

Curriculum Vitae

Billy Schonenberg

Name Ir. Willem Andreas Sares Schonenberg
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Phone 06 46548115
Date of birth July 26th 1986
Place of birth Langenboom, Noord-Brabant
Nationality Nederlandse
Driver's license B



Education

2009 - 2011 **Eindhoven University of Technology**
Master of Science (Industrial Design)
graduated (cum laude)

*2010 Publication Internal Conference on Human-Robot Interaction (HRI)
with Mysterious Machines*

*2011 Excellent assessment
with graduation project Personal History*

2005 - 2009 **Eindhoven University of Technology**
Bachelor of Science (Industrial Design)
graduated

1998 - 2004 **Udens College**
VWO (Natuur & Techniek)
graduated

Work Experience

2010 - heden **BLLLY**
founder, developer, designer

*A creative agency with a focus on creative programming, game development,
illustration en visual communicatie.*

*2011 Gourmand World Cookbook Awards - Best sustainable cookbook in the
world with Van Eigen Erf: Biologisch Boerenkookboek*

*Selected clients: Manus Machina, Locafora.nl, IDFA, Universiteit Utrecht, Kiva,
Ypex BV, tgSpace, Technische Universiteit Eindhoven, Unit040*

- 2012 - 2014 **Afdeling Buitengewone Zaken**
co-founder, partner, designer, researcher
- Design Agency. Design en implementation of interactive installations, digital productions, start-ups and client consultancy.*
- Selected clients: Brainport, EHV365, Gemeente Eindhoven, MADOC, Lage Landen*
- 2013 Nominatie Designprijs Rotterdam with design methodology Hidden Design*
- 2011 - 2014 **Locafora.nl Coöperatie UA**
co-founder, developer, designer
- Locafora.nl is the online marketplace to share, buy and sell local food. I was responsible for concept development, strategic business as well as managing and software development.*
- 2008 - 2009 **Advanced Telecommunications Research Institute (Kyoto)**
trainee interaction design
- Research, design, prototyping and testing of a new voice-to-voice translation system for Kyoto Studio Park*
- 2007 - 2008 **Unit040 Ontwerp**
trainee
- Research, design, prototyping and testing of a new board game with digital augmentation.*

Skills

Design	conceptdevelopment, conceptcommunication, design thinking methodology	<i>Expert</i>
Development	Object Oriented Programming, C#, JavaScript, XHTML, PHP, CSS, LESS	<i>Expert</i>
Visual tools	Unity3D, Photoshop, Premiere Pro, After Effects, Painter, Illustrator, handtekenen en illustreren, storyboards, animatie	<i>Expert</i>
Frameworks	Angular, Ionic, D3, Node, Vue	<i>Competent</i>
Version control	Git, Mercurial	<i>Competent</i>

Characteristics

Problem solving, creatives, stress resistant, communicative, innovative, versatile, self-directed, autodidactic