

ADRIAAN BERNSTEIN

Creative Technologist & Designer

ABOUT

I am a creative technologist, designer, and critical thinker. My work emphasizes individual agency and social responsibility and investigates the impact design and technology have on society. By using intrigue and fascination, I want to strengthen people's creative potential.

CONTACT

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EXPERIENCE

March 2020 - Present

EDUCATION AND RESEARCH TECHNOLOGIST

Delft University of Technology, The Netherlands

As part of the Human-Centered Design department at the Delft University of Technology, I co-manage the department's maker space. I develop hardware and software for our faculty's own creative electronics education platform. Furthermore, I create specialized tools for research purposes and enable researchers and graduate students to understand and overcome technical challenges. Beyond that, I give workshops and support students in the conceptual and practical aspects of using technology creatively.

December 2017 - September 2019

MASTER'S THESIS PROJECT

Gaggenau Hausgeräte, BSH Home Appliances Group, Munich & Delft

As part of the personal research work I did prior to my thesis project, I developed and tested prototypes of multimodal interface technologies. During my thesis, I used these to explore multimodal and crossmodal experiences and to create experiential metaphors to make technology more approachable to its users. I completed my Master's Thesis by distilling my insights into a multimodal interface that empowers users by providing reassurance throughout their interactions in the modern kitchen space.

February 2017 - June 2017

STRATEGY & INNOVATION PROJECT

Gaggenau Hausgeräte, BSH Home Appliances Group, Munich & Delft

With five fellow Master Students experienced in product, strategic, and interactive design, I worked with Gaggenau to define the company's role in a socially and technologically more connected and experience-oriented future.

June 2016 - September 2016

DESIGN & ENGINEERING RESEARCH INTERN

Signify (formerly Philips Lighting), Eindhoven, The Netherlands

Working in a team experienced in business administration, embedded systems, and software development, I developed lighting-related IoT applications for smart retail spaces at Philips Lighting's research department.

June 2014 - February 2015

CTO & LEAD DESIGNER

Entrepreneurship, Munich & Berlin

I collaborated in setting up a company developing a wearable-supported online ecosystem for veterinary services. I also co-founded a company that provided a platform offering comprehensive culinary advice to young professionals to support more effortless and healthier home cooking habits. I was in charge of the technical implementation and the design of product and platform. We participated in Google's Launchpad Berlin acceleration program.

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LANGUAGES

German (Native)
French (Native)
English (Fluent)
Dutch (Limited)

KEY SKILLS

TOOLS

Adobe CC (Ai, Id, Ps, Lr, Pr, Ae)
Final Cut Pro X
KeyShot
SolidWorks
Autodesk Fusion 360
Autodesk Eagle
Arduino IDE
Processing IDE
Cura Slicer

INDUSTRY KNOWLEDGE

Interaction Design
UX/UI Design
Product Design
Layout & Typography
Photography
Modeling and Fabrication (incl. CAD Modeling)
Rapid prototyping (3D Printing, CNC Control)
Interactive Electronics Prototyping
PCB Designing

PROGRAMMING LANGUAGES

C/C++ (Arduino)
Python (CircuitPython)
Java
JavaScript
HTML & CSS

May 2014 - October 2014

PRODUCT & INTERACTIVE MEDIA DESIGN INTERN

ART+COM AG, Berlin, Germany

As an intern and employee at a design studio for media communication and interactive installations, I contributed to many interdisciplinary projects. I worked on visual arts, interactive media, and product design projects, contributing design, engineering, development, and conceptual work.

August 2011 - July 2012

CUSTOMER SUPPORT ENGINEER

Sunny Systems GmbH, Munich, Germany

At this software consultancy firm, I supported national and international customers in multiple languages (German, English, and French). I worked in software testing and trained and supervised new employees. I also did minor development work, writing tools for faster data evaluation.

EDUCATION

February 2016 - September 2019

DESIGN FOR INTERACTION, MSc

Delft University of Technology, The Netherlands

This graduate-level program focused on human-centered design research and user experience (UX) design. I personally focused primarily on Human-Computer Interactions (HCI) and the humanization of emerging technologies.

October 2014 - March 2015

INDUSTRIAL DESIGN, BA

Holon Institute of Technology, Tel Aviv area, Israel

During my semester abroad, I focused on interactive technology design at the institute's Interaction Lab. I developed installation pieces and prototypes that critically investigated technology's impact on human communication in modern society.

August 2012 - August 2015

PRODUCT DESIGN, BA

Dresden University of Applied Sciences, Germany

This undergraduate-level program combined environmentally sustainable and socially responsible product design with a strongly practice-oriented profile.

October 2008 - March 2012

BIOINFORMATICS

Ludwig Maximilian University & Technical University of Munich

I completed the Computer Science and Biology parts of the curriculum before transitioning into working at a technology firm and changing career paths.