



Tessa van Abkoude

Double MSc in Industrial Design and Human Technology Interaction Eindhoven University of Technology

[Portfolio](#) [LinkedIn](#)

About

Fluent in code, electronics, and fabrication, I build custom PCBs, interactive soft materials, and fine-tune large language models. I create systems that fuse digital and physical interaction, turning abstract ideas into working experiences by gluing together scripts, sensors, circuits, and form. I move quickly from concept to experientiable prototype through iterative making, whether that means heat sealing fabrics with a laser cutter, tuning 3D printers for conductive flexible filament, or designing components in Fusion 360.

Whether it's building devices that let us physically feel the environmental cost of being online, designing soft robots that sigh and shift, or building custom LLMs to catch sloppy science, I design systems that ask us to feel, question, and reimagine our relationship with technology.

I prefer to collaborate across disciplines, and I share my work openly through my [website](#), [GitHub](#), demos, seminars, and hackathons.

Worked with:

BMW Munich
PSV
Philips
Bureau Moeilijke Dingen
Amolf Soft Robotic Matter
The prototype Factory

Shown at:

Robosoft 2025
Dutch Soft Robotics Conference 2024
Perspectives on scientific error conference 2024
Go Green Office 2023
DDW 2023
DDW 2020
Maker fair 2020

Recognition:

MT/Sprout 25 Under 25 (2021)

Curriculum Vitae

Outside the design and tech world,
you can find me playing field hockey,
clarinet, longboarding and illustrating.

Skills

Interaction Design
Experience Prototyping
Electronics & Programming
Presenting
User research

Visualizing
Adobe Ai / Ps / Id / Pr
Figma
Sketching
Blender

Software
Python
JS + (HTML/CSS)
React
C
Full stack development

Hardware
Fusion 360
KiCad/ Eagle
Arduino
Lasercutting
3D printing
Soft materials

Experience

Student assistant at Eindhoven University of Technology

- Developed a local RAG system with an LLM, deployed on a university server, for an educational chatbot supporting R programming and statistical interpretation at the IE&IS faculty.
- Student assistant for the course: aesthetics of interaction
- Assisting in research on developing automated [checks](#) for reporting standards, statistical inferences, and open science practices. Organized a [hackathon](#).
- Thematic analysis on social support in grief for the HTI department
- Coaching bachelor students Industrial Design students in their professional development as a designer. Helping them to direct their learning through workshops and individual coaching.
- Drawing scenarios in Illustrator for a Philips research project about the personalization of breast pumps.

Bachelor graduation project at PSV
Graduation project on (contextual) data collection for professional athletes. Worked with the first female soccer team and the second male soccer team.

Full stack interaction designer - internship at [Bureau Moeilijke Dingen](#)
A design studio that focuses on creating interactive and intelligent products. Main skills developed there are: (interactive) data visualization, hardware development, 3D modeling, interaction design, UX/UI design, design sprints, co-creation sessions.

Co-founder of [Fitit](#)
A sustainable toy company co-founded with three friends. With the mission of making play creative, sustainable and accessible.

Education

2022 - 2025 **MSc Industrial Design at Eindhoven University of Technology**
Focus on soft robotics and [soft interfaces](#). Graduated with a 9.

2022 - 2025 **MSc Human Technology Interaction at Eindhoven University of Technology**
Focus on metascience and [large language models](#). Graduated with a 9.

2021 **Pre-master Human Technology Interaction at Eindhoven University of Technology**
Followed courses on statistics, behavioural research methods, and decision making.

2018 - 2022 **BSc Industrial Design at Eindhoven University of Technology**
Followed the minor “New Product Development and Marketing” and extra courses (3) in Electrical Engineering. Graduated with an 8,5.

Volunteering

Nov 2022 - Jul 2023 **Orchestra committee [BJPO](#) at Brabantse Bond Muziekverenigingen**
Management of the project orchestra, responsible for branding, promotion and visual representation of the orchestra

2017 - 2023 **Various at harmonie Pro Honore Et Virtute**
Organizing concerts or fun activities for the orchestra.

Aug 2019 - Nov 2019 **Volunteer at student team IGNITE**
Building an interactive light installation for GLOW 2019 ([Hypar](#)).

Sep 2019 - Mrt 2020 **Activities Coordinator at Stichting Move**
Empowering children aged 11 to set up a social project within their community