

MICHEL BOOT

CURRICULUM VITAE

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EDUCATION

Master of Arts, Industrial Design

The Royal Danish Academy of
Fine Arts, School of Design(DK)
2013 - 2015

Bachelor of Science, Industrial Design Engineering

Delft University of Technology
(NL)
2010 - 2013

CERTIFICATIONS

UX Academy

Designlab | Jan 2025
[Link to certificate](#)

UX Academy Foundations

Designlab | May 2024
[Link to certificate](#)

UX Design with Figma

Winc Academy | Oct 2023
[Link to certificate](#)

TOOLS

Figma
HTML & CSS
Adobe CC
MS Office

WORK EXPERIENCE

Product Designer

GripGrab ApS (DK) | Nov 2020 - Feb 2023

Worked full-time as a consultant for GripGrab, where I actively contributed to their product development team. I played a key role in developing new glove models, and I conducted research to support other projects. Additionally, I played a part in establishing a clear and efficient structure for the overall design process.

Product Developer

GripGrab ApS (DK) | Aug 2015 - Aug 2018

I was part of a small team focused on designing and developing innovative soft-good accessories for cyclists and runners. I had a close relationship with the regional office, and maintained direct contact with manufacturers and suppliers, streamlining the development process.

Internship - Industrial designer

LEGO (DK) | Aug 2014 - Dec 2014

As part of the LEGO Play Themes IP department, I was involved in the concept generation, design, development and building of LEGO play sets and elements.

Internship - Industrial designer

Studio Mango (NL) | Aug 2012 - Dec 2012

I contributed to various projects across all stages of the design process. From brainstorming sessions to precise technical drawings for final products, I consistently supported the team.

LANGUAGES

Dutch (Native)
English