

Geert Roumen

Maker & Interaction designer

Made at 13-01-1995
Made in The Netherlands
Portfolio <http://geertroumen.com/>
Phrase "Awesome"
Languages English, Dutch and a bit of German
Contact geert.roumen@gmail.com



2017-2020



Education

Umeå Institute of design

Interaction Design MFA.

Core 77 student runner up award, Braun Prize Special mention, IXDA finalist

Umeå,
Sweden

2013-2017



Eindhoven University of Technology

Industrial Design Bsc.

Eindhoven,
the Netherlands



Work experience

2023-now



Accenture Industry X ■ Industrial Design

Full Stack Developer/Maker

Working on embedded (experience) prototypes for clients.

Eindhoven,
Netherlands

2020-2023
(3 years)



Teufel Audio

Maker & UX Engineer

Working on prototyping and designing the human machine interaction for future speakers and audio products.

Berlin,
Germany

2020
(3 months)



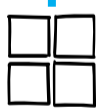
Tech Will Save Us

Toy & Product designer

Working on DIY interactive toys that inspire the future generation, creating content for a subscription model for future inventors to learn and build.

London,
United Kingdom

2019
(5 months)



Microsoft Research

Researcher Internship

Working on interactive hardware to improve social understanding for visually impaired children and their peers.

Cambridge,
United Kingdom

2018-2019
(6 months)



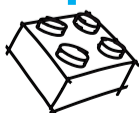
Arduino Education

Interaction design internship

Working on teaching content and user experience both in software and hardware.

Malmö,
Sweden

2016-2017
(1 year)



LEGO Product Technology

Concept design and platform internship

Concept development, experience prototyping and platform design

Billund,
Denmark

2011-2017



Freelance designer and teacher

Techplaygrounds/ ICT praktijkdag (Arduino/3D printing)

Eindhoven,
The Netherlands



Publications

2021

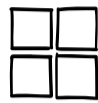


Envisioning Arduino Action.

Master thesis and research paper

[Roumen, Geert & Fernaeus, Ylva. \(2021\). International Journal of Child-Computer Interaction. 29. 100277. 10.1016/j.ijcci.2021.100277.](#)

2021



Social Sensemaking with AI

Internship and research paper

[Morrison, Cecily, et. al. \(2021\). In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems \(CHI '21\). 10.1145/3411764.3445290](#)

2021



Using the power of pixels in the physical world

Sharing prototyping methods

[Roumen, G.J. 2021.. In Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction \(TEI '21\). 10.1145/3430524.3444702](#)

2018



Ove, bottle feeding station

Inclusive design, sound design project

[Iris Ritsma, Ivan Kunjasic, Ricardo Verheul.](#) Core 77 student runner up award, Braun Prize Special mention, IXDA finalist

Skills



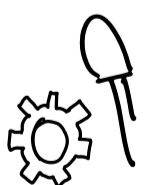
Research methods

- + Co-creation workshops
- + Ethnographic fieldwork
- + User testing
- + Sketching Interactions
- + UCD, RTDP, TCD



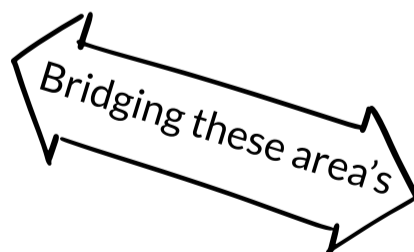
Visualising

- + Figma/ XD
- + Rhinoceros
- + Illustrator
- + Photoshop
- + After effects



Hardware

- + Lasercutting
- + Interactive electronics
- + CAD/ CNC
- + Rapid prototyping
- + Arduino, raspberry pi



Software

- + Paper prototyping
- + JS + (HTML/CSS)
- + Processing
- + (PHP, python, SQL)

