

# Curriculum Vitae

## Personal information

Name Connie Golsteijn  
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## About me

I am a passionate designer and maker with a background in HCI and interaction design. I am currently working as a UX designer with versatile skills in other design areas and UI development. I love coming up with new ideas and am determined and efficient in bringing them to fruition. This can be anything from designing a webpage, to crafting a creative piece of furniture. I am a quick learner, intellectual, and reliable, and I set high standards for my work. In my spare time, you'll probably find me in my workshop making something, enjoying the company of friends, walking with my dog, cycling, kickboxing, reading a good book, or enjoying a single malt whiskey.

## Work experience

### Senior UX Designer at BearingPoint Caribbean & E-sites Caribbean

Jan 2016 - Now 


- § UX, UI, and IA design of web applications for governments and websites, a/o the back-office system and the online income tax portal for Curaçao.
- § Developing & formalising the company's UX department and strategy.
- § Mentoring more junior UX designers.
- § Contributing in other disciplines within agile work processes, such as UI development, written communication, graphic design, and branding.

Willemstad, Curaçao 

### Research Associate at University College London

Apr 2014 - Dec 2015 

- § Post-doctoral research in interaction design and HCI: design, prototyping, and evaluation of interactive technologies.
- § Created a range of playful physical feedback systems for in-the-wild collection and visualisation of data about events, cities, and people.
- § Part of an Intel funded research initiative into Urban IoT.

London, UK 

### Visiting PhD Researcher at Sydney University of Technology

Jan 2014 

- § Design and presentation of a toolkit for integrated physical-digital craft, and preparation of scientific publications, as part of my PhD research.

Sydney, Australia 

### Design Research Intern at Microsoft Research Cambridge

Mar 2012 - Jun 2012 

- § Ideation, concept development and prototyping of a toolkit for integrated physical-digital craft with .NET Gadgeteer, as part of my PhD research.

Cambridge, UK 

### Design Research Intern at Philips Research

Sep 2007 - Nov 2007 

- § Interaction design, research, and evaluation of a tangible user interface for spatial music composition, as part of my BSc studies.

Eindhoven, Netherlands 

## Education

### PhD Human-Computer Interaction

2014

University of Surrey, in collaboration with Eindhoven University of Technology, and funded by Microsoft Research Cambridge.

Thesis: Hybrid Craft: Towards an integrated physical-digital craft practice.

### MSc Industrial Design

2010

Eindhoven University of Technology. 'Excellent' qualification for thesis.

Thesis: Elevating family communication.

### BSc Industrial Design



2008

Eindhoven University of Technology. Graduated with honours (cum laude).



## Training & certificates



### User interface design

 Designlab  
 Aug 2018 (4 weeks, 10h/w)



 Course credential  
 Online course



### Building websites from scratch (HTML, CSS, JS)

 Codecademy Pro Intensive  
 Jul - Sep 2017 (10 weeks, 10h/w)

 Course credential  
 Online course

### Professional Scrum master

 Scrum.org  
 Feb 2016 (1 day & exam)



 Certification  
 Willemstad, Curaçao

### NN/g User experience certification

 Norman Nielsen Group  
 Nov 2015 (6 days)



 Certification  
 London, UK



### Leadership in action

 University College London  
 Feb 2015 (3 days)


 Course  
 London, UK



### Global graduate award in languages, Spanish

 University of Surrey  
 Oct 2012 - May 2013 (4h/w)



 Course credential  
 Guildford, UK



### CHI 2012 doctoral consortium

 ACM CHI Conference  
 May 2012 (2 days)



 Consortium  
 Austin, USA



### HCI training school

 DEVISE'11  
 Oct - Nov 2011 (4 days)

 Course  
 Bertinoro, Italy





### Microsoft PhD summer school





 Microsoft Research Cambridge  
 Jun - Jul 2011 (5 days)

 Course  
 Cambridge, UK

## Skills

### Software

 Illustrator  
 Photoshop  
 Indesign  
 Omnigraffle





 Sketch  
 Solidworks  
 Rhinoceros  
 NVivo





### Hardware

 Lasercutter  
 3D printer

 Microcontrollers  
 Electronics

### Coding & frameworks

 HTML  
 CSS  
 Bootstrap  
 JavaScript

 JQuery  
 React  
 Java  
 JavaFX

### Languages

 English  
*My English is not too bad at all (UK)  
My English is awesome (USA)*

 German  
*Ich verstehe ziemlich viel Deutsch  
und spreche es ein wenig*

 Dutch  
*Ik spreek vloeiend Nederlands*

 French  
*J'ai oublié la plupart de mon  
français*

 Limburgs  
*Ich kal heel good plat*

 Spanish  
*En mi tiempo libre estudio  
español*

 Papiamentu  
*Mi ta papia un tiki papiamentu*

## Publications & talks

I have published papers in various peer-reviewed conferences and journals, and have presented research internationally. Venues include: CHI, TEI, DIS, UbiComp, and Personal and Ubiquitous Computing.

A full list of publications is available on my website's [publications page](#).