



Pol Goetstouwers




Pol Goetstouwers | Industrial designer & teacher

As an industrial designer I design products for play and education to empower children and young adults. As a teacher I coach students in their personal development and I stimulate collaboration and self-regulation. As a volunteering scouting staff member in Utrecht, I help children in developing their self-reliance.

 +316-29489685

 pol.goetstouwers@gmail.com

 [linkedin.com/in/polgoetstouwers](https://www.linkedin.com/in/polgoetstouwers)

 polgoetstouwers.com

Education

Master Industrial Design | 2017-2020

Eindhoven University of Technology, Eindhoven.
Master in designing intelligent systems through a self-directed educational framework. My graduation project was about self-regulation in Technasium education with a working product system as a final design. Diploma received in December 2020.

Master Science Education & Communication | 2017-2020

Eindhoven University of Technology, Eindhoven.
Master towards first degree O&O teacher and second degree Maths teacher. Among other courses, I followed educational sciences and didactical courses. For my thesis I researched the effect of gamification on long-term retention in Mathematics education. Diploma received in 2020.

Bachelor Industrial Design | 2014-2017

Eindhoven University of Technology, Eindhoven.
Bachelor aimed at designing interactive products or services through a self-directed educational framework. For my Bachelor graduation project, I designed a game that helps students take the user's perspective during design-based learning. Diploma received in 2017.

Atheneum & Technasium | 2008-2014

Gerrit Rietveld College, Utrecht.
I completed the Dutch educational profiles Natuur en Techniek, Natuur en Gezondheid, and Technasium. Diploma received in 2014.

Work experience & internships

Graduation intern | Oct. 2019 - June 2020

Stichting Technasium, Eindhoven.
A year long graduation project where I conducted a large scale study on self-regulation in Technasium students. After multiple tests I delivered a final product that assists students in project planning, setting learning goals, and guides them through reflection within Technasium education. The system made reflection easier and more insightful for both teacher and student.

Student assistant | May 2019 - June 2020

Eindhoven University of Technology, Eindhoven.
Student assistant to different Industrial Design courses, about 5 hours a week. For example, coaching first and second year Industrial Design students in setting learning goals, describing their vision and professional identity as designers, or guiding their project's processes.

Intern O&O teacher | Nov. 2018 - Feb. 2019

Eckart College, Eindhoven.

During this internship I taught O&O to 1 vwo, guiding their projects from start to end, overseeing their projects and solving team conflicts. I also taught O&O to 2 and 4 vwo, where I mostly focussed on interpersonal student coaching; setting individual or group learning goals, finding a fitting client, making teams, etc.

Intern O&O and Mathematics teacher |

Mar. 2018 - Nov. 2018

College Den Hulster, Venlo.

During this internship I taught O&O to all levels of education. The last three months I gave class to 1 and 2 havo/vwo as a substitute teacher. During the Mathematics internship, I mainly focussed on differentiation and experimented with different teaching methods like gamification.

Industrial Design intern | Sept. 2016 - Dec. 2016

Pillo Games, Eindhoven.

Within this startup I did client and user research, user tests, game design and social media marketing. I worked together with fellow interns from different disciplines to deliver multiple games for a pillow-controlled game system.



Employee testing station | Nov. 2020 - present

GGD Brabant-Zuidoost, Eindhoven.

As GGD employee I carefully take and register mouth and nose swabs from adults and children with COVID-19 symptoms.

Volunteering

Team leader Verkennerstaf | 2014-present

Verkenners Scouting Utrecht Oost, Utrecht.

I organise, together with fellow staff members, various weekly activities for boyscouts of 11 to 16 years old. Activities include games, multiple camping trips and a yearly themed summer camp. Verkenners do these activities by working together in small teams, created by our staff team with specific social goals in mind.

Staff member Bevers | 2014-2016

Bevers Scouting Utrecht Oost, Utrecht.

Together with fellow staff members I organised different weekly activities and games for children of 4 to 7 years old. For these activities, social-emotional development was centralised.

Skills & expertise

★ **Planning & organisation**

I received praise from project coaches on my ability to work individually, preparations, planning and honouring agreements.

★ **Collaboration & self-regulation**

I am skilled at collaboration with team members. I regularly reflect on my work and set development goals for myself. I am able to assist others in this as well.

★ **User involvement**

Interested and proficient in involving user throughout my design or research process. Skilled in both quantitative or qualitative user research.

★ **Concepts & prototypes**

In a short time period, I am able to create concepts and working prototypes for potential user tests. These prototypes can be both physical and digital.

★ **Design skills**

Experienced with products like AdobeCC or SolidWorks. I can program Java and have some experience with Python. Proficient in the use of physical materials.

Furthermore...



...I like to read thrillers and comics, love watching Scandinavian detectives, and I swim or cycle multiple times a week.