

Jesse Nijdam

Arthur van Schendelplein 24
2624CN, Delft
The Netherlands

yesn95@gmail.com
+31 6 42823353

www.jessenijdam.com



PROFILE

I am an Interaction and User Experience Designer from the TU Delft. I want to create rich experiences that can lead to an impactful interaction and behavioural change for the user. To that end, I've been very interested in imagining and building visual and interactive prototypes with new technologies, such as Virtual Reality and realtime rendering.

EDUCATION

Masters Degree

DESIGN FOR INTERACTION

Delft University of Technology
(2017-2020)

During my masters, I deepened my knowledge of user experience and interaction design. In addition, I had a unique focus on combining this with prototyping techniques, both physical and digital. For example, Virtual Reality and real-time visualisation techniques.

Interesting Electives

Design For Emotion

Course on designing for and researching emotions by Pieter Desmet.

Designing Data-Driven Products for IoT

Course on designing a smart IoT recommender system with machine learning and perception action loops.

AR Beyond 3D Computer Visualisation

Course on designing a scene for VR in Unreal Engine. Using Maya and Mudbox to model 3D designs, Substance Painter to texture and UE4 for scripting.

Bachelors Degree

INDUSTRIAL DESIGN ENGINEERING

Delft University of Technology
(2013-2017)

My bachelor in Industrial Design Engineering I learned how to engineer physical and digital products that lead to actual behavioural change in users and have a smaller climate impact.

Interesting Electives

Software

Course on Android app development in Java. I continued developing Android apps on my own after this.

Design Visualisation

Course on creating realistic drawings using a combination of paper and photoshop.

Minor Abroad (Erasmus)

INDUSTRIAL - AND PRODUCT DESIGN

Loughborough University (2015 - 2016)

EXPERIENCE

Graduation & Internship

AUGMENTED- AND VIRTUAL REALITY DESIGN

ATG Europe (2019 - 2020)

Internship and graduation project at ATG Europe during which I made multiple Virtual Reality applications in Unreal Engine 4.

I worked on the ExoMars VR exhibit currently being displayed at ESTEC, Noordwijk. For my graduation, I developed a tool for long distance collaboration for composite production using Virtual Reality and Unreal Engine.

Student Assistant

CONTENT MANAGEMENT AND WEB DEVELOPMENT

Online Learning Support - Delft University of technology (2016 - Current)

I developed online support web tools with HTML, PHP and jQuery and supporting all online (including edX, edge and profEd) courses of the TU Delft.

SKILLS & EXPERTISE

- *Interaction and User Experience (UX) Product Design*
- *Design for Emotion and rich experiences*
- *Designing for the Internet of Things*
- *Web Development (Javascript, Html, CSS, PHP, Python, Wordpress)*
- *Android App Development (Java)*
- *Design drawing and Visualisation*
- *Unreal Engine 4*
Creating Virtual Reality applications and realtime design visualisation
- *3D Modelling*
Parametric modelling with solidworks
Polygonal modelling with Maya and Blender
- *Texturing in Substance Painter*
- *Adobe suite of creative apps (Photoshop, Illustrator, InDesign, Premiere, After Effects)*

REFERENCES

Michiel Vullings

Manager Innovation at ATG Europe and Director of SCN Avatar

michiel.vullings@atg-europe.com
+31 71 579 5561

Udo Ouwekerk

Online Learning Support - Delft University of Technology

email here
Phone here

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LANGUAGES

- *Dutch (Native proficiency)*
- *English (Bilingual proficiency)*
- *French (Limited working proficiency)*

HOBBIES

- *Ice-skating*
Did the alternative Elfstedentocht
- *Playing guitar*
- *Swimming/running*