



JACOB JELEN

London based **designer** and creative **technologist**. **Thinker**, tinkerer, **change maker**, box breaker, **day-dreamer**, space explorer. Bridging the gaps between the **social and environmental issues** that we face and the incredible innovations and discoveries of **science and engineering**.

Places I have been:



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EDUCATION

2016 - 2018
Royal College of Art, UK
Imperial College, UK
Ma/Msc Innovation Design Engineering

2012 - 2015
London College of Communication, UK
BA Interaction Design Arts

OTHER ACTIVITIES

GE Healthcare x Mettle studio
Facilitated a hackathon for GE employees

RCA x Solve.Earth
Organised and facilitated an eco-hackathon for students of RCA

Science Museum x Abnormal Design
Interactive installation that lets kids make unique Halloween masks using generative design

INTERESTS

How science and technology shape the world.
Environmental issues and their solutions.
Using my design and tech skills for all kinds of mischief.

EXPERIENCE

Arborea.io | Design Engineer, Innovation Lead | 2018 - present
Managing R&D for growing sustainable organic food additives from algae

CUE Sense | Co-Founder, Designer, Engineer | 2017 - 2018
Using computer vision to help visually impaired people socialise

AKQA | Rapid Innovation Unit | Jul - Sep 2016
Product design & innovation for Nike, Google, Ikea, Virgin Sport etc.

Takram Design | R&D, Prototyping, Python coding | May - Jun 2016
Developing an experimental accent translator,
Preparing exhibitions at V&A and London Design Week

Med44 | R&D, Rapid Prototyping | Oct - Nov 2015
Developing and prototyping an IOT system for urban growing

IDEO | Designer in Residency | Jul 2015
Building an IOT event reminder - IDEO FanBoy

Hirsch&Mann | Design Internship | Jul - Sep 2014

D&AD New Blood Academy | Graphite Pencil Winner | Jun 2014

Immersive | Creative and 2D Animator for stage shows | Apr - Jun 2014

STRENGTHS

Critical design thinking, creative ideas and brainstorming.
Ability to quickly understand and apply technologies.
Research and find solutions to technical and design challenges.
Variety of digital and physical design and prototyping techniques.
Graphics, audio and video production and post-production.