



ROY GEVERS

Industrial Designer

roygevers.nl
roy.gevers@gmail.com

EDUCATION

2014 - 2017
Master Industrial Design
Technische Universiteit Eindhoven

2010 - 2013
Bachelor Industrial Design
Technische Universiteit Eindhoven

2004 - 2010
Gymnasium/VWO
Elzendaal College Boxmeer

SKILLS

Interdisciplinary teamwork	x	x	x	x	x	x
Communication	x	x	x	x	x	x
Ideation	x	x	x	x	x	x
Planning	x	x	x	x	x	x
Problem solving	x	x	x	x	x	x
Sketching	x	x	x	x	x	x
Model making 3D printing, lasercutting	x	x	x	x	x	x
Rapid prototyping e.g., cardboard, foam, wood, fabric, leather, metal	x	x	x	x	x	x
Adobe Creative Cloud Photoshop, Illustrator, Indesign, Dreamweaver, Premiere	x	x	x	x	x	x
CAD Solidworks, Onshape, Illustrator	x	x	x	x	x	x
Microsoft Office Excel, Word, Powerpoint	x	x	x	x	x	x
Programming Javascript, Arduino, Processing, HTML5, CSS3	x	x	x	x	x	x
Driver's license A and B						

ACHIEVEMENTS

Power Trio Bachelor project
ID'11 at the Dutch Design Week 2011

Aging wearable
Future Footprints by Material Sense at the Dutch Design Week 2015

Aging wearable
Future Footprints by Material Sense at Nijmeegse Kunstnacht 2016

EXPERIENCE

2018-
Workflow Designer/consultant at VanMeijel Automatisering
Analyzing the user and current processes in the fields of construction and infrastructure. Designing, testing and building better and user-friendlier software-platforms.

2018-
Scrum Master at VanMeijel Automatisering
Next to designing and improving processes, I use my soft skills to help my team overcome hurdles in the complex task of software development.

2017
Freelance, design assignment for Rongen Aktief
Freelance, assembly and calibration for ONMI
After graduation I worked freelance, applying (and learning) different skills in projects for a multitude of clients, from small logo designs to overseeing assembly and calibration of 100 prototypes to designing and building a mobile laser-based game.

2016-2017
Student assistant/tutor at the faculty of Industrial Design at TU/e
For a mandatory Bachelor course I was tasked with making the primary feedback and rubrics delivery form for the tutors and professor. Next to this, I helped at the 'Matching Days' two years in a row, interviewing potential students.

2012
Internship at STAS Picture Hanging Systems
The main assignment was designing a series of lighting fixtures. This assignment delved deep into the visual aspect of design. Aesthetic considerations about form, interaction and cost were most important.