

Hi, I am Tom Kluijver MSc.

An engineer turned UX designer.

Design philosophy - Designing holistically, guides you in the design of the details.

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Work Experience

Vaion, UX designer | Feb 2020 - present, London, England

I got the opportunity to relocate within Vaion to be more in touch with the management and engineering team. Currently I do product feature explorations, concept ideation and competitor analysis to continue building our competitive advantage and sales success.

Vaion, UX designer | Sept 2018 - Jan 2020, Oslo, Norway and London, England

Joined the startup 7 months after launch, during its first design sprint. I translate technical solutions, including AI and cloud, to interactive experiences. I manage my own sprints, I do both customer and in-company demos, work closely together with the management team to develop new product features. In a team of two, I am responsible for the UX of half of the product features.

To-Mu, Freelance Designer | 2013 - 2018, Delft, The Netherlands

The design projects ranged from strategic product consultancy to concept development. I worked for companies like: Zimmer Biomet, RDM Makerspace, TU Delft and many more. E.g. for RDM Makerspace I co-wrote and produced their marketing material for their Marvin kickstarter and it more than doubled their initial goal.

Exact, UX researcher | Sept 2016 - Nov. 2016, Delft, The Netherlands

Together with a team, I worked on creating a state of the art cloud webapp to fuel Exact's ambitious growth plans. I worked as a UX researcher/designer and initiated the user experience research for a new project within Exact.

Pendle, Co-founder | 2014 - 2016, Delft, The Netherlands

After winning second prize with Pendle at the BlueDot Design Competition, the design was developed into a full-fledged sustainable product in collaboration with BlueDot. However, market introduction was canceled due to low quality of production.

Reggs Design Agency, Design intern | 2015, Amsterdam, The Netherlands

I conducted research for project presentations, high-end visualisations for client presentations, preparing and attending various brainstorm sessions and 3D modelling and prototyping designs.

Education

MSc Integrated Product design

Delft University of Technology, 2013 - June 2017, The Netherlands.
Graduated with a 9/10 on the topic "Nubus, the omnipresent personal computer".
Nubus is a vision for the next generation of smart devices for consumers based on cloud computing.

Comprehensive Human Behaviour and Brain Sciences

University of Tsukuba, 2015, Japan

Minor Sustainable Design and Engineering

Delft University of Technology, 2013, The Netherlands

BSc Industrial Design and Engineering

Delft University of Technology, 2010 - 2013 The Netherlands

Other Experiences

Nubus venture exploration

Jan. 2018 - May 2018, Delft, The Netherlands
With interest of several companies, like KPN, TU Delft, YES!Delft and NXP, I conducted a startup venture exploration for Nubus. This resulted in being rewarded with the second prize at the first circular Dragons Den in Delft. Other activities included product pitches and business model development.

Around the world in 80 followers

July 2017 - Jan. 2018, Internationally
A social experiment based on my instagram following. I personally met 20 of my unknown Instagram followers in the EU and USA to experience and show differences and similarities amongst cultures. The project included photography, videography, a blog and crowdfunding.

Achievements

Publications Around the world in 80 followers

July 2017 - Jan. 2018, internationally
My Around the world project got exhibited at Google Chicago art wall and published in both print and online magazines, like Focus Media, Petapixel and Digifotopro.

JASSO Scholarship

2015, Tsukuba, Japan
I was awarded with the JASSO scholarship which is set aside for international students who achieve a superior score on the EJU.

BlueDot

2014, Delft, The Netherlands
In a two man team, we won second prize in the BlueDot Design Competition in 2014 with our design Pendle. The theme of the competition was reusing waste material.

Skills

User research
Design strategy
Concept ideation
Information architecture
Interaction design
and more...