HI THERE!

I’m Adriaan, a creative technologist, design researcher, maker, and critical thinker. Nice to meet you!

ABOUT ME

I am a cross-disciplinary designer and creative technologist with a master's degree from the Delft University of Technology. I create multisensory experiences that unite digital and physical realms and engage with people's sense of curiosity.

On the following pages, I will introduce you to a selection of my works chosen to portray my passions and abilities.

METAPHORIC INTERFACES

Transforming Data Into Knowledge

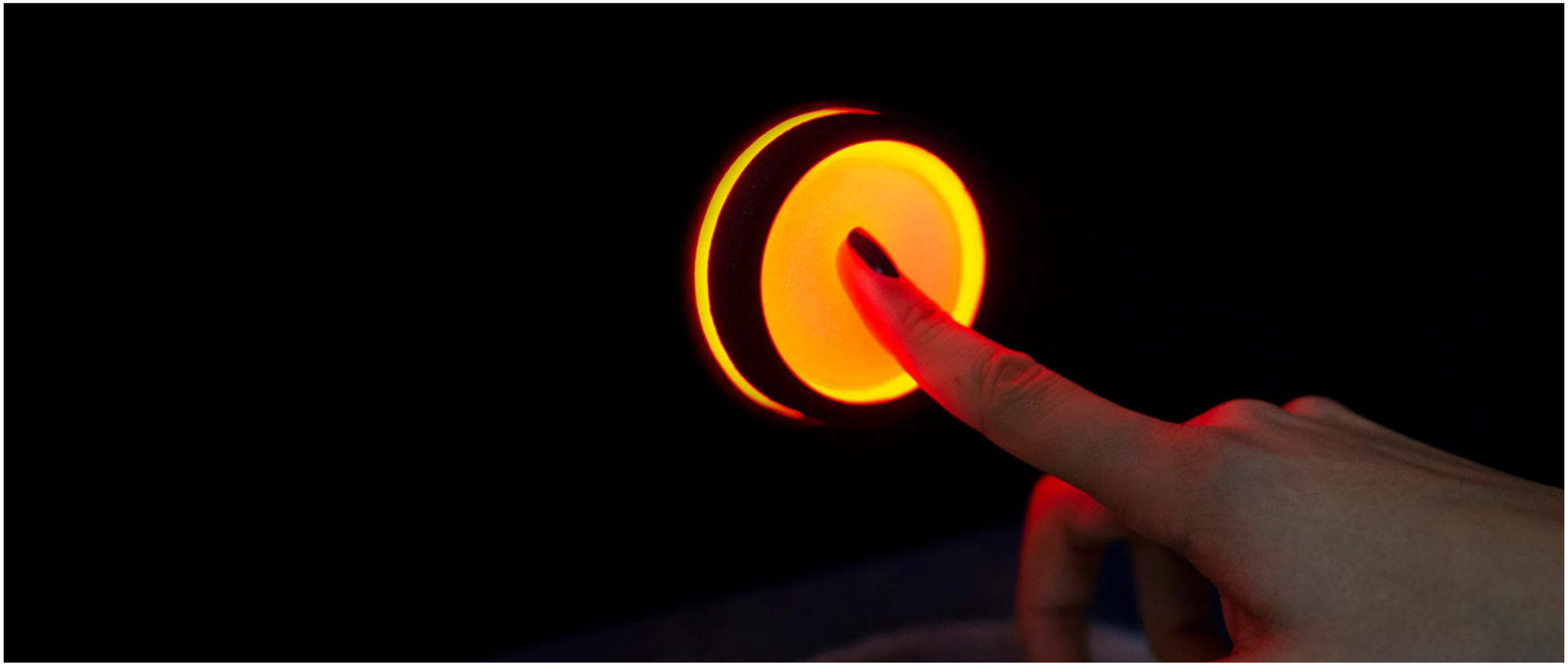
TYPE

MSc Thesis, 2019

TOPICS

Natural User Interfaces, Multimodality, Haptics, HCI

Metaphoric Interfaces generate new layers of sensory depth, guiding users towards relevant information.

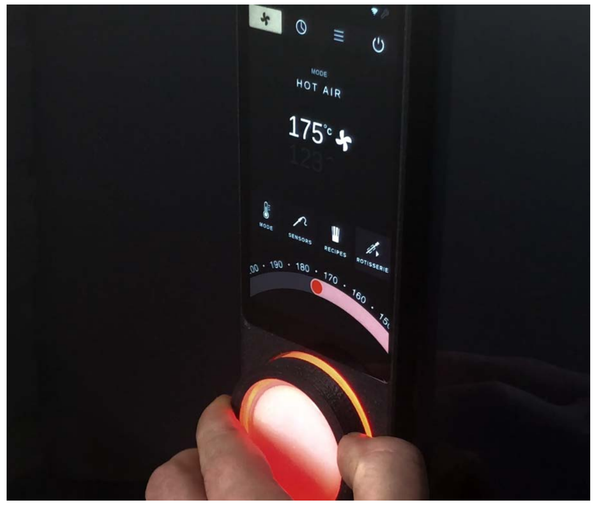


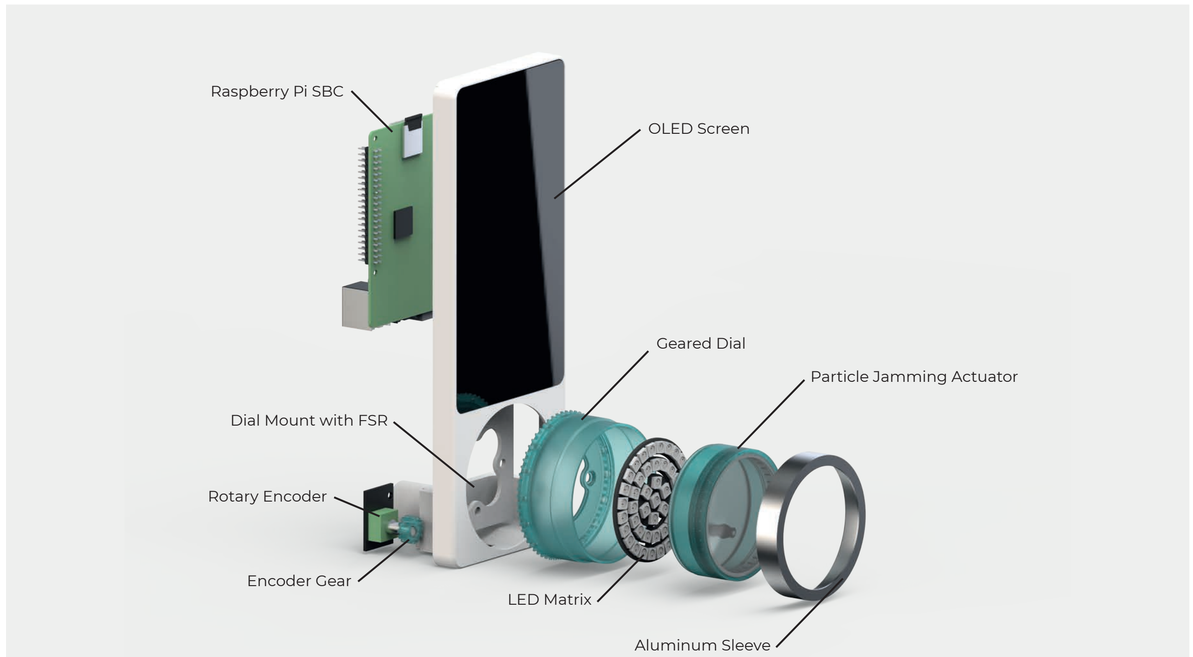
OBJECTIVE

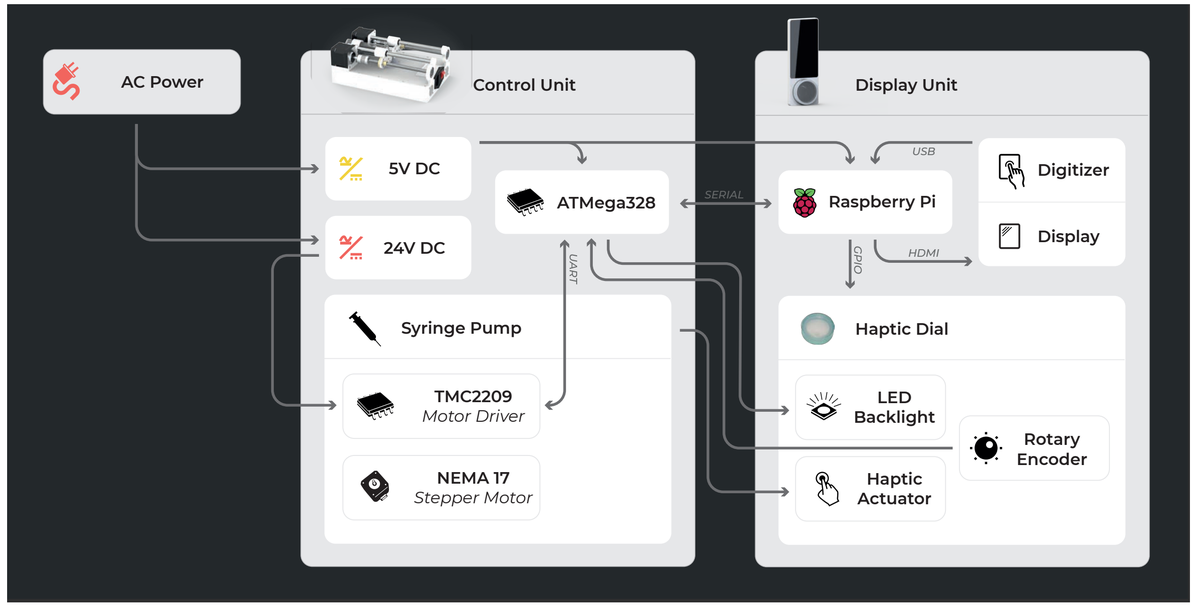
Create an interface for an advanced, digitally augmented usage scenario that does not compromise the user's decision autonomy or the quality of the experience.

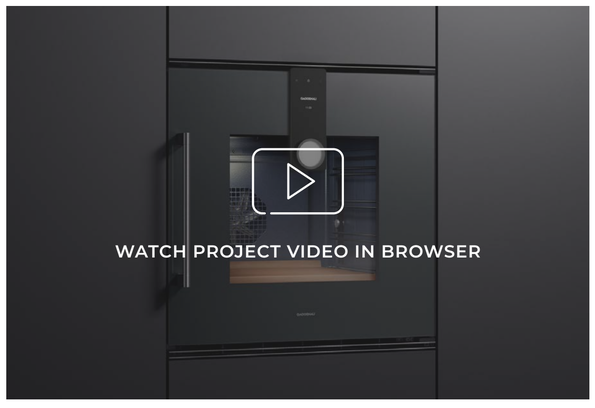
OUTCOME

A multimodal dial that physically tailors digital information to its context of use in the kitchen. Advanced information, such as data recorded by a multi-point temperature probe, can be explored spatially and understood sensorily.









ROLES

Creative Technologist, Researcher, Interaction Designer, UI Designer

KEY TECHNOLOGIES

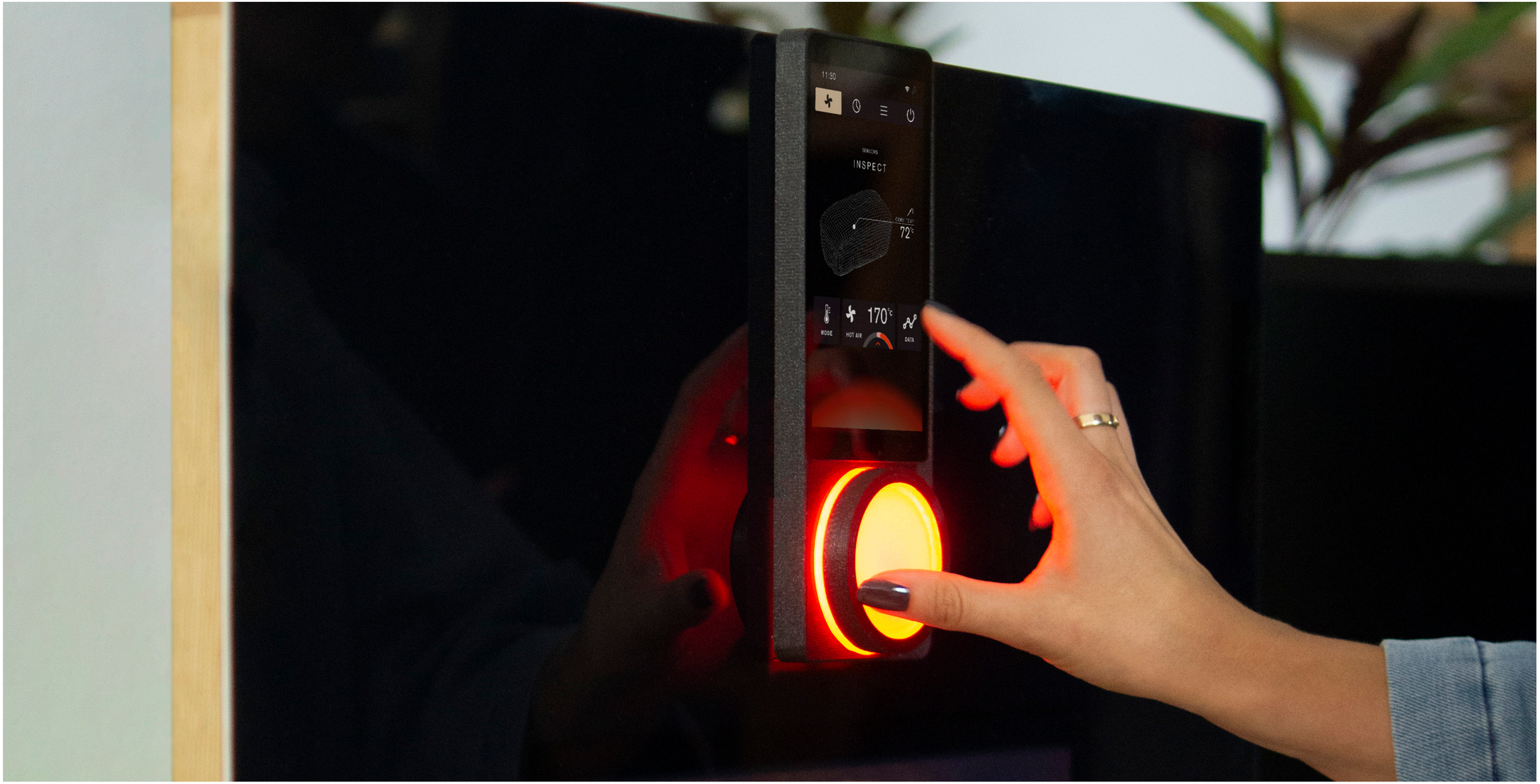
Particle Jamming, Embedded Electronics, HTML/CSS/JavaScript, Node.js

INSTITUTION

Delft University of Technology, The Netherlands

PARTNER

Gaggenau Home Appliances GmbH



MULTISENSORY DEVICES

Familiar Encounters That Humanize Technology

TYPE

Research Project, 2018

TOPICS

Crossmodal Perception, Metamaterials, HCI

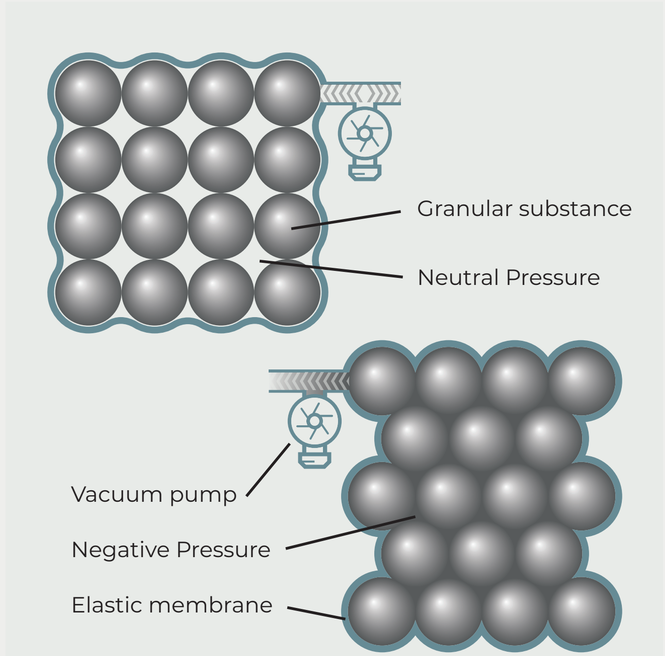
Multisensory Devices envision technology as a facilitator of sensory experiences that appeal to our intrinsic sense of curiosity.

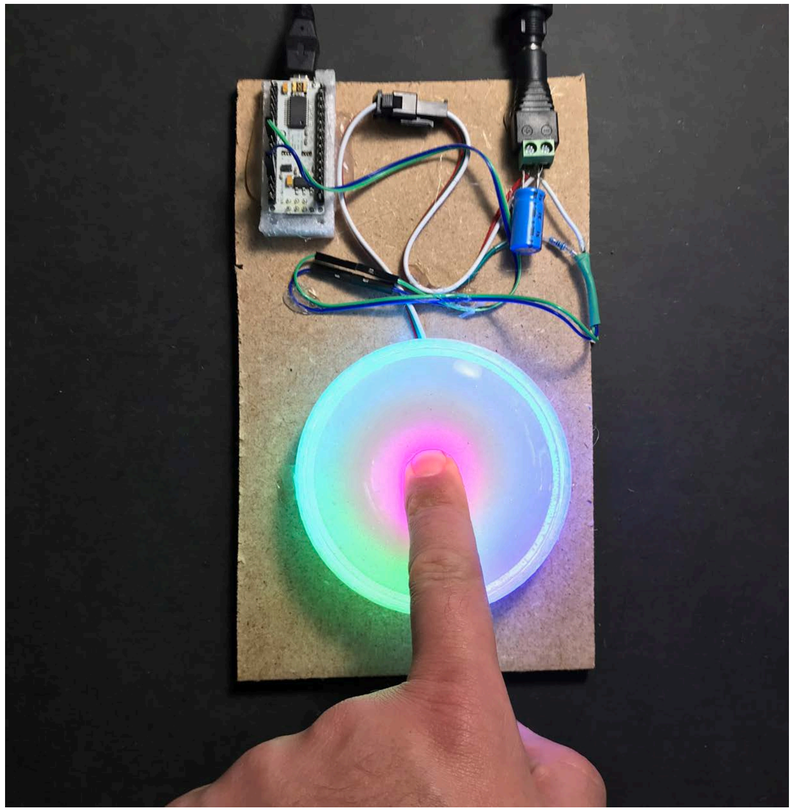
OBJECTIVE

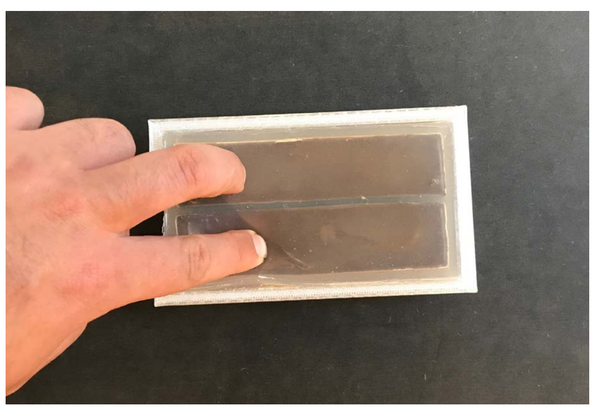
Identify technologies and build prototypes that cater to human sensory capabilities and help to recognize salient cross-modal effects.

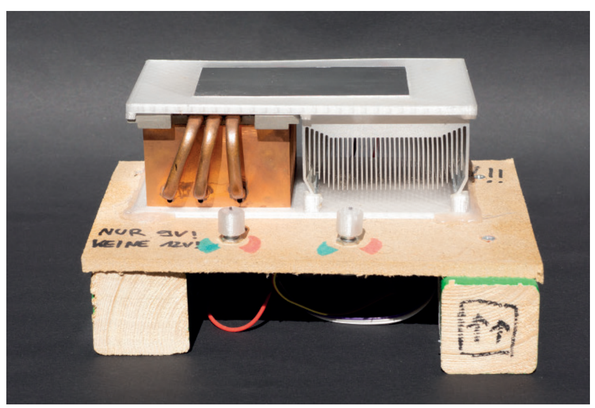
OUTCOME

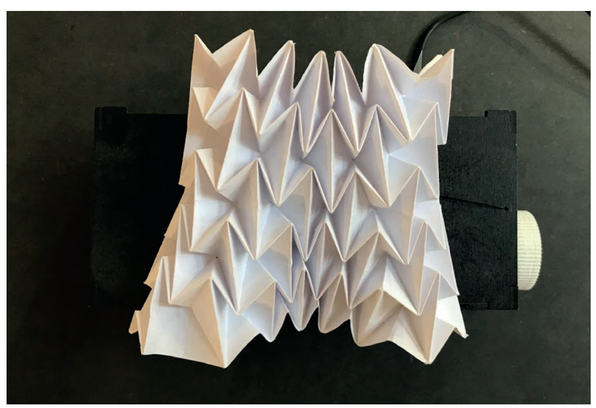
A repertoire of tools to create enticing experiences and test interactive technologies, enabling further exploration and research of multimodal interfaces.

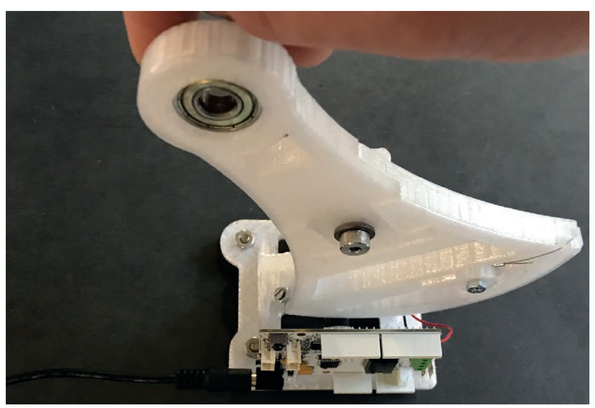












ROLES

Creative Technologist, Researcher

KEY TECHNOLOGIES

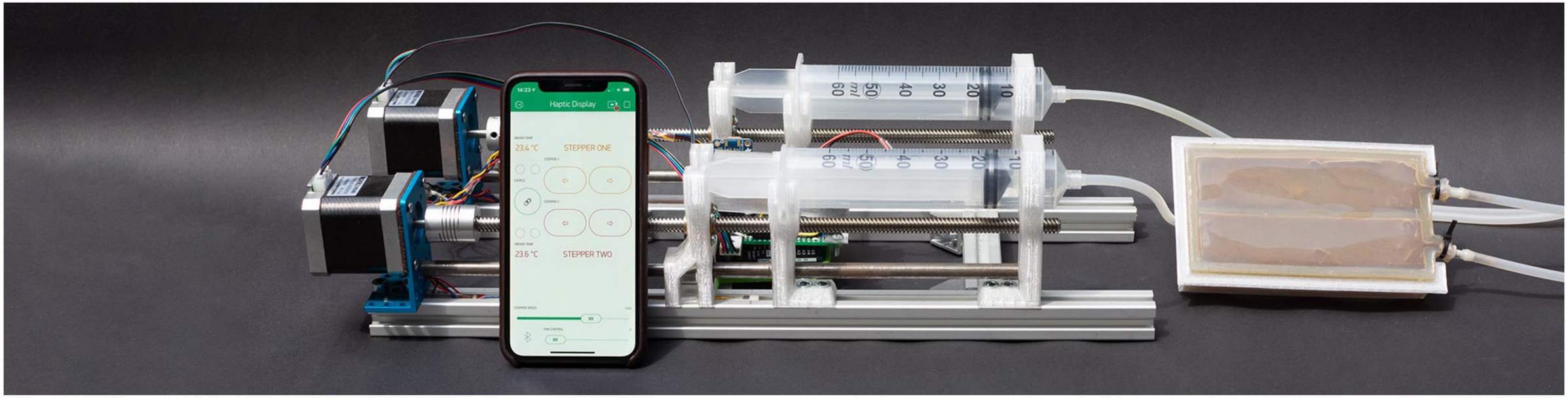
Soft Robotics, Thermoelectric Cooling, Haptic Jamming, Origami

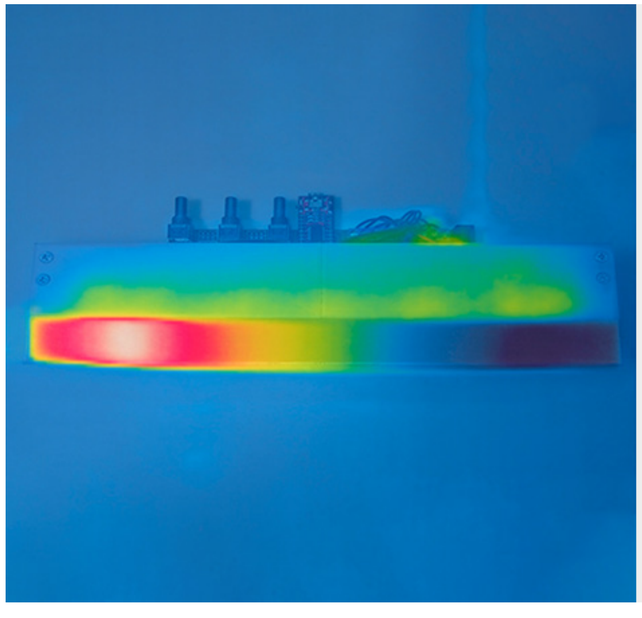
KEY SKILLS

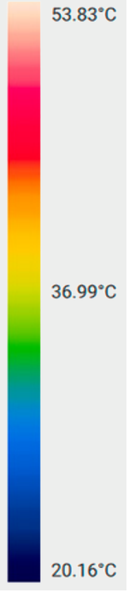
Rapid Prototyping, PCB Design, Electronics Prototyping, Arduino, C++

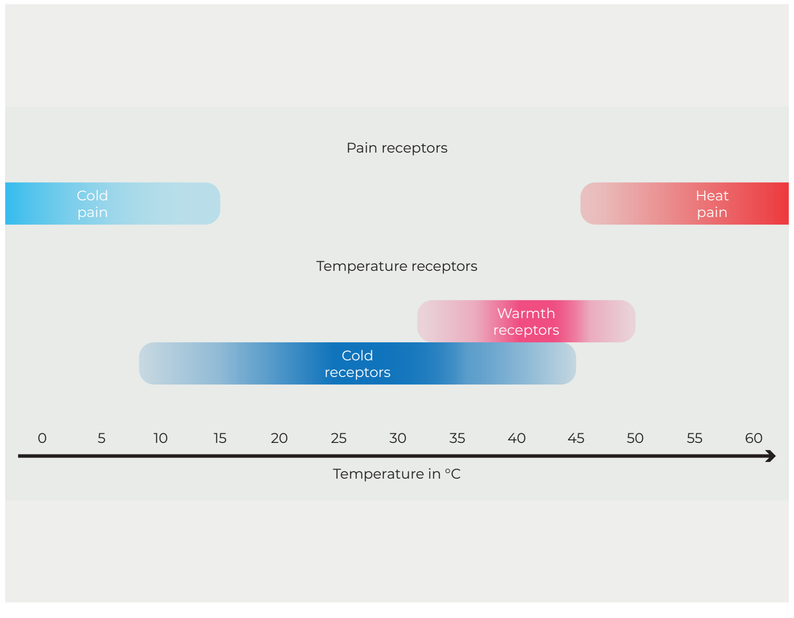
BACKGROUND

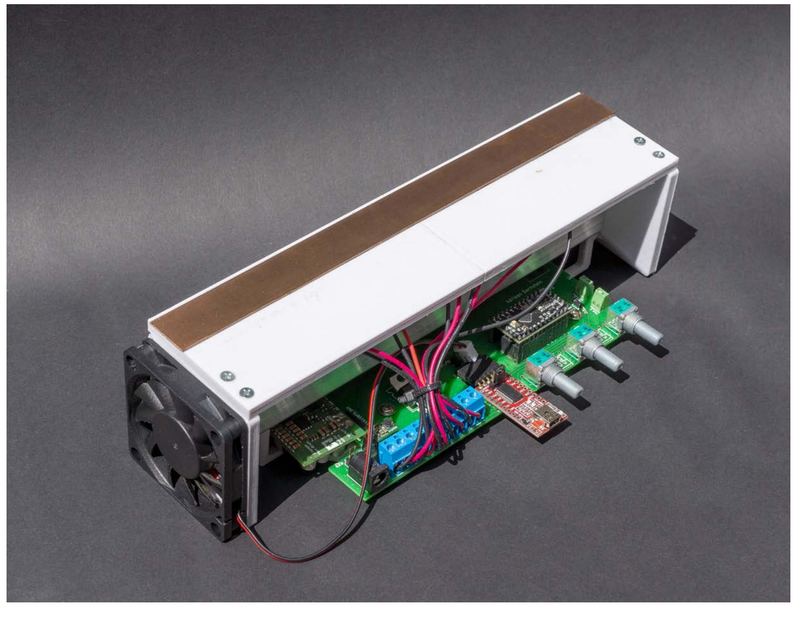
Self-motivated











VOLKSWAGEN CAR-NET

A Touchpoint for Online Services

TYPE

Client Project, 2014

TOPICS

Exhibition Design, Interactive Kinetics, Game Design

TEAM

Adriaan Bernstein, Paul Heyer, Norman Wassmuth

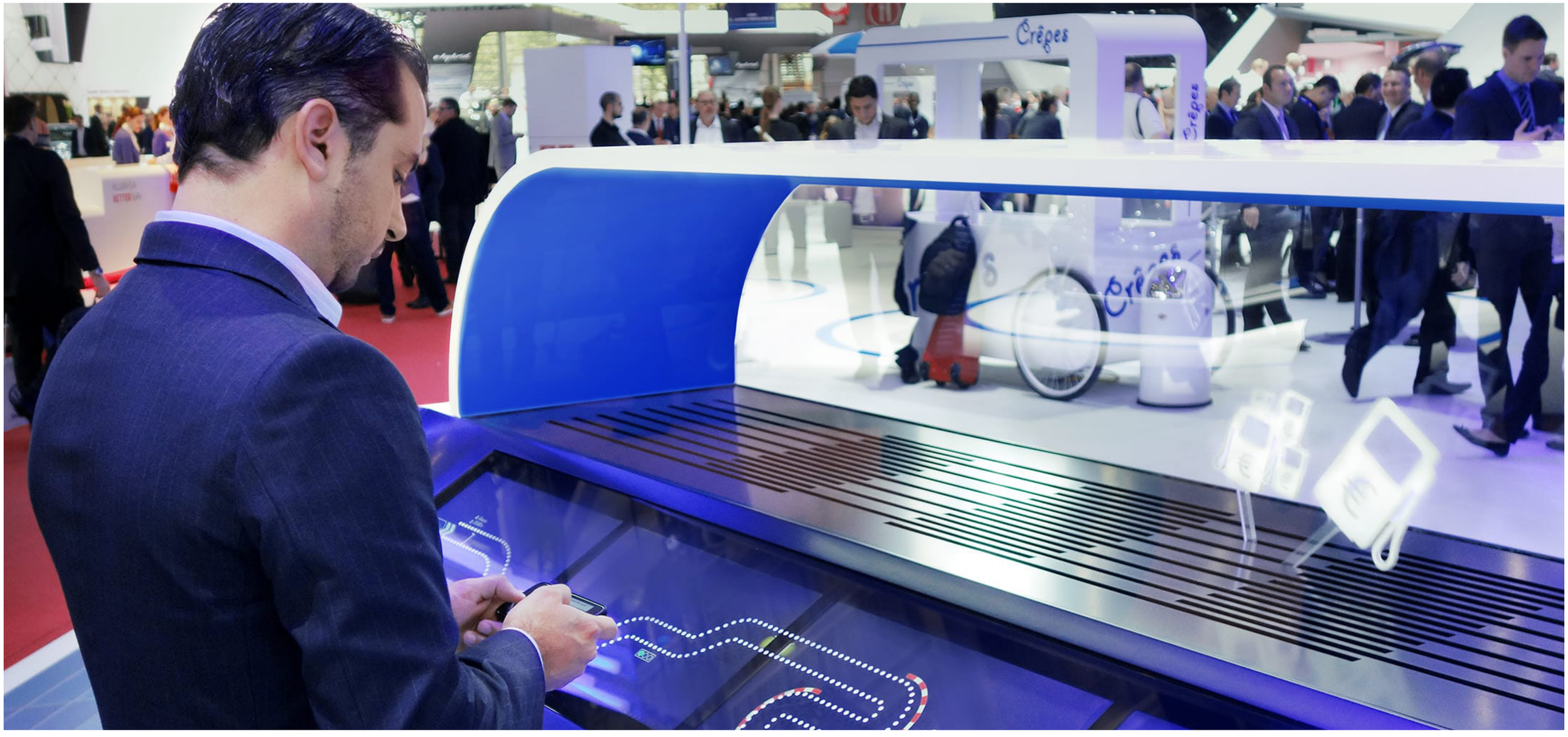
This installation uses interactive and kinetic gameplay elements to give online mobile services a physical context.

OBJECTIVE

Build an exhibition piece to introduce Volkswagen's Car-Net services at motor shows in Paris, Geneva, Frankfurt, Los Angeles, Chicago, and Shanghai.

OUTCOME

An exhibition piece centered around a playful, interactive journey along a digital obstacle course. As players control an avatar using their smartphones, they encounter challenges that can be overcome using CarNet services.



ROLES

Interaction Designer,
UX/UI Designer

CONTRIBUTIONS

Visual and Interaction Prototyping,
Interface Design, Game Design

COMPANY

ART+COM Studios

CLIENT

Volkswagen AG

HOME GARDENING

The Future of Green Urban Living

TYPE

Research Project, 2017

TOPICS

Home Appliances, Ubiquitous Computing, Hydroponics, Urban Gardening

TEAM

Lorenz Bauer, Adriaan Bernstein, Anne Brus, Jan Frielingsdorf, Tobias Fröhlich, Martijn Verbij

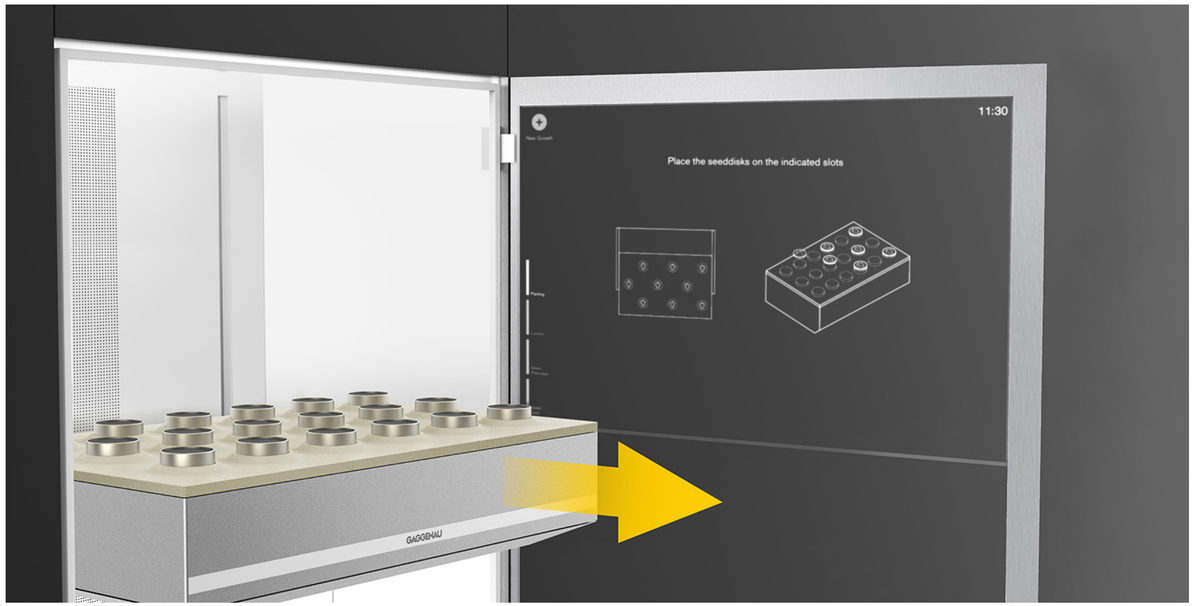
The Home Garden is a hydroponic appliance concept that enables users to grow distinctive, flavorful, and nutritionally rich produce with ease.

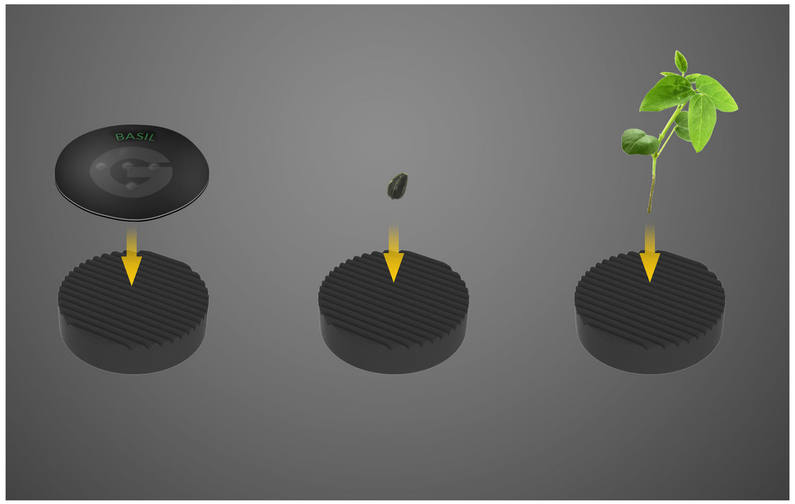
OBJECTIVE

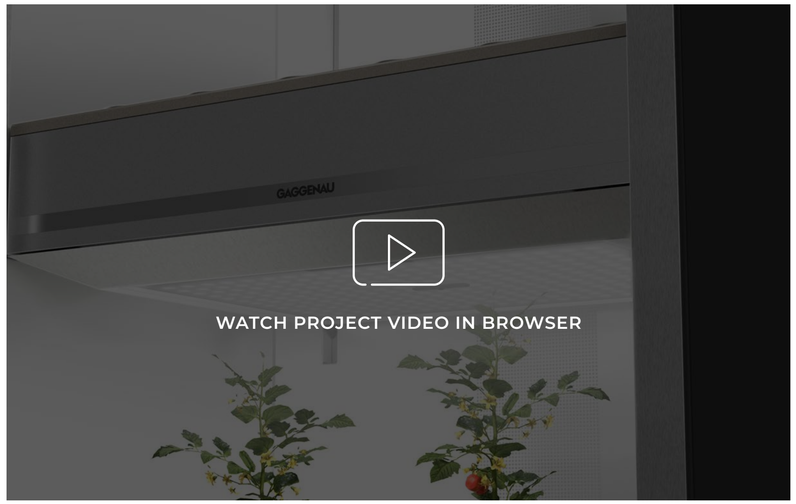
Develop a future concept for the high-end appliance brand Gaggenau that maintains the brand’s luxury image and provides innovation for culinary enthusiasts.

OUTCOME

A product and experience that invokes an optimistic digital future and encourages people in a globalized society to pursue their ambitions and share their resources.







ROLES

Interaction Designer,
UX/UI Designer, Researcher

CONTRIBUTIONS

Technology Vision, Scenario Planning,
User Research, Concept Development

INSTITUTION

Delft University of Technology,
The Netherlands

PARTNER

Gaggenau Home Appliances GmbH

PCB BUSINESS CARD (WIP)

Making a Good First Impression

TYPE

Self-promotion, 2020

TOPICS

Branding, Interactive Technology

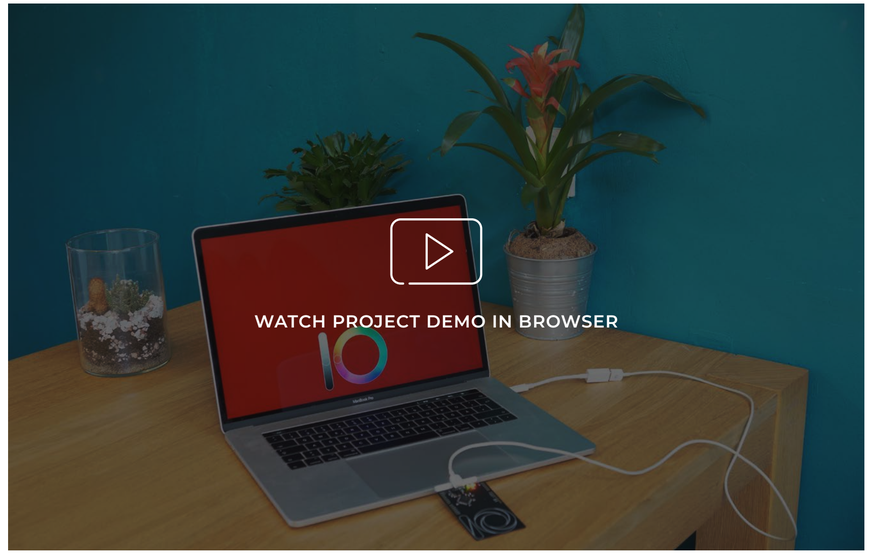
An interactive business card that gives new contacts quick and memorable insights into my creative style, capabilities, and the tools I use.

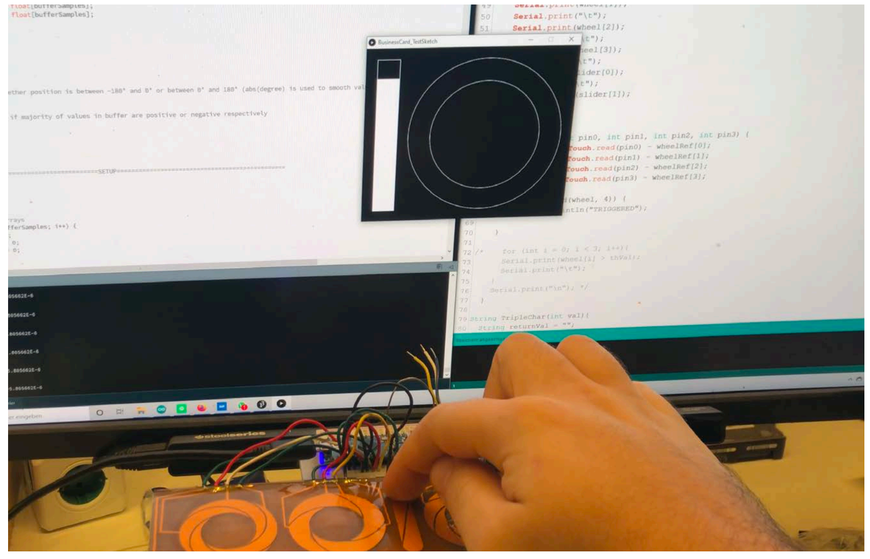
OBJECTIVE

Create an interactive business card to introduce myself to new contacts with an object that is unique, informative, and useful.

OUTCOME

A PCB business card that features capacitive touch elements that, if connected to a computer via USB, enable advanced interactions with my web portfolio. The card is Arduino compatible, allowing recipients to realize personal projects.





ROLES

Maker, Creative Technologist

KEY TECHNOLOGIES

Capacitive sensing

KEY SKILLS

Electronics Prototyping, PCB Design, SMD Soldering, Arduino, C++

BACKGROUND

Self-motivated

THANK YOU!

CLICK TO VISIT MY PORTFOLIO

CLICK TO DOWNLOAD MY RESUME