



Kay van den Aker

Designer and prototyper, exploring interactions that fuse digital and physical. Turning ambiguous ideas into experiences by gluing together various hard- and software.

Outside work, you can find him travelling, reading philosophy, or in the ocean doing various water sports. He's also been a surf instructor in Spain before.

Work Experience

- 2022 – Now **Contractor**
Interaction Designer and Prototyper (remote)
Currently at Google. Previously for Modem, Above, Hapticlabs, ProtoPie and Rolls-Royce.
- 2024 **Archetype AI**
Interaction Designer in Umeå, Sweden
Master thesis collaboration: Physical AI as an interaction design material.
- 2022 – 2023 **Above**
Design Technologist Intern in Malmö, Sweden
Projects for Google X and Mercedes-Benz.
- 2022 **Arduino**
Content Creator in Malmö, Sweden
uPython content and Docs redesign.
- 2021 **BMW Group**
Creative Technologist Intern in Munich, Germany
Experience prototyping at the concept car department, mostly on the Vision i Circular.
- 2017 – 2019 **Team RED**
Designer / Co-Founder in Eindhoven, Netherlands
Student startup building an interactive map to simulate the impact of sustainable innovations on the energy grid.

Education

- 2021 – 2024 **Umeå Institute of Design**
MFA, Interaction Design
Class Representative
- 2016 – 2021 **Eindhoven University of Technology**
BSc (Hons), Industrial Design
Student council of the Honors Academy
Chairman of Study Association Lucid
Exchange at Umeå Institute of Design
Surf committee of Avalanche Boarders

Technical Skills

Interaction Design
Experience Prototyping
Electronics and Programming
Arduino, ProtoPie, Unity, React, P5, HTML, CSS, JS, Python, Blender, SwiftUI, MadMapper, Laser-Cutting, Figma, 3D Printing, TouchDesigner

Contact

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