

Kaz Voeten

Industrial Designer with Digital Expertise

Contact

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PERSONAL

I am a Industrial Design Engineer with a passion for technology, UX and gamification. I am a quick learner and always passionate to learn new technology. My love for programming combined with my passion for user focussed design and gamification have proven to be a solid basis for my recent focus on Virtual and Augmented reality. By deploying various qualitative and quantitative UX research methods i've been creating serious games immersing people like i've never done before through traditional media. By working on projects in teams of talented designers and engineers from different backgrounds i've learnt to play well and strategically utilize the best of my teams knowledge and abilities wherever most fit. I have an open attitude and am always ready to take criticism as a learning opportunity, aiming to learn every day.

WORK EXPERIENCE

Sept 2018 - Present

Eindhoven University of Technology | EUFlex

Position: Student Assistant

- Grading assistant for Design for Games and Play 1: Game Design (Bachelor Course)
- Grading assistant for Design for Games and Play 2: Learning and Persuasion in Games (Bachelor Course)

Oct 2018

Vripack Yacht Design

Position: VR Designer

- Two day external expert on virtual reality and custom experience design.

Sept 2014 - Present

De Fysiotherapeut Oss (Physisio-/Manual-therapist)

Position: IT Manager, Junior Trainer

- Managing IT with a main focus on securing the network, workstations, maintaining hardware and improving workflow by utilizing easy to use technological solutions.
- Aiding the recuperative training of patients with Parkinson's disease in a small training group with a main focus on keeping the training sessions safe. (Trained in reanimation/AED usage.)

RECENT PROJECTS

TelMee is a service that creates an engaged and active community. It helps municipalities in moving towards a participation society by allowing active inhabitants to ask questions to other inhabitants. Allowing the latter to reply using a low threshold interaction.

Construction Time is an augmented reality game that aims to keep students motivated during their education in mathematics.

CodeVentures is a serious game aimed at communicating core values of software science at the Eindhoven University of Technology motivating new students to enroll in the bachelor program.

Ciclo is a small tool that teachers of young children can use to help guide the children through a design activity with as little direct interference as possible. Teaching the children through reflection in-action.

YouAreHear is a social platform targeted at visually impaired and those without a visual impairment. By offering a service in which audio messages can be dropped around the globe users can communicate their thoughts at specific locations to anyone.

EDUCATION

2018 - present

Master Industrial Design Engineering.
Eindhoven University of Technology.

2014 - 2018

Bachelor Industrial Design Engineering.
Eindhoven University of Technology.

2007 - 2014

VWO (N/T)

Titus Brandsma Lyceum, Netherlands.

DESIGN SKILLS

Technical

Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere
Java, (Node) JavaScript
Arduino
HTML & CSS
Python / PHP/ SQL
C#
Wordpress
Google-/Discord-API
Raspberry PI
Unreal Engine 4
Unity 3D



Knowledge

Experience in UX design, Game Design, Interaction Design and Social Design. Knowledge and experience in ensuring an ethical design approach. Knowledge of design processes and gathering useable data during design steps to iterate over and improve the design. Proficiency in programming and electronics for both high quality prototyping and polished final products. Experience and passion for gamification and making complex systems fun and simple to use.

LANGUAGES

