

℃ 06-xxxxxxxx

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Education

Master Human-Computer Interaction Universiteit Utrecht 2023 - 2026

Bachelor Informatiekunde Universiteit Utrecht 2019 - 2023

Thesis

Bachelor (Dec 2022 - Maart 2023) Universiteit Utrecht 'Designing technology to support independent living' Grade 7.5

Qualities

Curious and eager to learn Independent Goal-oriented Helpful

Skills

Code (Python, R)
Website (Ruby on Rails, Javascript)
Mobile (Mendix, React Native)
Design (Figma, Adobe XD, TinkerCAD)

Hobbies

Band (electric guitar) Soccer

Talen

Dutch English German

JONATHAN VAN DIERMEN

Who am I?

My name is Jonathan van Diermen and I am 24 years old. I am currently in the final year of the master Human-Computer Interaction at Utrecht University. In my spare time I like to simplify my life with technology and I like to work on my own made products. I am looking for a new challenge for my master thesis where my passion for design and technology can come together.

Work experiences

November 2023 - Current
 MediaMarkt Utrecht
 ICT-Specialist smartbar

June 2022 – January 2024
 Next Venue
 Audio Visual Technician

June 2021 – December 2022
Samsung Benelux
Promotor

Internship

November 2024 – April 2024

TrainTool

UX researcher

As a UX researcher, I investigated how we can create and implement a learning environment within TrainTool using gamification in which students not only learn effectively, but also remain motivated and involved. I used the three pillars of the Self-Determination Theory: autonomy, competence and relatedness.

Volunteer work

- September 2020 – Juliy2022

Unitas S.R.

Vice-praeses App committee

In a group of 6 people we developed a new app for the student association Unitas S.R. with more than 1000 active members in 2 years time. As Vice-praeses I was the right hand of the Praeses. In addition I was also head programmer and made the decisions at the front-end.

April 2023 – Augustus 2024

Christengemeente Sefanja

Youth Work Coordinator

As a youth work coordinator I was responsible for devising and organising activities for teenagers. I created programmes that stimulated both social and personal growth and supported a team of 25 volunteers in their tasks. My role required strong communication skills, leadership and a creative eye for creating engaging and meaningful programmes.