

# Ronald Helgers

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## Currently working with societal challenges as Interaction Designer & Researcher at RISE.

### Education

#### Master of Science (MSc) in Industrial Design *Cum Laude*

University of Technology Eindhoven  
2014 – 2017

#### Bachelor of Science (BSc) in Industrial Design

University of Technology Eindhoven  
2008 – 2012

### Competences

#### Skills

Interaction Design  
Design Strategy  
Product Design  
Service Design  
User Centered Design  
3D modelling  
User Experience  
UX / UI

#### Languages

Dutch  
English  
Swedish

#### Software

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe Premiere Pro  
Fusion 360  
Ultimaker Cura  
Sketch-up  
Github  
Miro  
Figma  
Mural  
Microsoft Office  
Wordpress  
Visual Code Studio

### Awards

#### Guldänken 2020 for the project Skola Hemma

August 2020

#### Cum Laude for Master's of Science in Industrial Design

March 2017

### Experience

#### Interaction Designer & Researcher • RISE Research Institutes of Sweden

August 2017 – present, Sweden / The Netherlands

I work with NGOs, the public sector and commercial businesses to increase business competitiveness and accelerate innovation through (interaction) design, especially regarding societal challenges, for instance; digitalization and democracy, digitalization and healthcare, food chain innovation, future education, sustainable transportation and additive manufacturing.

#### Interaction Design Intern • The Interactive Institute ICT

March 2016 – February 2017, Sweden

I supported one of Umeå's largest rental-housing companies with their social sustainability goals by implementing an immersive interactive system in a shared space to engage interactions between neighbors.

#### UX Designer / Webdesigner • Freelance

2012 – 2017, The Netherlands

I helped local businesses to improve their digital presence by re-designing their online platforms, branding and identity. This experience contributed to my ability to work autonomously and customer oriented.

#### Design Intern • Design Studio Nakisci

January 2011 – June 2011, Turkey

At this award-winning Design Studio, I developed within design aesthetics through physical prototyping. I worked on the user experience of an interactive tiles system as well as doing design and shape studies of a modular interior.

References available on request

More on portfolio [ronaldhelgers.com](http://ronaldhelgers.com)