

Paula Te: CV

Last updated: Nov 11 2025

Experience

Interstitial Technology Co-operative, PBC

2020 - present

Worker-owned technology for good consulting group. Board member FY 2023. Interface design & engineering, project and product management.

Digital Naturalism Conference, Les, Bali, Indonesia

Co-chair, 2024-2025

Facilitating an art, technology, nature & culture conference in June-July 2025 and the organization leading up to the conference.

Chibitronics Inc

Principal Designer, 2023 - 2025

UX/UI, product design and management of digital fabrication/CAD software for paper circuits.

San Francisco Opera

Instigator Fellow, 2022 - 2023

Designing and prototyping tools for the future of opera.

Digital Naturalism Conference, Batticaloa, Sri Lanka

Node Leader, 2022

Technology, Arts, Culture workshop leader.

Glowforge

2021 - 2022

Materials Testing Coordinator

Interface Design & Engineering Consulting

2019 - present

Clients include Google X, Off the Grid, Meta Reality Labs, IKEA.

Consulting on UI/UX, digital fabrication, education technology, and interactive experience prototyping.

Calbright College

Senior UX Designer, 2020 - 2021

Dynamicland, Oakland, Ca

Researcher, 2015 - 2019

Worked on a new computer that isn't a screen but a space. Mixed reality, immersive & interactive space meets accessible programming and radically transparent operating system.

Co-created community space at Dynamicland, creating events and tours for the public. Lead design workshops for groups of students, parents, families, design companies. Built interfaces, robotic, 3D, and 2D, as a part of the interactive immersive system. Designed

immersive learning experiences around music, coding, and visual art. Contributed to the programming language of the system.

Xerox PARC, *Palo Alto, CA*

Interaction Designer & Researcher, 2015

Karkhana, *Kathmandu, Nepal*

Design Resident, 2013

CIID Thesis: TADCAD, *Copenhagen, Denmark*

Interaction Design Student, 2014

MIT, *Cambridge, MA*

Design Educator & Researcher, 2012 - 2013

Siegel + Gale, *New York, NY*

Associate Information Architect, 2011 - 2012

American Innovative, LLC. *Boston, MA*. Product Design Intern, 2010

5 Wits Productions, Inc. *Saugus, MA*. Designer and Engineer Intern, 2010

Arts

2022 - present: Born a Problem. Collaboration with Edward Gunawan

2024-2025: Larry Sommers Print Arts Fellowship

2024: "From the Margins" group show, Fishbowl Gallery, Seattle, WA

2024: 27th Annual United States of Asian America Festival, 10-day exhibition, Gray Area Arts Foundation, San Francisco, CA

2023 - present: Tari Bali, dance performance. Guru Susan Lamberth

2022: A Forest of Frames. Collaboration with Yasaman Sheri

2021: Afro-rhythms From The Future. Collaboration with ARFG

2020: Decolonize/Notes. Published in Interwoven: Black & Asian Solidarities

2015 - present: 50years.today. Collaboration with May-Li Khoe

2010 - 2013: Gamelan Bali. Gamelan Dharma Swara; Gamelan Galak Tika

Conferences, Talks, Awards

2025: Digital Naturalism Conference Indonesia, co-chair

2022: Digital Naturalism Conference Sri Lanka, node leader

2017: Sketching in Hardware, attendee/presenter

2018: EYEO festival, keynote co-presenter

2016: UC Berkeley, lecturer

2015: Sketching In Hardware, attendee/presenter

2015: IXDA Awards Finalist, student team

2015: Prix Ars Electronica Honorable Mention, student

2011: IASDR at TU Delft, co-presenter

Teaching

Copenhagen Institute of Interaction Design, 2025
Mentor, **Mid-year reflections**

Bali FabLab, 2023 & 2024
Facilitator, **Intro to paper circuits workshop**

Copenhagen Institute of Interaction Design, 2018 - 2021
Co-instructor, **Materials of electronics**

Copenhagen Institute of Interaction Design, 2021
Co-Instructor, **Introduction to programming**

University of Washington, Machine Agency Lab, 2023
Co-instructor, **Plastic-punk futures and DIY animal enrichment workshop**

Dynamicland, 2019
Lead Facilitator, **Future of Education for Teachers workshop series**

Dynamicland, 2018
Facilitator, **Programming in Dynamicland workshop**

UC Berkeley, Jacobs Institute for Design, 2016
Design Fellow

East Bay Innovation Academy, 2016
Co-instructor, **Intro to paper circuits workshop(Grades 6-8)**

Karkhana, 2013
Instructor, **Design Education for Engineers**

MIT, 2013
Mentor, **Toy Product Design 2.00b**

MIT, 2012
Mentor, **Product Design 2.009**

City University of Hong Kong, 2011
Facilitator, **Ideating Discovery-Enriched Curriculum workshop**

Publications

Te, Paula. **The Inequities of Our Remote Learning Tools**. Self-published, Medium.

Te, Paula. **Community Learning at Dynamicland.** Ding Magazine #2: Futures, pp. 2019.

Te, Paula. **"TADCAD: a tangible and gestural 3D modeling & printing platform for building creativity."** SIGCHI Interaction Design and Children, pp 406-409. June 2015
<https://doi.org/10.1145/2771839.2771865>

Kudrowitz, Barry; Te, Paula; and Wallace, David. **"The Influence of Sketch Quality on Perception of Product-Idea Creativity."** Artificial Intelligence for Engineering Design, Analysis, and Manufacturing, volume 26, issue 03, pp. 267-279. August 2012.
<https://doi.org/10.1017/S0890060412000145>

Education

Copenhagen Institute of Interaction Design

Dec 2014, Copenhagen, Denmark

Masters in Interaction Design Programme, Honours

Massachusetts Institute of Technology

Jun 2011, Cambridge, MA

BS in Mechanical Engineering with concentration in Industrial Design

Continuing Education

San Francisco Center for the Book, Bookbinding Intensive, Sep 2025

Pratt Fine Arts Center, Intro to Printmaking, Intro to Letterpress, 2024 - 2025

Photographic Center Northwest, Drum Leaf Binding, March 2025

Bainbridge Artisan Resource Network, Silk Painting, July 2024

KBRI Washington DC, Advanced Level Bahasa Indonesia Online Course, Fall 2023

Alam Bahasa Indonesia, Yogyakarta, 26-hour training, Beginner & Fluent Communicator

University of Washington, Speculative and Science Fiction of Southeast Asia ASEAN 207 (audited)

UC Berkeley, Indonesian 100A & 100B (audited)

Pratt Fine Arts Center, Welding Class, Enameling Class

Seattle Central College, Woodworking Class

Laney College, Tiny House Carpentry Class

CCSF Extension, Metalsmithing and Jewelry Making

School of Visual Arts, Information Design

Massachusetts College of Art, Industrial Design

Coursera, online classes in sustainability, HCI, and internet history

Volunteering

Present, Pedaling Relief Project

2022, Seattle Makers, Makerspace.

2018-2020, Peer Counseling Collective, Berkeley Free Clinic.

Patents

M. Kuniavsky, P. Te, S. Rane. **Printable, writeable article for tracking counterfeit and diverted products.** US20170032380A1, US20170032153A1, US9652644B2

M. Kuniavsky, P. Te. **Printed electronic sensing films for detecting large-scale phenomena.** US20170330003A1