

PERSONAL DEVELOPMENT PLAN

Nijs Bouman

Personalia

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Education

VWO N&T at Werkplaats
Kindergemeenschap, Bilthoven (2011 - 2017)
Bachelor Industrial Design at Eindhoven
University of Technology (2017 - present)

35.58	34.52	38.00
29.44	29.00	32.38
44.50	43.58	48.79
26.07	26.17	28.55
10.19	10.15	11.15
16.00	15.72	17.60
15.32	15.30	16.65
6.07	6.25	6.68
33.71	33.50	36.40
26.22	25.86	28.50
32.06	31.98	33.96
58.99	58.10	62.83
6.20	6.51	6.51

“ I want to create technology that has the potential to elevate people to higher levels of economic independence. ”

Vision

We are living in the Information Age. The availability of information has never been this great. As a result, technology is evolving at an increasing pace. This creates great opportunities for humanity. The so-called information overload also poses problems however. Billions of people are missing the boat. For example, most people don't have internet access yet. Consequently, more than half of the world's wealth belongs to one percent of the world's population.

By transforming this information overload into an information treasure, I want to create technology that has the potential to elevate people to higher levels of economic independence. I believe that (economic) independence is the main gateway to happiness and that there's no limit to happiness. I imagine a world where

people spend their time in accordance with their preferences. In order to obtain this goal, solutions for the world's greatest problems are to be found. Climate change, wealth inequality and irreconcilable cultural differences are the most significant.

As a designer, I focus on designing tools that enable others to overcome these problems and obtain independence. Because of the magnitude of the described problems and the height of my goal, my designs should be way better than existing solutions. For example, in the first quartile, together with a team, I have designed a rain drainage system that generates energy. This system is way more affordable than existing solutions and has the potential to elevate people to higher levels of independence.

PROFESSIONAL IDENTITY

CURRENT IDENTITY

I am a person with high goals. I am driven by what I perceive and base my conclusions on real life examples and statistics. As a result, I will rarely be satisfied with my work. This can pose problems. Sometimes this leads to an ineffective approach. However, my demanding personality could also lead to fast learning and flexible thinking.

I would like my designs to be effective, elegant and to chase perfection. My identity as a designer is mostly in agreement with the neo-futuristic design movement. This means no unnecessary details, smooth lines, light materials, and using the latest, most advanced manufacturing techniques.

I am a rationalist. Therefore, my designs tend to be more materialistic, more formal and less artistic than others. I prefer to make cost-benefit analyses and I fancy independence. I have a commercial mindset, but my goals are more societal.

I am searching for not just another great solution, but for the best solution. I think that I am capable of identifying these solutions. The key to finding these solutions, is finding valuable information. This can be hard, because there's a lot of information available.

I am a good at self-learning. This makes my very independent and helps me to achieve my goals. In the past, I taught myself how to edit videos and work with the Adobe Creative Suite.

“ I am searching for not just another great solution, but for the best solution. ”

DESIRED IDENTITY

I am content with where I am now. I am able to fulfill the requirements of the study (e.g. study points, grades etc.) and develop skills in different areas of expertise. I would like to dive deeper into the domain of Technology and Realization, refine my design process and be able to present my ideas more accurately. I think that this will help my designs to become more effective.

In order to improve my skills and attitude in the domain of Technology and Realization, I am going to experiment with at least three different ways of prototyping in my Project 1. I hope to improve my woodworking skills, Teensy (micro-controller) skills and hope to experiment with 3D-printing. The reason I want to improve these skills is because I think that good prototypes can help you to understand the problem better and create a team to find the best solutions.

Refining my design process will help me to make it to the last few steps of the design process. So far, I haven't been able to refine a design to such an extent that it is ready for market introduction. It is important to get the hang of all steps within the design process, in order for your design to be useful in everyday situations. I want to make at least one product that makes in to the last stage of the design process before the end of this academic year. A design process takes a lot of time, so I think one product is realistic.

Another way of presenting and refining your ideas, is by making a digital 3D-model of your design. I want to obtain some experience with SolidWorks or a comparable program and make at least two 3D-models for Project 1. I will watch YouTube tutorials to learn the basics. I think that this skill will help me to identify great solutions and divide a problem into smaller design challenges.

“ I want to be independent. Self-Directed and Continuous Learning helps me to be independent. ”

Competency

All areas are important, but some are more important than others. For me, Self-Directed and Continuous Learning, Technology and Realization, and Business and Entrepreneurship are the most important. I want to be independent. Self-Directed and Continuous Learning helps me to be independent. Also, I want my design to have an impact. Technology and Realization makes that happen. Finally, I want my designs to make economic sense and create added value. Business and Entrepreneurship is key.

LEGEND



Current level



Predicted further growth for first year



Goal for first year

Self-Directed and Continuous Learning



I think that I am a great self-directed learner and I continue to improve my skills. I am not planning any special activities for this area this quartile.

Design and Research Processes



I have followed the courses From idea to design and User-centered design, but I am not yet content with my skills in this area. Therefore, I am refining my design process (SMART-goal 2).

Teamwork and Communication



I have a lot of experience in this domain. I have done many projects the last few years and I continue to improve my skills, especially through Project 1.

Technology and Realization



I think this is one of the most important fields for me. I have followed the course Creative programming and I am going to follow the courses Creative mechanical engineering and Creative electronics in order to improve my skills. Additionally, I am going to experiment with at least three different ways of prototyping in my Project 1 (SMART-goal 1) and I want to obtain some experience with SolidWorks or a comparable program and make at least two 3D-models for Project 1 (SMART-goal 3).

Creativity and Aesthetics



I hope to improve my creativity skills with Project 1. I have some experience with this domain, because I have followed the course From idea to design.

User and Society



I am not going to work extensively on this domain, because I have almost reached my goal and I have just finished the course User-centered design.

Business and Entrepreneurship



I am not planning to follow any courses for this area or work on this area myself, because I followed the course Introduction to business design last quartile and I think I already have great skills in this field.

Math, Data and Computing



My skills for this field are not what I want them to be. Therefore, I am following the courses Data analytics and Creative electronics to improve this. I have no experience with electronics or data analytics yet.

Next year, I will focus more on the fields Creativity and Aesthetics and Math Data and Computing.