



## BASED IN

📍 Eindhoven,  
The Netherlands

## LANGUAGES

🗣️ Dutch, native level  
English, academic level

## CONTACT

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## SKILLS

### Design & research processes

Expert in thoroughly navigating complex problems in explorative ways.

### Teamwork

Experienced in bridging different disciplines and collaborating with a diverse people of all levels.

### Collaborative user involvement

Experienced in involving users & stakeholders throughout a design process through user-centered & co-design methods and workshops.

### Ideation strategies

Strong and constructive skillset with a large catalog of methods and an associative mind.

### Experience prototyping

Expert in making aesthetic & interactive physical and digital demonstrators of designs through electronics, Arduino, HTML, CSS, Processing, 3D-printing, CAD-modeling, CMF design.

### Creative software

Proficient in graphic design & multimedia art using Adobe Illustrator, InDesign, Photoshop, DaVinci Resolve, Premiere Pro, Logic Pro X.

## ABOUT ME

I'm a designer who's always in search of expressive and innovative ways of using new (and old) technology. With a creative and critical view on the world, I strive to understand contexts and design focused, characterful, interactive products & experiences that contribute meaningfully and sustainably towards individuals and society. I'm looking forward to working on inspiring new design research challenges.

### Profile keywords:

Hands-on, dedicated, creative, honest, critical, social, artistic

### Interests:

Music composition, acting, performance arts, yoga, hiking, social gatherings

## EXPERIENCE

- NOW** **Freelance designer for clients in creative sector**  
Interactive concept & product development  
**Stichting Ontferd Goed**, museum art repurposing  
Store host & sales employee
- 2025** | **ELI Play, manufacturer of indoor play structures**  
3D design and client contact for playgrounds & trampoline parks
- 2024** **Film Jam Eindhoven, 48-hour student film festival**  
Graphic designer, volunteer, and participant  
**Multiple locations at Dutch Design Week**  
Music compositions played at Fashion Tech Farm  
Sound design for Viviana M. C. De La Barca
- 2023** **Low-Key Expo & DEMO days**  
Exhibited my collaborative instrument Overgrown  
**Design United Exhibition at Dutch Design Week**  
Exhibition host & construction aid  
**Film Jam Eindhoven, 48-hour student film festival**  
Graphic designer, volunteer, and participant
- 2023** | **Eindhoven University of Technology**  
UI/UX designer for internal educational platforms  
**2022** for Industrial Design Faculty
- 2021** | **Eindhoven University of Technology**  
Student coach for 1<sup>st</sup>-year Bachelor students in  
**2020** Industrial Design
- 2020** **E.S.T.V. Doppio, theater association**  
Commissioner of Ext. Relations & graphic designer
- 2019** **Bureau Moeilijke Dingen, design studio**  
Intern full-stack interaction designer

## EDUCATION

### Master Industrial Design / Sept 2020 - July 2023

Eindhoven University of Technology

- + **Graduation project: SIDKIT**, a design toolkit for interactive sound. Showcased at Dutch Design Week 2023
- + **Research paper** on reflective & layered design documentation accepted & presented at NordiCHI '22
- + **Exchange studies** at Aalto University ARTS department, Collaborative & Industrial Design major, Finland
- + **Collaboration with ACRE real estate firm** on A-frame, a modular outdoor furniture & service path concept
- + **Relevant learning:** designing for intelligent autonomous product ecosystems, designing with interactive AI, sound design, participatory design, rapid prototyping, textile design, interdisciplinary teamwork

### Bachelor Industrial Design / Sept 2017 - July 2020

Eindhoven University of Technology

- + **Graduation project: EMMA**, an auditive display for runners. Created in collaboration with professional marathon runners and running motion researcher
- + **Internship at Bureau Moeilijke Dingen**, resulting in a concept for AI-Kit: a modular system of products & services to enable everyday exploration of AI systems.
- + **Relevant learning:** design thinking, designing IoT systems, tangible interaction, business development, challenge-based learning, user-centered design