



# Bram Peters

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

## Details

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### NATIONALITY

Nederlands

### DATE OF BIRTH

01-04-1997

## Links

[LinkedIn](#)

## Skills

UX-design

Front-End Development

Android App Development

Stata

PowerBI

DAX

PowerQuery

Java Programming

Python

HTML/CSS/JavaScript

SQL

Qualitative Research

Quantitative Research

Data Visualization

Data Mining

## Profile

As a recently graduated *Human-Technology Interaction* engineer, I am looking for new professional challenges where I combine my expertise in UX, UI, and Interaction-design expertise along with my front-end and back-end web and app development skills. I am dedicated to researching, designing and implementing innovative technological solutions that address the complex challenges of our ever-evolving society. 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 extensive research in UX-design and other psychological research domains like consumer behavior, human factors and system usability, I specialized my personal interest in web and app development and data 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: 7.8/10

**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-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

## Languages

English

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Dutch

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Swedish

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

## Employment History

### Interaction Designer, Blue Jay, Eindhoven

JUNE 2018 – MAY 2019

At Blue Jay Eindhoven, I was at the forefront of developing a drone that functions indoors and interactively to serve as an intelligent companion for health care workers. As an Interaction Designer, I designed a user-friendly interface for the drone that allowed for intuitive communication without a traditional controller through qualitative and quantitative research methods. This was achieved through the implementation of a responsive LCD-screen with signaling eyes, a microphone with speech recognition, and a camera with emotion detection.

### Mobile App Developer, Blue Jay, Eindhoven

MARCH 2019 – NOVEMBER 2019

I developed the Blue Jay App, which enables real-time tracking of drones, easy commands for the drone's operations, 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, 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, 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.