



Chantal Vriens

design research

Hello, my name is Chantal Vriens. I am a Master Student from Industrial Design at the Eindhoven University of Technology. I enjoy working on the conceptualization and development of new and innovative products, interfaces and experiences using data and technology.

Contact me

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Skills & Interest

Design Prototyping Unity, web programming (html, javascript), animations, arduino, processing, Invision, 3D printing, solid works, lasercutting, photography and video.

Adobe Creative Suite illustrator, photoshop, indesign, XD, lightroom.
Design Research customer journey mapping, persona's, A/B testing
Other tools miro, microsoft office.

Followed courses about Data-enabled design, Designing with advanced artificial intelligence, Design for behavioral change, Design for social innovation, Constructive design research, Embodying intelligent behavior in social context, User experience theory and practice

Education

Current

Eindhoven University of Technology **MSc Industrial Design**

Throughout the Master I am further developing my skillset as a user-experience designer focused on technology and (digital) interaction design. In my designs I want to explore the usages of data and AI in a broad range of application fields. Focussing my design on the conceptualisation and evaluation of these emerging technologies through the development of prototypes.

Sep 2016- Feb 2017

University of Twente **Pre-master Industrial Design**

Broadening my toolkit and bridging the gap between my current knowledge and the knowledge needed for the Industrial Design Master through following courses from the Industrial Design Bachelor. This mainly concerns technical courses like technical drawing in solid works and statics calculations.

2016-2019

University of Twente **BSc Creative Technology**

Average: 8 - Graduation: 9

The study that combines aspects from the fields of industrial design, computer science and electrical engineering with current technology and creativity. For my graduation project I worked on the design of an educational escape room for a local history museum in Twente showing understanding in game-based mechanics, educational value and AR-development.

Sep 2018 - Feb 2019

University of Trento **Minor Italy Human Computer Interaction**

For my minor I followed part of the Master Human Computer Interaction with courses such as social interaction, e-learning, affective computing and mind-brain interaction focusing more on the psychological and social effects of incorporating new technologies into people's lives.

2010-2016

Regius College Schagen **Pre-university education (VWO)**

EM/CM profile. Final Paper about the influence and usage of crowdfunding for business. Participated in a project for high School Students called "Spannend Ondernemen" that focusses on innovative business concepts in which our group project won the first prize out of 50+ groups.

Certificates

- Touch Typing
- First Aid (EHBO) Certificate
- Drivers Licence

Work Experience

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| current | Eindhoven University Student Assistant Design Research Student assistant position within the project working on improving the legibility of new energy-related general terms and conditions through visual and interaction design. Responsible for designing and building the interactive web-based prototype with interactive, AI and personalisation features. |
| current | ruwido austria gmbh Internship UX research Researching the experience and interaction with a new type of TV remote focussing on accessibility, personalization and interaction patterns. Part of the research and development team within the company. |
| 2019-2020 | Green Team Twente Visual Designer and Public Relations A fullfilled this position in the sustainably oriented student team called Green Team Twente. For the team I handled the visual designs, social media and branding campaigns in a small team. With our communication team we won the the Communication Award in the SEM (2020) |
| 2016-2020 | University of Twente Education Evaluation of Creative Technology Part of a small comittee of students that held evaluations to ensuring the quality of education of the study programme Creative Technology. Responsible for organising short lunch-discussion and taking care of the promotion and contacting participants. Further acting as the conversation leader in group conversations and discussions to ensure all opinions are valued and heard. |
| 2018- 2019 | Tetem: Art & Technology Art Gallery Host & Workshop Assistant Informing visitors and guiding them through the art and technology exhibitions by giving fitting information. Responsible for starting up the digital and technology exhibitions at opening and closing. Assistant teacher for children and groups during workshops about new technologies such as 3D-pens, video editing and programming Ozobots. |
| 2016- 2020 | University of Twente Promotional Events (multiple positions) Part of a team that guides and hosts 150+ students and parents during the open days to promote the University of Twente and specifically the study Creative Technology – through answering questions, showing demos and holding brainstorming session. |

Volunteering & Activism

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| 2017-2020 | Kick-In - Photographer as part of the media team Volunteering position as part of the photography crew at the University of Twente introduction period (event with over 5000 participants). Taking pictures, editing and uploading over 1000 photos in a short period of 9 days. The events range from corporate to sports to social and the photos convey a feeling of enthusiasm and happiness to the viewers. |
| 2016 - 2020 | S.A proto – Multiple Committees (including Design, Photography and Events) Throughout my studies I have been an active voluntary member of committees. An example is the symposium committee, organizing the 'from pixel to purchase' symposium with companies such as Audi, Twinkl's Augmented Reality and Datatrics. For the symposium event I designed a corporate identity, organised promotional activities and contacted and organized finding speakers. |