Bram Peters

MSC HUMAN-TECHNOLOGY
INTERACTION | UX-, UI- AND
INTERACTION-DESIGN | |
FRONT-END WEB & APP
DEVELOPMENT |

LOCATION
Stockholm, Sweden

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DATE OF BIRTH
01-04-1997

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Netherlands

PORTFOLIO
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SKILLS

UX-design

Front-End Development

Android Development

Stata

PowerBI

DAX

PowerQuery

Java Programming

Python

HTML/CSS/JavaScript

SQL

About me

As a recently graduated *Human-Technology Interaction* engineer who just moved to Sweden, I am looking for professional challenges where I can combine my UX-, UI-, and Interaction-design and research expertise with my front-end software development skills. What drives me is being part of the creation of new innovative technological solutions that address the complex challenges of our ever-evolving society, so let's collaborate and create something powerful together!

Education

Master of Science in Human-Technology Interaction, Eindhoven University of Technology, Eindhoven

SEPTEMBER 2019 — MARCH 2023

In the Human-Technology Interaction-program at TU/e, I focused on bridging the gap between people and technology to ensure successful adoption and usage. Besides building experience in performing extensive quantitative and qualitative research in (amongst other domains) UX-design, consumer behavior, human factors and affective computing, my master program gave me the opportunity to specialize and expand my personal interest in web and app development, data mining and business analytics. This has equipped me with the skills and knowledge to design and implement theory-driven, user-centered technological solutions that are both effective and efficient.

In my master thesis project, I focused on how we can develop a learning dashboard for TU/e's Canvas-platform in a way that is grounded in learning sciences and truly facilitates online learning. Using frameworks from self-regulated learning theory and students' self-reported needs for specific features, I designed and implemented a learning dashboard that visualizes academic performance and provides dynamic, course-level recommendations on how students can improve their learning (i.e., based on aggregate models of clickstream-data and academic results).

GPA: 7.9/10

Thesis: 'Design and Evaluation of a Student-Facing Learning Dashboard Using Self-Regulated Learning Theory'

Computer Science Erasmus+ Exchange, KTH Royal Institute of Technology, Stockholm

AUGUST 2021 — APRIL 2022

During my master program, I completed an extended 1-year Erasmus+ Exchange semester at Stockholm's Kungliga Tekniska Högskolan (KTH). I took a combination of courses covering data mining, android development, interaction web programming, and interaction design. This experience not only expanded my knowledge but also enhanced my adaptability and ability to work in multi-national and multi-disciplinary environments.

Bachelor of Science in Psychology & Technology, Eindhoven University of Technology, Eindhoven

SEPTEMBER 2015 — AUGUST 2019

My bachelor's program equipped me with a deep understanding of how technology impacts people and how psychological principles can be leveraged to enhance technology use. Through this program, I gained a comprehensive understanding of the intersection between psychology and technology, and how this intersection can be leveraged to create impactful technological solutions.

GPA: 8.2/10

Thesis: *'The effects of a virtual model's visual presence on cognitive and affective learning outcomes'*

Employment History

Interaction Designer at Blue Jay, Eindhoven

JUNE 2018 — MAY 2019

At Blue Jay Eindhoven, I was at the forefront of developing a drone that functions indoors, and serves as an intelligent companion for healthcare workers both interactively and autonomously. As an Interaction Designer, my goal was to research and design user-friendly communication channels through which our users could intuitively interact with the drone without the use of a traditional flight controller. This was achieved through the implementation of a responsive LCD-screen with a set of eyes that communicate the state of the drone, a microphone with speech recognition to process commands, and a camera with emotion detection to be able to detect emergencies.

Mobile App Developer at Blue Jay, Eindhoven

MARCH 2019 — NOVEMBER 2019

I developed the Blue Jay App, which enables real-time tracking of Blue Jay drones, an interface that enables easy commands for the drone's operations (e.g., fly-to, change it's lights and displays), and a logbook that archives all historical data on emergencies detected by the drone. The app simplifies the communication between (inexperienced) users and drones, allowing for a safer, more efficient and more intuitive interaction with the drone.

Content Migration at Eindhoven University of Technology, Eindhoven

SEPTEMBER 2022 — DECEMBER 2022

I worked in a content migration project for the information management services-team at my university. Duties included transferring content to the university's new content management system SharePoint, and creating new dynamic web pages and adding metadata and components using Typo3.

Professional Skills Tutor at EuFlex Technificent, Eindhoven

AUGUST 2020 — FEBRUARY 2021

I mentored BSc students in the TU/e's professional skills program, which prepares them for their future careers by teaching essential skills such as academic writing, project planning, and team collaboration.