



interaction designer + creative coder

Jesse Nijdam, MSc

Hello, my name is Jesse Nijdam. I am a 29 year old, creative coder and interaction designer from Den Haag, passionate about transforming ideas into functional, user-centred products. With a Master's degree in Design for Interaction from TU Delft, I combine technical skills with design thinking to create meaningful and impactful experiences. I enjoy experimenting with code, iterating on designs, and focusing on user-driven innovation in every project.

Experience

Nov' 20 → Now

PhD in AI and Design → DI Lab at TU Delft

- ↳ Visualised the design process in order to uncover a taxonomy of interventions for AI.

Feb' 19 → June' 20

VR Design Graduation and Internship → ATG Europe

- ↳ Designed and build a VR app, to facilitate long distance communication on complex composite manufacturing, for Quest using UE4.

Feb' 16 → Nov' 20

Student Assistant → Online Learning at TU Delft

- ↳ Developed online tools to improve language accessibility for the online and open courseware of TU Delft.

Skill-set

→ **Virtual Reality Designer & Developer**
Proficient in Unreal Engine 5, Blueprint scripting, 3D modelling, and texturing to create full VR experiences.

→ **Application Developer**
Experienced in building responsive web applications using vanilla JavaScript, PHP, CSS, and Android apps with Java.

→ **Physical Prototyping**
Experienced in developing interactive prototypes with Arduino, 3D modelling (Solidworks, Fusion 360), and rapid prototyping and manual techniques.

→ **Data Visualisation**
Competent in Python (pandas, ML), D3.js, and Processing for interactive data visualisations.

→ **Design Software & UI/UX**
Proficient in Adobe, Affinity, and UI/UX tools like Photoshop, Axure, and Figma.

Education

Sep' 17 → June' 20

MSc in Design for Interaction → TU Delft

- ↳ Focused on user experience and interaction design during a Master's programme, blending physical and digital prototyping techniques. Explored Virtual Reality and real-time visualisation, graduating with a 9. Electives included Emotion Design, VR Design using Unreal Engine 4, and Ritual (Zen) Design.

Sep' 13 → July ' 17

BSc in Industrial Design Engineering → TU Delft

- ↳ Minor abroad → Design Faculty of Loughborough University Electives Electives → Creating Android apps, Design visualisation.

→ **User-Centred Interaction Design**
Master's-level expertise in user-focused, iterative design processes.

→ **Agile & Adaptable**
Experienced in research-driven, iterative development.

→ **Lifelong Learner & Innovator**
Problem-solver with a can-do attitude, always eager to expand skills and embrace new technologies.

Hobbies

→ **Avid ice-skater**
Started skating more than 20 years ago; did the alternative Elfstedentocht.

→ **Maker of many things**
Regularly involved in a variety of personal projects, including furniture, graphics, and interactive digital designs.

→ **Climber and boulderer**

→ **Tour cyclist**