



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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