

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

- 2022 Now Contractor Interaction Designer and Prototyper (remote) Currently at Google. Previously for Modem, Above, Hapticlabs, ProtoPie and Rolls-Royce. 2024 Archetype Al Interaction Designer in Umeå, Sweden Master thesis collaboration: Physical AI as an interaction design material. 2022 - 2023 Above Design Technologist Intern in Malmö, Sweden Projects for Google X and Mercedes-Benz. 2022 Arduino Content Creator in Malmö, Sweden uPython content and Docs redesign. 2021 **BMW Group** Creative Technologist Intern in Munich, Germany Experience prototyping at the concept car department, mostly on the Vision i Circular. 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 2024 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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