



CAISEAL BEARDOW

Design researcher, creative technologist, facilitator

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I am a researcher, creative technologist and facilitator, specialised in interaction design for emerging technologies. I combine creative, technical and interpersonal skills to make complex systems accessible and intuitive. From designing workshops to prototyping interfaces, I bring a holistic, human-centred approach to everything I do.

Education

2021-2026
TU Delft (NL)
PhD Quantum UX & UI

2018-2021
TU Delft (NL)
MSc Design for Interaction (Cum Laude)

2013-2017
University of Bath (UK)
BSc Architecture (Hons)

Volunteering

2022-
We In Quantum Development
Organising Committee Member

I am an Organising Committee member of We In Quantum Development, a Dutch organisation that aims to create a more diverse, equitable and inclusive quantum technologies sector. My duties include:

- Event planning and hosting
- Stakeholder management
- Internal administration

2022-2024
TU Delft PhD Council
PhD representative

I held the voluntary position of Department and Faculty PhD representative, collaborating with other members of the Faculty and University PhD councils to advocate for the needs of the PhD community. My duties included:

- Organising and hosting community events
- Collecting insights on community needs
- Liaising with Faculty and University-level management
- Advising on policy and educational strategy

Skills

Research methods	Data analysis	Communication
User interviews <input type="checkbox"/>	Qualitative coding <input type="checkbox"/>	Scientific writing <input type="checkbox"/>
Prototype testing <input type="checkbox"/>	Metric design <input type="checkbox"/>	Public speaking <input type="checkbox"/>
Co-creation sessions <input type="checkbox"/>	Statistical analysis <input type="checkbox"/>	Mentoring & teaching <input type="checkbox"/>

Proficiencies

Prototyping tools	Programming tools	Design software
Arduino <input type="checkbox"/>	Python <input type="checkbox"/>	Photoshop <input type="checkbox"/>
Figma <input type="checkbox"/>	JavaScript <input type="checkbox"/>	Illustrator <input type="checkbox"/>
ProtoPie <input type="checkbox"/>	Java <input type="checkbox"/>	InDesign <input type="checkbox"/>
Max <input type="checkbox"/>	HTML/CSS <input type="checkbox"/>	DaVinci Resolve <input type="checkbox"/>

Experience

2021-2026 TU Delft (NL) | Doctoral researcher (Quantum UX & UI)

I conducted pioneering research and design work in the quantum computing domain, developing and implementing design principles for developer IDEs. Activities included:

- **Planning and executing an impact-driven research agenda** in a new design space
- **Defining emerging user needs** through interview studies and co-creation workshops
- **Managing stakeholder relationships** with industry, academia and government
- **Delivering innovative interfaces** and **actionable design principles** for an evolving technical industry
- **Taking ownership of design processes**, from concept to hi-fidelity prototype
- **Developing and deploying user-centred metrics** in mixed-methods user testing
- **Translating findings to compelling narratives** for industry and scientific stakeholders

2024- crb design (NL) | Facilitator and moderator

I leverage my experiences in scientific research, design and education to facilitate panels and public events, focusing on the theme of diversity, equity and inclusion (DEI) in the quantum technology sector. My work involves:

- **Collaborating with national and international organisations**, including UNICC, ITU and Quantum Delta NL
- **Building narratives** to communicate complex **technical and scientific content**
- **Connecting perspectives** across the **technology sector**, from academia to industry and policy



2018-2019
de Voedseltuin Rotterdam
Garden volunteer

I volunteered as a gardener at de Voedseltuin, a community garden project in Rotterdam providing reintegration opportunities for individuals with a distance to the labour market.

2017-2018
North London Cares
Social events volunteer

I volunteered with North London Cares, an English non-profit organisation connecting older community members with younger neighbours through social activities.

Languages

English | Native proficiency

French | B2 proficiency

Dutch | B1 proficiency

Courses & Certifications

2021-2026
Doctoral training scheme
TU Delft (NL)

I completed a number of professional trainings and courses during my position as a doctoral researcher.

Professional trainings taken include:

- Analysing Interview Data
- Research Design and Ethics
- Project Management
- Coaching and Mentoring
- Intercultural Communication

2019
Teaching English as a Foreign Language (TEFL)
Abridge Academy (UK)

I hold TEFL certification as a teacher of English as a foreign language, having completed my training over 6 months both in my home country of the UK and on placement at the Camford Royal School in Beijing, China.

2020-2024 TU Delft (NL) | **Communications content creator**

I produced content for internal and external communications at the faculty of Industrial Design Engineering, including:

- **Copywriting and editing** for internal newsletters
- **Voice acting** for video campaigns promoting educational programmes and academic publications
- Preparing and hosting a **podcast series** with experts from academia, industry and governance

2018-2021 TU Delft (NL) | **Creative technologist**

I assisted with prototype creation and testing as part of Vibe Research Labs, a research collective at the Industrial Design Engineering faculty. Projects were focused on health tech and design for well-being. My duties included:

- Designing and building **data-driven prototypes**, exhibited at Dutch Design Week and EuroHaptics
- Collecting and processing **research data**, including aesthetic ratings and biosignals
- Writing and editing **scientific publications**
- Designing and maintaining **web assets**

2015-2018 Various (UK) | **Trainee architect and visualiser**

I worked as a trainee architect and architectural visualiser within multiple mixed teams of architects, interior designers and structural engineers. My responsibilities included:

- Producing **construction drawings** and **technical details**
- Producing **architectural plans** and **design drawings**
- Creating rendered and digitally painted **visualisations** for project proposals
- Producing and maintaining **planning documentation**
- Conducting site and building **surveys**
- **Liaising with stakeholders** including clients, developers, engineers and planning authorities

