



## INTRODUCTION

I am a product/interaction designer, conceptual thinker and a science enthusiast.

I like to make objects with which people can play, learn and discover. I am filled with curiosity. I have a telescope and an internet connection. Whatever is out there, I can find it!



# LOLA GIELEN

## EXPERIENCE

### **Co-founder Happybots BV (Jan. 2016 - ...)**

Happybots is a startup launching their first product Felix. Felix is a robot that helps you track and talk about your mental health. Within this company I mainly focus on the design and coordinating the development of the product.

### **HBO Teacher at 'Mens en Techniek' Avans (Feb. 2018 - ...)**

At Avans I teach mostly design subjects to healthcare technology students. I also coach students on internships and I'm part of the team coordinating the second year program.

### **What if Collective (Dec. 2016 - ...)**

This artists collective has a focus on interactive installations. With this collective I worked on the installations 'MGNT' for the STRP Biënalle 2017 and 'Reflektor' for the Foederer Talent Award 2017.

### **Freelance designer PLYGRND.city (Dec. 2016 - Apr. 2017)**

For this social design startup I facilitated and designed for co-creation sessions in disadvantaged neighborhoods.

### **Playground equipment for KruitKok (Jan. - Dec. 2016)**

I designed an outdoor twister game in cooperation with Spereco.

### **Project manager MIT-feasibility study 'Neo' (July - Nov. 2016)**

'Neo' was my graduation project at Design Academy Eindhoven. It is a music instrument that everyone could play. After my graduation I worked on technically developing 'Neo' further and investigating its market potential.

### **Tergooi Ontwerpwedstrijd (March - Sept. 2016)**

For this design contest organized by Tergooi, a hospital in Hilversum, I designed a pill box that gives reminders.

### **Installation Oslo Architecture Triennale (July -Aug. 2016)**

'The First Whole Moon Catalog' was a conceptual installation, initiated by Unfold, about living on the moon. I did research and design work for this project.

### **Internship Unfold (Sept. - Dec. 2014)**

I did design work mostly around the theme of digital craft.

## EDUCATION

**Basic qualification of teaching competence, Examination**

BKE, Avans (2019)

**Basic qualification of teaching competence, Didactics Skills**

BDB, Avans (2019)

**Smart Design to Market**

Talent development program, Designforum (2017)

**European Venture Program**

Summer program, TU/e (2016)

**Bachelor of Design**

Man & Activity, Design Academy Eindhoven (2011 - 2015)



**Preparatory course art academy**

AKV St. Joost (2010)

**Highschool (VWO)**

Lorentz Casimir Lyceum (2005 - 2011)

## SKILLS

**DESIGN THINKING**

**EDUCATION DESIGN**

**PRODUCT DESIGN**

**ENTREPRENEURSHIP**

**TEACHING**

**INTERACTION DESIGN**

**PROJECT MANAGEMENT**

**PRODUCT DEVELOPMENT**

**GRAPHIC DESIGN**

**ANIMATION**

**COACHING**

## AWARDS



**3rd place Foederer Talent Award**

'Reflektor' (June 2017)

**STRP ACT II Award 'MGNT'**

'MGNT' (January 2017)

**ASML Makers Award**

'Neo' (February 2016)



**2nd place Tergooi Ontwerpwedstrijd**

'Pill box' (September 2016)

## EXHIBITIS

**Zorg voor morgen**

'Felix' (October 2019)

**Innovation for Health**

'Felix' (February 2019)

**Dutch Design Week**

'Felix' (October 2017 & 2018)

'Neo' (October 2015 & 2016)

**Dutch Technology Week**

'Felix' (June 2018)

**STRP Biënnale**

'MGNT' (March 2017)

**Cuyperhuis**

'My street' (2017)

**Amsterdam Dance Event**

'Neo' (October 2016)

**Maintenant Festival**

'Neo' (October 2016)

**Tergooi Ontwerpwedstrijd**

'Pill box' (September 2016)

**FAQ Festival**

'Neo' (April 2016)

