

Cedric Honnet

contact@honnet.eu // www.honnet.eu

ABSTRACT

With an endless enthusiasm about interactivity, new media and arts, I deeply love exploring technologies... I am curious, relentless and always open for collaborations.

Keywords

Interhacktivity, Arts and Embedded Systems.

ACADEMIC

Publications

Papers available online: honnet.eu/#Academic

- NIME 2017: *Designing a Multi-Touch eTextile for Music Performances* - Maurin Donneaud, Cedric Honnet, Paul Strohmeier
- MOCO 2017: *Digital Oxymorons: From ordinary to expressive objects using tiny wireless IMUs* - Andreas Schlegel, Cedric Honnet
- MOCO 2017: *Music Skin: Fabric Interface for Expressive Music Control* - Maurin Donneaud, Cedric Honnet, Paul Strohmeier
- TEI 2017: *Second Skin: An Exploration of eTextile Stretch Circuits on the Body* - Rachel Freire, Cedric Honnet, Paul Strohmeier
- LM 2016: *Developing an Ecosystem for Interactive Electronic Implants* - Paul Strohmeier, Cedric Honnet, Samppa Von Cyborg
- MOCO 2016: *Movement of Things: Exploring Inertial Motion Sensing When Autonomous, Tiny and Wireless* - Andreas Schlegel, Cedric Honnet

Reviewing

- Augmented Human Conference: augmented-human.com
- Tangible Embedded & Embodied Conference tei.acm.org

Teaching

What?

Internet Of Things, Electronics, Music Tech, and mentoring.

Where?

Various engineering schools, digital art labs, hackerspaces, and incubators/accelerators.

EXPERIENCE

2016-2017: Carpe Noctem

Research Engineer, Trainer, Mentor

- Visiting Researcher at various institutions in Denmark, Singapore, etc. (see Publications section)
- Consulting for companies about wearables, entertainment and manufacturing in China, France, California
- Teaching in engineering schools, hackerspaces, incubators...

2014-2016: Tangible Display, USA / France / China

Co-founder - Research & Development Engineer

- Designed (hardware+software) various interactive systems with RFID, touch screens or motion sensors such as the "Twiz" (Tiny Wireless IMU): a Bluetooth Low Energy powered 9 degree of freedom motion sensor: Twiz.io
- The BAD project (Body Air Drum / TapMe), a wearable musical controller: project.honnet.eu/TapMe
- The SonArt project, an interactive system offering information and security for the Art Decoratifs museum (The Louvres): project.honnet.eu/SonArt

2012-2013: Sifteo, USA

Embedded Systems Engineer & InterHacktivist

- Worked on various elements of the firmware and software: user interface (sound, graphics...), battery management, simulator, graphics controller, bootloader reliability, etc.
- Experimental interactive projects: Implemented a gestures recognition system using the MIT-GRT Toolkit, added a MIDI interface to control music software, and developed an audio communication system to send data to smartphones, ex: project.honnet.eu/Siftone // project.honnet.eu/NooN

2010-2011: Sigma Designs - USA

Research & Development Engineer, Trainee

Google's VP8 Video Decoder Porting on Custom Processor:

- Firmware improvement for optimizing memory management and accelerating execution
- Hardware instruction customization for specific purposes such as arithmetic decoding or binary tree decoding

2008: Telecom ParisTech EE Research Labs - France

Research & Development Engineer, Trainee

Evaluation of combinatorial components reliability using FPGA for massively parallel simulation of fault injection.

2007: Brunel University EE Research Labs - UK

Research & Development Engineer, Trainee

Signal Restoration experimentations & Universal Software Radio Peripheral modules implementations.

EDUCATION

2008-2011: Telecom ParisTech, France

Master of Engineering (Diplome d'ingenieur)
Embedded Systems, Robotics, Systems On Chip, Security
Extracurricular: Telecom-Robotics.org, French boxing...

2004-2008: University Pierre & Marie Curie, France

Master of Science 1 (Maitrise)
EECS with emphasis on Digital Electronics
Extracurricular: computer science tutoring for disabled students, Jujitsu, Sambo

2006-2007: Brunel University, UK

Bachelor of Engineering (Licence)
EECS with emphasis on Digital Signal Processing
Extracurricular: Judo, Thai Boxing

LANGUAGES

- English: Full professional proficiency
 - Spanish: Professional working proficiency
 - French: Native or bilingual proficiency
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DISTINCTIONS, AWARDS...

- 2016: Mentor in art+tech accelerator (MaDlab Manchester)
- 2015: Google Soli alpha developer
- 2014: Won the Bemyapp factory hackathon, SF, CA
- 2009: Besse Foundation laureate
- 2005: Kenpoken France champion - 80 Kg category
- 1997: DMC DJ championship (Fr): 8th final - 2nd youngest

EXTRA

Associations

- DataPaulette (DataPaulette.org): wearable / textile hackspace core member
- Noisebridge (Noisebridge.org): taught electronics/tinkering
- Cumbia Rockers (GatosNegrosProd.com): DJ in Cumbia-Fusion groups

Residencies

- Singapore 2016: Media Lab Lasalle - visiting researcher: see [Digital Oxymorons](http://DigitalOxymorons) publication.
 - Denmark 2015: Copenhagen University, Human-Centred Computing - visiting researcher: body-ui.eu/?page_id=191
 - France 2015: Fructus Animalis - art against programmed obsolescence : project.honnet.eu/fructus-animalis-e95c9f
 - Singapore 2014: Growell - explored wild animals camera-trap, DIY farm robotics...
 - Colombia 2012: Plataforma - project.honnet.eu/Resbala // project.honnet.eu/Fusion
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REFERENCES

- David Merrill (Sifteo): [dMerrill\(a\)media.mit.edu](mailto:dMerrill@media.mit.edu)
- Ali Rizvi (Sigma Designs): [aRizvi\(a\)apple.com](mailto:aRizvi@apple.com)
- Alexis Polti: [Alexis.Polti\(a\)TelecomParisTech.fr](mailto:Alexis.Polti@TelecomParisTech.fr)
- Saeed Vaseghi: [Saeed.Vaseghi\(a\)Brunel.ac.uk](mailto:Saeed.Vaseghi@Brunel.ac.uk)