

# 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