Daniel Pesach Cohen

INNOVATION SPECIALIST / DESIGN ENGINEER

Emerging technologies · Experimentation · Prototyping · Co-creation workshops

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SKILLS

Innovation
Technology scouting, signal scanning, opportunity identification, hypothesis-driven experimentation, strategic foresight, scenario development, patent and literature review

Project management
R&D project management, EU-funded projects (Creative Europe, FFplus), stakeholder communication

Design
Human-centered design, user research, UX, concept development, persona building, storyboarding, vision presentation

Facilitation
Co-creation and innovation workshops, public speaking

Prototyping and making
Rapid prototyping, Arduino, Raspberry Pi, CNC, laser cutting, 3D printing, model making, custom fabrication, carpentry, metalwork

Software
Visual Studio Code, Adobe Creative Suite, SolidWorks, Onshape, Android Studio, Xcode, conversational AI agents, automation workflows

Technical
Electrical systems, hydraulics, pneumatics

EDUCATION

Bezalel Academy of Art and Design
Bachelor of Design, Industrial and Product Design
2019 – 2021 · Jerusalem, Israel
Graduated with Excellence

Folkwang Universität der Künste
Bachelor of Design (exchange)
2017 – 2019 · Essen, Germany

The Holon Institute of Technology
Started Bachelor of Design
2015 – 2017 · Holon, Israel
Presidential Award (2018); Dean's Award for Academic Excellence (2017)

PUBLICATIONS

"The Hairy Klein Bottle" (with Dr. Gul Shai), Int. J. of Mathematical Education in Science and Technology (2020); Bridges Linz (2019)

LANGUAGES

English Mother tongue
Hebrew Fluent
Spanish Currently learning

PROFESSIONAL SUMMARY

Innovation specialist and design engineer working in the early stages of innovation, from emerging signals and client problems to tested concepts that inform decisions. Combines strategic foresight, user research and patent analysis with hands-on engineering and prototyping to explore opportunities, test assumptions and assess technical feasibility before significant investment is committed.

Experienced in managing research projects with multiple partners and funders, from industry clients to EU programmes, keeping scope, timelines and stakeholders aligned. Questions assumptions early, identifies critical uncertainties and turns experimental findings into clear recommendations for teams and leadership. This includes taking a consumer-goods client's waste-reduction challenge from initial research to a working feasibility prototype, resulting in a patent-pending solution.

Designs and facilitates workshops that bring researchers, designers, engineers, policymakers and industry partners together to explore possibilities and turn open questions into concrete next steps. Nine years of founding and running a design-build studio bring a practical understanding of translating ideas into fabricated solutions. Most at home where uncertainty, experimentation and passionate people meet.

EXPERIENCE

Research and Development Project Manager | Futurity Systems

Jun 2025 – Present · Barcelona, Spain

- **Client R&D:** Took a global consumer-goods client's waste-reduction challenge from user research and patent analysis to a working feasibility prototype; the solution is now patent pending.
- **EU Policy Lab – Coming of Age 2040:** Explored emerging technologies and signals shaping the future of youth in 2040 for the European Commission and translated them into scenarios, future artifacts (CAD, 3D printing) and an iOS and web app with conversational AI agents, used to test ideas with policymakers. Led workshops at the EU Policy Lab and PolyFutures 2026, and co-facilitated a workshop at AI Summit Barcelona 2026. *Recently prototyped an open-source, pay-on-demand voice pipeline that cut delivery costs tenfold and enabled a follow-on EU project.*
- **TOPO-LLM:** Managed a €300k FFplus (EuroHPC) study on the shape of innovation: mapped a knowledge graph of hundreds of millions of patents and academic papers, then embedded its topological descriptors into an LLM to test whether they improve its ability to predict emerging innovations. Ran supercomputer experiments, met every milestone on schedule, and presented the study and hosted an industry challenge at the BeyondTheEdge Mini-ESGI, Turin 2026.
- **Immersive ECHO:** Directed communication and dissemination for a €2M Creative Europe consortium of 15 partners in 10 countries; contributed to creative development in consortium meetings across Europe and facilitated foresight and creative thinking workshops for partners and sister EU projects.
- **Internal:** Built QA software for Futurity's FAST knowledge-graph platform. Built an online workshop tool for 30+ simultaneous users, replacing enterprise subscriptions. Identified the developer team's capacity bottleneck and set up a recurring internship partnership.
- **Talks and panels:** Moderated a renewable energy panel and ran a workshop at Futures Faster Today 2025; spoke on a panel at FoodTech Herning 2026; facilitated a futures workshop at Viborg Animation Festival 2026; represented Futurity at Canalys Forums EMEA 2026; guest lectured at Elisava.

Founder & Creative Director | ASAFTA Design Studio

Jan 2017 – May 2025 · Self-employed · Tel Aviv, Israel

Founded and ran a multidisciplinary design studio, working across design-build, product development, prototyping and fabrication. Translated early concepts into functional solutions, working hands-on across materials, fabrication techniques and technical constraints. Advised entrepreneurs and startups on product development, business strategy and investor pitches.

Selected projects

- **TOM (Tikkun Olam Makers):** Developed makerspaces and scaled the concept into a repeatable offering; authored an implementation manual that helped secure six additional clients.
- **Owens-Illinois:** Delivered trend research, product narratives and design concepts for a luxury product line.
- **Leica Microsystems:** Won the company's microscope design competition (2018), leading to a collaboration with Leica to develop a scale prototype.