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## 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:



[jacobjelen@gmail.com](mailto:jacobjelen@gmail.com)  
+44 (0) 7936 274 796  
[www.jacobjelen.com](http://www.jacobjelen.com)  
@jacobjelen

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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

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## 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**  
Interactive installation that lets kids make unique Halloween masks using generative design

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## INTERESTS

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

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## EXPERIENCE

**Arborea.io** | Design Engineer, Innovation Lead | 2018 - present  
Managing the 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

**AKQA** | Rapid Innovation Unit | Jul - Sep 2016  
Product design & innovation for Nike, Google, 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

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## STRENGTHS

Critical design thinking, creative ideas and brainstorming.  
Ability to observe, research and find solutions to design challenges.  
Variety of digital and physical design and prototyping techniques.  
Graphics, audio and video production and post-production.