



Fay Beening

CREATIVE TECHNOLOGIST

Curious problem solver and team player looking for a new challenge in interactive design field

SKILLS

- Adobe Illustrator
- Adobe XD | Figma
- Arduino
- Autodesk Maya
- Game Design
- HTML/CSS
- Python
- Prototyping
- Sketching
- UX design

LANGUAGES

- Dutch (native)
- English (fluent)

INTERESTS

- Alternative music
- Contemporary art
- Photography

EDUCATION

Vrije Universiteit Amsterdam, MSc Artificial intelligence

SEPTEMBER 2019 – JULI 2022

Specialisation: Cognitive Science

Machine learning, AI and Society, Computational Creativity, Cognitive Psychology, Social Robotics, Learning Machines

Universiteit Twente, BSc Creative Technology

SEPTEMBER 2016 – JULI 2019

Specialisation: New Media, Serious Gaming

Human Computer Interaction, Art and Technology, Visual Communication, Experience Design, Web Design, Smart Environments

EXPERIENCE

Freelance, Brand and website developing

SEPTEMBER 2021 – CURRENT

Created new brand identity and website to better represent the company values. Ensured client satisfaction with regular updates and feedback sessions.

Vechtstede College Weesp, Teaching assistant

NOVEMBER 2021 – JULI 2022

Assisted in various tasks around the school such as substituting and assisting on various organisational levels.

Bagels & Beans Veemkade, Shift leader

SEPTEMBER 2019 – APRIL 2022

Managed the store where I was responsible for the employees and the customer satisfaction. Implemented several changes on the work floor to create a better work flow.

PROJECTS

Creative GAN: generating art through IoT

- Created a Generative Adversarial Network that can generate art interactively based on the environment.
- Build an IoT through using an Arduino with multiple sensors.

Gamification of a diabetes lifestyle application

- Implemented game elements in an app that tracks exercise and food intake to improve user experience and gather data more efficiently.
- Designed an app in Adobe XD through various usability testing stages.