, Radio access systems)

Design and make of product assembly manuals, publication make-ups and graphic design.

Competitions

2001 "Kitchen of the future" Honourable mention (Gaz de france)

1997 "LG Electronics design competition" Honourable mention (LG Electronics)

Computer skills

Software knowledge: Photoshop, Freehand, Corel Draw, Microstation 3d, Rhino 3d, Pagemaker, InDesign, MS Office, Dreamweaver, Flash, Director.

Learning independently to work on new software is no problem.

Programming: Html, Xhtml, css, some actioscript.

Hobbies

Swimming, bicycling, snowboarding, photography, travelling and meeting new people