

Nelson Steinmetz

Interaction Designer

Paris, France

hi@nelsonsteinmetz.com

Born 26- 11 -1988

§ experiences

- 2021–2025** Snap Inc. (SnapLab/Spectacles), Design Engineer:
Following the NextMind's M&A, continued R&D on BCIs,
with a specific focus on the in-house Augmented Reality
platforms (Spectacles AR smartglasses) (Paris)
- 2017–2021** CNRS/ENS/NextMind, Project Engineer:
Interactive and Graphic Design for Brain-Computer
Interfaces (BCI), prototypes and development
of neuro-cognitive research (Paris)
- 2014–2016** Intégral Ruedi Baur, Interactive designer, in charge
of developing the digital activities of the studio (Paris)
- 2014** European Space Agency, Freelance, European Astronaut
Center: XR Spacewalks simulator design, experimental
training materials, research projects (Cologne, Germany)

§ education

- 2017** General biology university diploma (UPMC, Paris)
- 2013** Master graduate with honours at the École Nationale
Supérieure des Arts Décoratifs (EnsAD), Interactive
and Graphic Design (Paris)
- 2011** Exchange in Product Design at KISD (Cologne, Germany)
- 2010** BA in Graphic Design with honours at ÉSAD Amiens (France)
- 2006** High school diploma with honourable mention (Paris)

§ languages

French and English: Fluent

German: Intermediate (B2 level certified by FH Köln)

§ patents

- 2021** EP Patent No. EP4062262B1 "Method for optimizing visual
stimuli for brain-computer interface" (granted)
U.S. Patent No. US12307013B2 "Overlaying visual stimuli
for Brain Computer Interface" (granted)
2 other granted, 2 pending patents filed at NextMind
- 2024** 3 patents pending (filed at Snap, Inc.)

§ other

Driving License

First Aid certificate (Red Cross 2016, Paris)

Skydiving autonomous jumper: A, B & B2 licences