

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