

Marek Roque

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Education

BSc. Creative Technology

University of Twente, Enschede, NL

Expected graduation: June 2027

Relevant coursework: User Experience Design, Human Centered Design, Interaction Design

Projects

Tourism Game - Class Project for Enschede Promotie

February 2025 - April 2025

- Worked with 4 students as lead UX designer and interviewer designing landmark-based game to increase youth engagement with local tourism
- Conducted 10+ usability tests and interviews which uncovered user needs and informed game mechanics
- Created interactive physical “waypoints” users could interact with using mobile phones and capture landmarks
- Delivered functional prototype and design documentation for potential municipal implementation

Playful Intelligence

September 2025 - October 2025

- Created speculative design toy enabling children to interact with voice-based AI agents
- Facilitated a Co-Creation workshop with 5 stakeholders (parents, teachers) to refine interaction concepts
- Created a high-fidelity prototype with open-weights LLMs that simulated intended use

Graphic Designer - Student Association Proto

October 2024 - Present

- Designed visual materials for academic and social events, such as company visits and community activities
- Created a new EEMCS faculty logo and produced merchandise concepts
- Strengthened collaboration and branding skills while contributing to Proto’s professional image.

Skills

Technical: Figma, Miro, Adobe Illustrator, Blender,

Programming: HTML/CSS, Python C++

UX Research and Design Methods: Journey Mapping, User Interviews, Surveys, Usability Testing, Digital Prototyping, Physical Prototyping, Data Analysis

Languages: English (Native), Spanish (Native), French (B2)