

Alex Ward

Creative Technologist

Enschede, NL · github.com/ahward21

ABOUT

I am Alex Ward, a first year Interaction Technology master student at the University of Twente, passionate about exploring the intersection of technology, human behaviour, and unique experiences, both digital and outdoor.

Throughout my studies, I've developed a set of skills from custom application creation, VR development, 3D modelling, and coding (including C#, Python) using tools like Unity and Blender. I have a good understanding of the technical aspects as well as a fascination with the psychological and social implications of human-technology interaction. I particularly enjoy collaborating closely with clients and academic partners, including PhDs and Assistant Professors, to translate their unique concepts and 'visions' into tangible solutions using tech.

My technical foundation is complemented by real-world experience, such as my work as an outdoor climbing instructor, where I've further learned to communicate complex concepts clearly and foster confidence. As an experienced climber, I have great problem-solving skills, resilience, and a keen awareness of risk management. These attributes, with my certifications (first aid, wilderness first aid, Red Cross pool/open lake), reflect my commitment to safety and responsibility in both outdoor and technological contexts.

I'm a strong believer in the importance of user experience and empathy, whether developing a software solution, crafting an immersive VR application, building a detailed 3D model, or guiding a young climber through their first ascent.

EXPERIENCE

Feb 2023 – Present **Knowledge Specialist**

Interaction Lab, Enschede

- Providing general support for equipment in the lab
- Creating tutorials and how-to guides for equipment
- Collaborated with cross-functional teams to create and implement a DokuWiki for our lab

May 2024 – Aug 2024 **Lead Climbing Instructor**

Deer Crossing Wilderness Camp

- Caring for campers aged 8–16
- Instructing outdoor climbing classes using natural anchor points, triple point redundancy and how to fall 'safely'
- Teaching windsurfing, bouldering and sewing for repair

Sep 2022 – Apr 2025 **Teaching Assistant**

University of Twente, Enschede

- Teaching VR basics in Unity
- Assisting in Blender (3D modelling)
- Running weekly project meetings with mentee groups

Feb 2022 – Apr 2022 **VR Event Assistant**

Reis Opera, Enschede

- Guiding audiences through VR experiences
- Troubleshooting tracking
- Creating a post-performance feedback system for visitors

EDUCATION

2026 – Present

MSc Interaction Technology

University of Twente

2021 – 2025

BSc Creative Technology

University of Twente

Where I started exploring the intersection of technology, creativity and human interaction. Favourite projects include a pneumatic animatronic robot for GGOBOT and automated systems.

Engineering and Technology

Twente Pathway College

A-levels: Computer Science, Mathematics, Physics

Jesmond Park West Academy

SKILLS

Unity, C#, Python, Blender, Fusion 360, VR / XR,
Motion capture (OptiTrack, Xsens), SQL,
WordPress, 3D printing, Arduino

CERTIFICATIONS

First aid, Wilderness first aid, Red Cross pool /
open lake