

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

SOTA gen AI model explorations at the Envisioning Studio, Tech and Society.

Freelancer

Interaction Designer and Prototyper (remote) | 2022 – 2024

Clients: Modem Works, Above, Hapticlabs, ProtoPie and Rolls-Royce Motor Cars.

Archetype AI

Interaction Designer in Umeå, Sweden | 2024

Master thesis collaboration: Physical AI as an interaction design material.

Above

Design Technologist Intern in Malmö, Sweden | 2022 – 2023

Projects for Google X and Mercedes-Benz.

Arduino

Content Creator in Malmö, Sweden | 2022

uPython content and Docs redesign.

BMW Group

Creative Technologist Intern in Munich, Germany | 2021

Experience prototyping at the concept car department, mostly on the Vision i Circular.

Team RED

Designer / Co-Founder in Eindhoven, Netherlands | 2017 – 2019

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

EDUCATION

Umeå Institute of Design

MFA, Interaction Design | 2021 – 2024

Class Representative

Eindhoven University of Technology

BSc (Hons), Industrial Design | 2016 – 2021

Student council of the Honors Academy, Chairman of Study Association Lucid, Exchange at Umeå Institute of Design, Surf committee of Avalanche Boarders

TEACHING

Stanford d.school

San Francisco Bay Area, USA | 2025

Physical computing workshop at the Creative Computing Studio.

Copenhagen Institute of Interaction Design

Bergamo, Italy | 2025

One-week course on designing and prototyping multimodal AI systems.

Technical University Munich

Munich, Germany | 2025

Prototyping with AI workshop.

Digital Product School

Amsterdam, Netherlands | 2025

Project coach at the IxD master.

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