

Intro Story

A bubble captured air and capture my heart. I held it in my hands for a while and while I wanted to hold on to it, it went its own way. Up high floating on soft winds, higher than my dreams could reach. So I followed it...

While I ran to chase that bubble that captured ancient air, I wondered... what if ideas had always been there but we are not able to look beyond infinity? I climbed the highest tree, so high that I could breath heavens air. The bubble jumped higher and higher making it impossible for my hands to reach its voluminous body. Now, I had reached the top of the tree and the end of so much more. But still I couldn't reach it, so I jumped. Not only for that bubble of ancient air but for all those lost dreams, trying to bring them down with me in order to turn the unreal into reality. While my body embraced that idea and the bubble a sudden storm disrupted the peaceful embrace releasing that special air and breaking all the bonds that made the bubble. I fell, I fell into nothing. Suddenly I drowned into a sea of thoughts.

The sea that surrounded me was deep and full of things that were yet to be known and never to be realised. I dove into the unknown, to get to know that what once was supposed to be everything now was not. The depth of the sea made every color seem deeper, every dream more real. I wanted to touch all those treasures that were not mine. I loved that fluid soft touch of water on my skin, that salts taste in my mouth but I knew I wasn't were I was supposed to be. So I reached for the light, nevertheless that light that I was craving for never came, and I wasn't able to find it. So there I was in the deepness of dense nothing. My mind was my only tool to create my escape.

Why try to catch what you can create? In that sea full of unrealised dreams dots became lines and those fluid lines began to take shape. All dreams and thoughts that I had had on my journey to this very moment became a clear picture. Now my hands were ready to create what the mind had seen. And there it was and I was it. The light. The exit. The end and the beginning.

Be inspired by yesterday, by this very moment, by what is yet to come. Furthermore be inspired by life, though the most important is to be the inspiration.

Identity

My curiosity and hunger for knowledge is what thrives me most as a person and as a professional. What I love to do most is to translate (new) knowledge into products, to make the intangible tangible. I see the world and the people in it as a source of knowledge and inspiration which I want to understand and interpret to then use in my design work. This curiosity is not only for knowledge and people but also for skills. This is why an important part of my identity is an artistic approach using mediums such as art and creative literature as inspiration to my work.

I am a very expressive designer who has a very social and practical learning style. My challenge is to combine classic features from our past with new and innovative concepts from now. I try to achieve this by letting different cultures and environments influence me. Having lived with different cultures throughout my childhood I have developed the skill to appreciate different perspectives. This helps me to come to diverse and communicative designs.

A passion for beauty and tactility have led me to love clothing, more specifically what clothing is made of, textiles. A soft material that allows so much interpretation and manipulation has become my expertise and main material of interest when designing. The reason for this is not only the rich visual and tactile experiences this material can give but also for the high degree of skill and craftsmanship necessary to master and use this material creatively and innovatively.

Subtle individuality. My designs are not mass products, they show individuality and therefore identity. I try to achieve this by adding a lot of detail to my work and by translating different types of information into very specific visual and tactile messages for the target audience.

Ambitiously creatively creating for people and this world. With positivity, hard work and dedication I want my work to be relevant to those who I design for.

Vision

We are finding ourselves in a rapidly changing world with new technologies being developed quicker than ever. Designers are finding new ways for people to interact and connect with each other and their environment.

Many people do not realise how much they communicate and interact with their environment. Being aware of this fact, I believe that my responsibility as a designer is to discover, understand and interpret different types of communication to incorporate the most appropriate one for my designs and their goals. The type of communication I am most interested in is aesthetics. I use aesthetics to provoke certain ways of interaction and interpretations between people and the things they interact with. Aesthetics for me is not only something visual, the tactility and behaviour of materials also play a big role in the interaction. I envision a world where the aesthetics and behaviour of materials are used purposefully designed to achieve a harmonious and intuitive interaction. A world where technology is seamlessly integrated within our environment guiding people intuitively through their everyday activities. A world where aesthetics is as important as functionality. I would like to see a world where the old crafts and ways don't disappear but are used in a way appropriate to the time that we live in. My role within this future will be to design aesthetics as a means to an end, using old and new crafts, materials and technologies to achieve a harmonious and intuitive interactive environment.

Personal learning Goals

I would like to improve my academic writing to be able to convey my research findings more effectively and professionally. To improve this aspect of my writing I will read papers related to my research topic, I will make a list of terms that are frequently used. To evaluate this improvement I will present a research paper as an outcome of my research semester, furthermore would I like to see whether it would be possible to submit the paper for a conference.

To achieve a more professional degree of expertise regarding research I would like to improve my documentation skills of a research process. Firstly I want to discover how other academic researchers handles the documentation of their research processes. I will then try to implement the methods that suit my research best. At the end of the research process I would like to be able to show the complete documentation of my research project.

Since my goal is to become a professional designer who designs tangible outputs I would like to be able to present a tangible outcome to my research project.

The first expertise competency will be creativity and aesthetics, the second competency that I will be focusing on is Math, Data and Computing. More specifically do I want to learn how to be able to use data and programming within design. To achieve this I will, first of all, follow the elective Data enabled Design, and secondly will I try to program the behaviour of the prototype of my research outcome.

To be able to apply for an internship and to be able to portrait my self as a professional designer I would like to redesign my website where I will showcase my past work, vision and skills. To do this I first want to gather website that inspire me content and interaction wise, then I want to

create a moodboard to determine to overall “feel” of my website. Then I want to make a sketch of the pages and map the interaction to then actually make it digitally.

During the first semester of the second year of the master I would like to do an internship within a research and design lab of preferably an automotive company. To achieve this I will first of all finish my portfolio to then apply to the different companies. I will find companies based on my existing knowledge of the automotive industry, furthermore will I visit the career expo of the TU/e.