ROMAIN TOEBOSCH

Master student in Industrial Design, that thrives on untangling complex topics in academic contexts through Research through Design (RtD) and user research methods. Past experience in the fields of Human-Computer Interaction (HCI) and Human-Robot Interaction (HRI), with projects on topics such as collaboration, self-regulation, negotiation, and games. Broad set of technical prototyping skills, covering physical computing, web development, rapid physical prototyping, machine learning, and more. Self-directed learner and team player that likes working in interdisciplinary and (culturally) diverse environments.

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🌐 romanain.github.io/portfolio/

📅 13th of November 1998

🌍 Dutch & French nationality

EDUCATION

Sep 2020 / July 2022 (Expected)	**EINDHOVEN UNIVERSITY OF TECHNOLOGY** *MSc Industrial Design (120 ECTS)*	TU/e

Final Master Project: *CoSensUs toolkit – Get a Sense for Collaborative Experience.* An interactive sensor toolkit for teams to explore and self-track their own Collaboration Experience.

Sep 2017 / July 2020	**EINDHOVEN UNIVERSITY OF TECHNOLOGY** *BSc Industrial Design (185 ECTS)* Average Mark: 8 / Final Bachelor Project Mark: 9	TU/e

Final Bachelor Project: *Hikey – The beginning of a lifetime learning adventure.* A homework planning app that stimulates self-regulated learning for primary school children

Sep 2011 / July 2017	**SINT-MAARTENS COLLEGE** *VWO Gymnasium* High school with Latin and Greek	

ACADEMIC EXPERIENCE

Sep 2021 / Jan 2022	**UNIVERSITY OF LUXEMBOURG** *Internship at the Human-Computer Interaction Research Group*	uni.lu UNIVERSITÉ DU LUXEMBOURG

CoSensUs Framework. Exploration in the different ways designers and researchers can ideate sensors for measuring collaboration experience.

July 2021 / Aug 2021	**EINDHOVEN UNIVERSITY OF TECHNOLOGY** *Student-Assistant at the department of Industrial Design*	TU/e

Moirai. Conducting experiments and interviews with Moirai, a design that helps runners self-regulate their running through different negotiation behaviours.

Oct 2019 / Jan 2020	**ISTITUTO ITALIANO DI TECNOLOGIA** *Internship at the COgNiTive Architecture for Collaborative Technologies (CONTACT) Unit*	iit ISTITUTO ITALIANO DI TECNOLOGIA

Chef's Hat Design of a card game made for Human-Robot Interaction with the iCub robot and reinforcement-learning based agents.

PUBLICATIONS

1. Tsiakas, K., Cnossen, D., Muyrers, T. H., Stappers, D. R., **Toebosch, R. H**., & Barakova, E. (2021, June). *Futureme: Negotiating learning goals with your future learning-self avatar.* In The 14th PErvasive Technologies Related to Assistive Environments Conference (pp. 262-263). https://doi.org/10.1145/3453892.3461008
2. Barros, P., Sciutti, A., Bloem, A. C., Hootsmans, I. M., Opheij, L. M., **Toebosch, R. H**., & Barakova, E. (2021, March). *It's Food Fight! Designing the Chef's Hat Card Game for Affective-Aware HRI.* In Companion of the 2021 ACM/IEEE International Conference on Human-Robot Interaction (pp. 524-528). https://doi.org/10.1145/3434074.3447227
3. Barros, P., Bloem, A. C., Hootsmans, I. M., Opheij, L. M., **Toebosch, R. H.**, Barakova, E., & Sciutti, A. (2021). *You Were Always on My Mind: Introducing Chef's Hat and COPPER for Personalized Reinforcement Learning.* Frontiers in Robotics and AI, 195. https://doi.org/10.3389/frobt.2021.669990
4. Bloem, A. C., Barakova, E., Hootsmans, I. M., Opheij, L. M., **Toebosch, R. H.**, Kerzel, M., & Barros, P. (2020, March). *Improving emotional expression recognition of robots using regions of interest from human data.* In Companion of the 2020 ACM/IEEE International Conference on Human-Robot Interaction (pp. 142-144). https://doi.org/10.1145/3371382.3378359

SKILLS

Academic design skills	**Research through Design** (RtD): experience with design and design research processes. **Qualitative and quantitative user research methods**: experience with interviews, questionnaires, observations, focus groups, cultural probes.
Technical skills	**Physical computing**: proficient working with microcontrollers and single-board computers (Arduino, Raspberry Pi, ESP) and applied electronics (circuit and PCB prototyping). **Interactive application programming**: experience with Processing, Android Studio, and Unity. **Physical prototyping**: experience with basic 3D modelling and 3D printing, laser cutting, basic woodworking, and rapid paper/foam prototyping. **Web development**: experience with basic front-end (HTML, CSS, JavaScript, React) and back-end (NodeJS, MongoDB, PHP, SQL) development. **Machine learning**: basic understanding of and experience with applied machine learning and TinyML, using Python and EdgeImpulse.
Other skills	**Languages**: Fluent in Dutch (native), French (native speaker), English (academic) **Presenting**: used to presenting projects through pitches, video's (script writing, shooting, editing), posters, etc. **Audio/video production**: knowledge on and experience with the (professional) recording and editing of audio and video. **Graphic design software:** Proficient in Adobe Suite (e.g., Illustrator, Photoshop, Premiere Pro, After Effects, Lightroom) and ProCreate. **Design sketching**: able to make digital and physical design sketches. **Ideation methods**: experience with multiple brainstorming methods, also in the facilitator role. **Business knowledge**: familiar with concepts as design thinking, lean startup, sprints, business model canvas, value proposition canvas. Experience running self-owned businesses.

PROFESSIONAL EXPERIENCE

Aug 2021 / Present	**50PERCENTGAMES** *Game Designer and Co-Founder* Personal venture in board game design.
May 2019 / Jun 2022 (Planned end date)	**STUDIOSTRESS** Freelance work in Graphic Design and Web Development. Clients include DELA, RAI Amsterdam, IIA.
Jan 2014 / Apr 2019	**TOEBOSCH CONSULT** ICT, Web Design, Graphic Design for family business

AWARDS

2021   **IF DESIGN TALENT AWARD**
Relio – Work from home assistant
Design award in the category of *Goodhealth & Well-being* for Relio, a work-from-home assistant that helps employees achieve better work-life balance by recontextualizing them through the use of a soundscape and interface design.
https://ifworlddesignguide.com/entry/322156-relio

REFERENCES

UNIVERSITY OF LUXEMBOURG
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ISTITUTO ITALIANO DI TECNOLOGIA
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EINDHOVEN UNIVERSITY OF TECHNOLOGY
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