

XAVIER BENAVIDES PALOS

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EDUCATION

Massachusetts Institute of Technology, MediaLab, Cambridge, USA 2014 - 2016
Master of Science in Media Arts and Sciences

Ramon Llull University, laSalle, Barcelona, Spain 2009 - 2014
Bachelor of Science in Electrical Engineering and Computer Science

PROFESSIONAL EXPERIENCE

Google Inc. 2016 - Present
UX Engineer/Designer at Daydream Mountain View, CA USA

- Currently work on the UX VR team to translate concepts and ideas into living prototypes. I constantly iterate on interactions, animations, and subtle details to deliver the perfect experience.

Massachusetts Institute of Technology 2013 - 2016
Research Assistant at MIT Media Lab, Fluid Interfaces Group Cambridge, MA USA

- Conducted research for new user experiences intended to be more seamless, natural, and integrated into our physical lives. Research included HCI, UX Design, IoT, wearable devices, AR, and VR.

Microsoft Corporation Summer 2015
Research Intern at Microsoft Research Redmond, WA USA

- Developed VR and AR platforms that allow users to freely move and interact with physical objects that are represented and augmented in the virtual world. The goal of my work was to offer haptic feedback on VR and AR by tracking real objects in physical environments.

La Salle - Ramon Llull University 2011 - 2013
Research Assistant at Department of Electronics Barcelona, Spain

- Worked as an interaction designer and electrical engineer on research projects including AR, robotics, and IoT. I was also a teaching assistant of the Basics of Electronics course.

University of Memphis Summer 2012
Research Intern at ESARP Lab Memphis, TN USA

- Designed and implemented a wearable device that helps blind people to navigate through new environments. The system was based on a wearable camera and an FPGA that captured and analyzed surrounding images.

SKILLS

Hardware/Electronics:	C, VHDL, VeriLog, STEP7(PLC), Assembly, PCB Design (Altium), Spice
Software:	C/C#/C++, Java, MATLAB.
Mobile app development:	Android.
Game Engines:	Unity3D.
Rapid Prototyping:	Processing, OpenFrameworks, Arduino, 3D Printers, Laser Cutters, WatterJet Cutters, Milling Machines.
Web:	HTML, CSS, PHP.
Graphical design:	Adobe Photoshop, Adobe Illustrator.

AWARDS AND GRANTS

FastCompany	2016
Finalist at Innovation by Design Awards 2016	
MIT Media Lab Consortium	2014 - 2016
Grant to support my research at MIT Media Lab	
Samsung TTT Outreach:	2015
Grant to support my research at MIT MediaLab	
Volkswagen/IDEO/MIT Data Driven Hackathon	2014
\$5K Best idea award.	
Banco Santander:	2013 - 2014
Grant to support my research at MIT MediaLab	
Funitec Foundation:	2011 - 2013
Grant to support my research at La Salle URL	

LANGUAGES

Spanish: Native
Catalan: Native
English: Fluent

PUBLICATIONS

- X.Benavides. "A Platform for Reaching into the Environment of a Remote Collaborator". Master Thesis. MIT Libraries 2016.
- L. Shapira, X. Benavides, J. Amores. "TactileVR: Integrating Physical Toys into Learn and Play Virtual Reality Experiences". In ISMAR 2016. IEEE.
- J. Lanier, V. Mateevitsi, K. Rathinavel, L. Shapira, J. Menke, P. Therien, J. Hudman, G. Speig-
iner, A. Stevenson Won, A. Banburski, X. Benavides Palos, J. Amores Fernandez, J. Porras Lurashi,
W. Chang. "The RealityMashers: Augmented Reality Wide Field-of-View Optical See-Through Head
Mounted Displays". In ISMAR 2016. IEEE.
- J. Amores, X. Benavides, L. Shapira. "TactileVR: Integrating Physical Toys into Learn and Play
Virtual Reality Experiences". In CHI 2016. ACM.
- J. Amores, X. Benavides, P. Maes. "PsychicVR: Increasing Mindfulness by using Virtual Reality
and Brain Computer Interfaces". In CHI 2016. ACM.
- X. Benavides*, J. Amores*, P. Maes. "Remot-IO: a System for Reaching into the Environment of
a Remote Collaborator". In UIST15. ACM.
- X. Benavides*, J. Amores*, P. Maes. "Invisibilia: revealing invisible data using augmented reality
and internet connected devices." In UbiComp '15. (pp 341 - 344). ACM.
- X. Benavides, C. Zhu, P. Maes, J. Paradiso. "KickSoul: A Wearable System for Feet Interactions
with Digital Devices". In UIST15 . ACM
- C. Zhu, X. Benavides, J. Amores, R. Boldu, T. Achituv, P. Maes. "CarDio: Using Shape-Changing
Materials and Visual Feedback to enhance Driver Self-Awareness". Persuasive Technology Conference
2015.
- J. Amores*, X. Benavides*, P. Maes. "ShowMe: A Remote Collaboration System that Supports

Immersive Gestural Communication”. In CHI’15 Extended Abstracts on Human Factors in Computing Systems (pp1343-1348). ACM.

J. Amores*, X. Benavides*, P. Maes. ”Exploring the Use of a Wearable Device to Turn Everyday Objects into Playful Experiences”. In CHI’15 Extended Abstracts on Human Factors in Computing Systems (pp 2145-2150). ACM.

J. Amores*, X. Benavides*, P. Maes. ”TagMe: An easy-to-use toolkit for turning the personal environment into an extended communications interface”. Video Showcase of CHI 2015.

C. Hsin-Liu Kao*, E. Dreshaj*, J. Amores*, Sang-won Leigh*, X. Benavides*, P. Maes, K. Perlin, and H. Ishii. ”clayodor: Retrieving Scents through the Manipulation of Malleable Material”. In Proceedings of the Ninth International Conference on TEI’15 (pp. 697-702). ACM.

J.Hernandez, D. McDuff, X. Benavides, J. Amores, P. Maes, R. W. Picard. ”AutoEmotive: Bringing Empathy to the Driving Experience to Reduce Stress”. In Proceedings of the 2014 companion publication on Designing interactive systems (pp. 53-56). ACM.

X. Benavides*, J. Amores*, P. Maes. ”TagMe: An easy-to-use toolkit for turning the personal environment into an extended communications interface”. In CHI’14 Extended Abstracts on Human Factors in Computing Systems (pp. 2197-2202). ACM.

J.Amores, X.Benavides, M. Comin, A. Fuste, P.Pla, D. Miralles. ”Smart Avatars: using avatars to interact with objects”, workshop on Interacting with Smart Objects, Intelligence User Interface, Haifa, Israel, Feb. 2014.

J.Carrasco, X.Benavides, S.Pacareu, B.I. Morshed, ”Cyber-physical system approach to embedded personal assistive device for persons with severe visual impairments”, Cognitive Sensing, Computing Networking Workshop, AL, USA, 15 Aug. 2012

* Authors contributed equally to the work.

SELECTED PRESS

FastCompany: MIT Gives Us Superpowers.

MIT Technology Review: Microsoft Researchers are working on Multi-Person Virtual Reality.

UploadVR: Meet Jaron Laniers newest HMD research project, the Reality Masher.

CNET: Microsoft lab working on multiperson augmented reality.

New Scientist: Hands full? Shoe computer lets you kick to answer your phone.

New Atlas: KickSoul lets users control devices using their feet.

CNN: Feeling glum, happy, aroused? New technology can detect your mood.

The Times: Rise of the machines that read your mind.

New York Times: Devices That Know How We Really Feel.