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 – 2024

Developed retail experiences for CHANEL & On (via Modem Works)
Produced a CES demo 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 in Umeå, Sweden | 2024

Explored physical AI as an interaction design material.

Above
Design Technologist Intern in Malmö, Sweden | 2022 – 2023

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

Arduino
Content Creator in Malmö, Sweden | 2022

Wrote educational content around uPython.

BMW Group
Creative Technologist Intern in Munich, Germany | 2021

Created experience prototypes at the concept car department, mostly for the Vision i Circular.

Team RED
Designer / Co-Founder in 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

Student council of the Honors Academy, 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