

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.

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EXPERIENCE

Google

Creative Technologist Contractor · Remote · 2024 – Now

Designing and prototyping concepts with SOTA gen AI to empower new creative and educational workflows, at the Envisioning Studio.

Freelancer

Interaction Designer and Prototyper · 2022 – 2025

Developed retail experiences for CHANEL & On (via Modem Works). Produced a CES showcase for ABB E-mobility (via Above). Created integrations, demos, and tutorials for Hapticlabs & ProtoPie. Prototyped a bespoke digital interior concept for Rolls-Royce.

Archetype AI

Interaction Design Master Thesis · Umeå, Sweden · 2024

Explored physical AI as an interaction design material through a series of prototypes, resulting in Intentional Spaces.

Above

Design Technologist Intern · Malmö, Sweden · 2022 – 2023

Developed concepts and prototypes for Google X & Mercedes-Benz.

Arduino

Content Creator · Malmö, Sweden · 2022

Created educational content for uPython, redesigned parts of Docs.

BMW Group

Creative Technologist Intern · Munich, Germany · 2021

Created experience prototypes at the concept car department, mostly for the Vision i Circular, released at IAA Mobility 2021.

Team RED

Designer / Co-Founder · Eindhoven, Netherlands · 2017 – 2019

Founded a student startup building an interactive map to simulate the impact of sustainable innovations on an energy grid.

EDUCATION

Umeå Institute of Design

MFA, Interaction Design · 2021 – 2024

Class representative.

Eindhoven University of Technology

BSc (Hons), Industrial Design · 2016 – 2021

Member of the Honors Academy student council, chairman of study association Lucid, exchange semester at Umeå Institute of Design, surf committee of Avalanche Boarders.

TEACHING

Stanford d.school

San Francisco Bay Area, USA · 2025

Hosted a physical computing workshop at the Creative Computing Studio.

Copenhagen Institute of Interaction Design

Bergamo, Italy · 2025

Ran a one-week course on designing and prototyping multimodal AI systems.

Amsterdam University of Applied Sciences

Amsterdam, Netherlands · 2025

Coached IxD master students.

Technical University Munich

Remote · 2025

Prototyping with AI workshop.

SKILLS

Interaction Design

Experience Prototyping

Electronics and Programming

HTML, CSS, JS, React, Next, Python, P5, Arduino, ProtoPie, Unity, Blender, SwiftUI, MadMapper, Laser-Cutting, Figma, 3D Printing, TouchDesigner