

# LUKE NOOTHOUT

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## EDUCATION

**MSc. in Industrial Design**  
Eindhoven University of Design  
The Netherlands, 2015 - 2019

**BSc. in Industrial Design**  
Eindhoven University of Design  
The Netherlands, 2012 - 2015

**Exchange Semester**  
Victoria University of Wellington  
New Zealand, 2014

## SKILLS

- » **Adobe CC** (Illustrator, InDesign, Photoshop, After Effects, Premiere)
- » **HTML, CSS & jQuery**
- » **Python**
- » **JavaScript, Node.js**
- » **Arduino**
- » **Raspberry Pi**
- » **Fusion 360**
- » **SolidWorks**

## LANGUAGES

- » **Dutch** (native)
- » **English** (fluent)

## HI, I'M LUKE

I am a designer who is deeply curious about the impact of (emerging) technologies on everyday life. I believe we need to have a critical understanding of these technologies in a socio-cultural context, so that we can make responsible decisions about the future. To achieve this I use a process of making and understanding. I draw insights from different fields, such as sociology, philosophy and future studies, as well as observations and user research. Through design I am able to translate these insights into narratives accessible to a wide audience, with the goal to help advance discussions and developments about emerging technologies and the role we want to give them in our everyday lives.

## EXPERIENCE

### **Freelance Designer** (2015 - now)

Over the years I have been hired for project based work, with activities ranging from (user) research, concept development, narrative development and prototyping.

### **Design Intern @ The Incredible Machine** (2017)

I was involved in numerous projects, such as The DDA-winning Transparent Charging Station, I developed and prototyped a Telegram Bot-driven smart doorbell, and I took part in organizing a research trip to Shenzhen, China for ThingsCon Amsterdam, which I joined.

### **Freelance Graphic Designer @ Luke's Logos** (2017 - now)

A one-man graphic design studio I started in 2017. I take on projects such as logo design, brand identities, posters, portfolio's and promotional materials for a variety of clients.

### **Interaction Designer @ Studio Tast** (2015 - 2017)

Studio Tast is a design studio working on the cutting edge of design, technology and education. I designed UI's for apps and web-based platforms for both client and in-house projects, conducted user tests and produced other graphics such as icons and layouts.

### **Art Director @ UNiD Magazine** (2015 - 2016)

The UNiD magazine is a magazine of S.v.i.d. Lucid, the study association from the Industrial Design department, TU/e. As art director I was co-responsible for the conceptual development and responsible for the final lay-out and graphics of the magazine.

\* References are available on request