**To Whom It May Concern,**

My journey into technology has always been driven by a single, powerful question: **"How can I solve this user's frustration?"** This focus on eliminating friction — rather than on code or aesthetics for their own sake — is what led me to apply for the **MSc in Interaction Technology** at the **University of Twente**.

My academic background in Computer Engineering provided a strong foundation in systematic thinking and technical execution. However, I discovered my true passion lies not in the algorithms themselves, but in designing/architecting the bridge between complex systems and the people who use them. This passion was further ignited during my thesis on Computer Vision, where I grew frustrated with the inefficiencies of Windows and macOS, particularly their poor access to CUDA. This led me to ultimately create an OS script, built on top of Linux, that automates the installation of a clean, efficient, and personalized operating desktop environment specialized and optimized for machine learning and computer vision, tackling the core issues encountered for my thesis and creating a reproducible system ready to use.

This instinct to build solutions propelled me towards tackling societal challenges. During the Covid-19 pandemic, I co-founded **Heal ID**, a mobile application that bridges patients with medical evacuation services with the goal of simplifying healthcare through distributing patient's requests for ambulances through an application instead of a hotline. I later addressed mental wellness by creating **WeFlect ID**, a voice-based rapid journaling platform with the mission of accelerating wisdom and self-awareness through technology. While these ventures were successful in competitions, they revealed a critical gap: I was designing from intuition, lacking the framework to identify the most crucial problems to solve before building. I realized that without this, I risked creating 'super well-crafted statues' — application designs that win awards but ultimately sit on a shelf, failing to deliver lasting societal impact and resolve enduring issues.

It is this precise gap that this programme is uniquely positioned to fill. I am particularly drawn to courses like **"Human Centred Design"** and **"Experience Design for Interaction"** to improve my intuition with a structured framework to solve the right problems. Furthermore, the multidisciplinary curriculum will be vital for my ultimate goal: to build an education journaling platform that leverages multimodal interaction (voice, text, gesture) and multi-agentic AI to create deeply personalized and adaptive learning and reflective experiences. I am eager to explore how these technologies can be harnessed to enhance learning experience in real-time making education not just digital, but intuitively human.

Upon graduation, I plan to work as a **Product Designer or Engineer** in a pioneering European tech startup, honing my skills and talent in applying design thinking methodologies to large-scale problems. This professional mastery is a crucial step toward my long-term goal of founding an education journaling platform. I aspire to act as a bridge between the Netherlands and Indonesia, bringing Dutch philosophy of pragmatic design to tackle educational inefficiencies and improve learning experiences in my home country.

Thank you for considering my application. I am confident that my practical experience, combined with the interactive education experience at the University of Twente, will enable me to evolve into a masterful designer of impactful solutions.

**Sincerely,**

**Ezra Ravin Mateus**