ADRIAAN BERNSTEIN

Creative Technologist & Designer

ABOUT

Driven by a fascination with how digital and physical spaces interact, I am constantly looking for new ways to create compelling narratives. By leveraging technology and design, I navigate these spaces to transform complex topics into engaging experiences. My work focuses on making information easier to understand and more accessible, thereby helping people actively participate in our increasingly digital world.

KEY SKILLS

TOOLS

Adobe CC (Ai, Id, Ps, Lr, Pr, Ae) Figma Final Cut Pro X KeyShot SolidWorks Autodesk Fusion 360 Autodesk Eagle

INDUSTRY KNOWLEDGE

Interaction Design
UX/UI Design
Product Design
Layout & Typography
Photography
PCB Design

Interactive Electronics (Microcontrollers, Sensors)
Rapid Prototyping (3D Printing, CNC Control)
Modeling and Fabrication (incl. CAD Modeling)
Material and Manufacturing Knowledge
Workshop Experience (incl. Wood/Metalworking)

PROGRAMMING LANGUAGES

Arduino (C/C++)
Python (& CircuitPython)
Java (& Processing)
JavaScript (& P5.js)
HTML
CSS

EXPERIENCE

February 2024 - Present

CONCEPT, DESIGN, AND PROTOTYPING SPECIALIST

Freelance, Berlin

As a freelance professional, I offer comprehensive concept and prototype development services covering both design and engineering. My expertise includes the development of form, electronics, and mechanics; the integration of microcontrollers and sensors into design concepts (including PCB design and CAD modeling); as well as the creation of proof-of-concepts and functional prototypes. I also provide consultancy services in these areas.

March 2020 - August 2023

EDUCATION AND RESEARCH TECHNOLOGIST

Delft University of Technology, The Netherlands

At the Faculty of Industrial Design Engineering at TU Delft, I oversaw the makerspace of the Human-Centered Design Department. I conceived and developed interactive tools and projects (primarily electronic and electromechanical) for educational and research purposes, such as the faculty's Connected Interaction Kit. I advised Master's and PhD students and taught the creative use of technology at both Bachelor's and Master's levels.

January 2020 - Present

CREATIVE TECHNOLOGIST & EDUCATOR

Self-employed, Netherlands & Germany

As an independent creative technologist, I give workshops and lectures on physical computing, electronics, and creative prototyping. My past engagements include collaborations with TU Delft, Münster School of Design, and Delft Maker Faire. Additionally, I have presented artistic and educational projects at events such as re:publica, Dutch Design Week, and MozFest.

December 2017 - September 2019

RESEARCH PROJECT & MASTER THESIS

Gaggenau Hausgeräte, BSH Home Appliances Group, Munich & Delft

During a research project that led to my master's thesis, I conceived, designed, developed, and tested prototypes of multimodal interfaces. Based on the knowledge gained from this process, I experimentally collected metaphors that bring technology closer to human intuition. My master's thesis subsequently focused on the development of a <u>multimodal interface</u> that applies these findings in a kitchen context.

February 2017 - June 2017

INNOVATION STRATEGIST

Gaggenau Hausgeräte, BSH Home Appliances Group, Munich & Delft

With five fellow Master Students skilled 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.

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LANGUAGES

German (Native)
French (Native)
English (Fluent, C2)
Dutch (Intermediate, B1)
Hebrew (Basic Knowledge)

EXTERNAL LINKS

WORK SAMPLES (PDF)

→ adrib.de/samples

CONNECTED INTERACTION KIT

→ adrib.de/kit

MULTIMODAL INTERFACE

→ adrib.de/multi

GAGGENAU HOME GARDEN

→ adrib.de/garden

June 2016 - September 2016

DESIGN & ENGINEERING RESEARCH INTERN

Signify (formerly Philips Lighting), Eindhoven, The Netherlands

In a multidisciplinary team with experience in business administration, embedded systems and software development, we developed concepts for the use of intelligent lighting and IoT solutions in retail stores.

June 2014 - February 2015

CO-FOUNDER, CTO & LEAD DESIGNER

Entrepreneurship, Munich & Berlin

Petnow (defunct): Smart wearables for pets along with an online platform. Taisty (Google Launchpad Berlin 2014; sold development status to GU Publishers): A platform for professionals that provides incentives and content to facilitate regular, healthy cooking in everyday life.

May 2014 - October 2014

PRODUCT & INTERACTIVE MEDIA DESIGN INTERN

ART+COM AG, Berlin, Germany

During my time at this studio, I worked in product design, media-based communication, and media art, contributing to the creation of interactive installations and numerous other interdisciplinary projects.

August 2011 - July 2012

CUSTOMER SUPPORT ENGINEER

Sunny Systems GmbH, Munich, Germany

I provided multilingual (DE, EN, FR) technical support to B2B customers and was involved in the development and quality testing of the online portal used for this purpose. I also facilitated the onboarding of new employees.

EDUCATION

February 2016 - September 2019

DESIGN FOR INTERACTION, MSc

Delft University of Technology, The Netherlands

During this graduate-level program, I focused on Human-Computer Interaction (HCI) and the humanization of new technologies. I have also engaged with Human-Centered design research in relation to UX/UI.

August 2012 - August 2015

PRODUCT DESIGN, BA

HTW Dresden, Germany & Holon Institute of Technology, Israel

October 2008 - March 2012

BIOINFORMATICS (not completed)

Ludwig Maximilian University & Technical University of Munich

CONTACT

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