



# 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

- 2023 – Now **Archetype AI**  
*Creative Technologist (remote)*  
Master thesis collaboration.
- 2022 – Now **Freelance**  
*Interaction Designer and Prototyper (remote)*  
Clients: Rolls-Royce, ProtoPie, Hapticlabs, Above.
- 2022 – 2023 **Above**  
*Design Technologist Intern in Malmö, Sweden*  
Interaction design and experience prototyping.
- 2022 **Arduino**  
*Content Creator in Malmö, Sweden*  
Docs website redesign and prototyping.  
Creating uPython content.
- 2021 **BMW Group**  
*Creative Technologist Intern in Munich, Germany*  
Experience prototyping at the concept car department.
- 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 – now **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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