

Jules van Gurp

Industrial Designer



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Profile

My work focuses on enhancing and shaping user experiences through the design of **innovative digital and physical interfaces**. It primarily explores **social and playful contexts**, aiming to create engaging, meaningful, and shared experiences that **bridge the digital and real world**. My concepts are validated through quick iterations and the rapid creation of **highly functional and interactive prototypes**. I constantly strive to put my work in front of **potential users**, methodically analyzing their experiences through an **academic lens**. I thrive in team environments but am equally confident working independently.

Skills

Languages		Prototyping		Research	
Dutch	Native	Physical	Fusion 360/3D-printing	User studies	Co-creation
English	Fluent		Laser cutting		Usability testing
Visual communication			Electronics & Sensors		Interviewing
Adobe suite	Illustrator		Arduino & ESP32	Market research	Benchmarking
	Photoshop	Digital	Unity (C#)		State-of-the-Art
	InDesign		Unreal Engine	Academic	Academic writing
	Premiere Pro		VR & AR		Quantitative analysis
	After Effects		Figma		Qualitative analysis

Education

MSc Industrial Design (2022-2025)

Eindhoven University of Technology

I followed the Research, Design & Development track, which enabled me to apply user-centered design methodologies within a business context. During various projects, I involved stakeholders such as Stichting Borderline and Enversed Entertainment. For my graduation project, I developed a VR heist game along with a set of alternative interfaces that allowed non-VR players to participate in a shared experience, with the goal of making co-located VR more social and enjoyable. My work was very recently accepted for publication at the International Conference on Entertainment Computing.

BSc Industrial Design (2018-2022)

Eindhoven University of Technology

As part of my Bachelor thesis, I worked in a cross-disciplinary consortium involving members from several technical universities and Radboud UMC. Our goal was to support hospitalized children in coping with postoperative pain. I was responsible for designing behavioral patterns for a social robot that could respond appropriately to pain estimates derived from physiological data. I conducted user testing with children aged 4 to 7. My contributions led to co-authorship on two academic publications [1, 2].

[1] <https://doi.org/10.1109/HRI53351.2022.9889542>
[2] <https://doi.org/10.1145/3568294.3580174>

Work experience

Floor Manager (2019–2022)

Jan Linders supermarkets, Stein

- Full responsibility over store and safety
- Managing all employees during shift

Shop Assistant (2016–2019)

Jan Linders supermarkets, Stein

Other experiences

Night of the Nerds (2025)

Klokgebouw, Eindhoven

Night of the Nerds invited me to present the game and interfaces developed during my thesis at their expo in Eindhoven. I hope to have inspired teenagers and sparked their excitement for innovation and games at this event.

Dutch Design Week (2024)

Enversed Experience Center, Eindhoven

During a design project, I developed an asymmetric VR game and custom controllers for Enversed Entertainment. I was subsequently invited to present my work at their Experience Center during Dutch Design Week.

Student Innovation Challenge Finalist (2023)

World Haptics Conference 2023, Delft

In collaboration with stakeholders SenseGlove and Razer, we explored how their interface technologies could enhance social interactions within virtual reality environments. We developed a solution during a one-week sprint at SenseGlove's office and presented our work at World Haptics 2023.

Material Metaphors (2022–2023)

Cumulus 2023, Antwerp

During the Research Methods course, my team and I investigated how materiality can be used to create metaphors that help physicalize experiences and relationships, and encourage discussion around them. We published and presented our work at Cumulus Antwerp 2023 [3].

[3] <http://dx.doi.org/10.26530/9789401496476-110>