MAXIM SAFIOULLINE

maxim@connectedcatmedia.com | connectedcatmedia.com/maxim | linkedin.com/in/msafioulline/

I am a creative technologist and educator interested in interfaces, digital identities, generative and algorithmic design, storytelling and world-building, systems design and complexity. I make things from bits and from atoms. My superpower is the ability to learn anything. I design to maximize the amount of fun in the world.

2019–present   ARTCENTER COLLEGE OF DESIGN | Pasadena, California
Adjunct Professor, Creative Technology and Prototyping
I teach graduate-level classes in creative technology and prototyping, and lead research groups exploring interactive graphic systems, AR/VR/XR and machine learning for design

2017–present   SANTA MONICA COLLEGE | Santa Monica, California
Associate Professor, Core Faculty in B.Sc. Interaction Design program.
I teach undergraduate classes in interaction and information design and design methodologies. I oversee curriculum development for the program. I lead the AR/VR lab and oversee collaborations with Snap Inc. and other industry leaders

2016–2017   HELLO DESIGN | Los Angeles, California, Senior Interactive Developer
Interaction design, design and technology research, front-end development

2014–2016   LAWRENCE TECH UNIVERSITY | Detroit, Adjunct Faculty / Artist in Residence
Teach interaction design and new media classes, work with a research group on an interactive installation

2014–2016   AMBER ENGINE | Detroit, Software Engineer / Interactive Designer
Interaction design, design and technology research, front-end development

2013–2014   BROADWAY ACROSS AMERICA | New York, Web Developer
Interaction design, front-end development

2008–2013   THE NEW SCHOOL UNIVERSITY | New York, Multimedia Systems Administrator

2005–2008   STREB DANCE THEATER | Brooklyn, Sound Designer/DJ/VJ

2005–2006   GALAPAGOS ART SPACE | Brooklyn, Technical Director

MFA, Design and Technology   PARSONS THE NEW SCHOOL FOR DESIGN 2012
Thesis work: Exploring the use of brain-computer interfaces in multi-modal systems for visual creativity
Diploma, Sound Engineering   INSTITUTE FOR AUDIO RESEARCH 2006
BA, Linguistics   NIZHNIY NOVGOROD LINGUISTIC UNIVERSITY 2000

Publication in ACM Digital Library
Work exhibited in New York, Shanghai, Detroit, Montreal, Los Angeles

TECHNICAL	CREATIVE	LANGUAGES
HTML/CSS/JS/React	UX/UI design	English
Python, C++, C#	Information Design	Russian
WebGL/WebGPU/GLSL	Video/Motion Graphics	Spanish
OpenCV, Generative AI	Prototyping Strategy	French
Physical Computing	3D Modelling/Rigging	
Audio/Video Installations	VFX	