

PORTFOLIO

OLIVIER DE GRUIJTER

2026

I AM OLIVIER

OPTIMIST, TEAM PLAYER, MAKER

I am Olivier de Gruijter; a designer, engineer, and maker based in Amsterdam. With a foundation in industrial design engineering, my practice is rooted in curiosity and fueled by a drive to create tangible, impactful solutions that resonate with real-world challenges. I believe in the power of making: iterating through prototyping and experimentation to transform abstract ideas into meaningful outcomes. My work often takes place at the intersection of design, technology, and social impact. I aim to create work that question current systems and sparks dialogue and reflection.

We live in exciting times. Rapid technological developments such as 3D-printing, electronics and AI are shaping our world and open up a whole new range of possibilities. At the same, the disastrous effects of climate change require us to redesign our current failing systems and explore alternative future scenarios. I believe that designers can play a fundamental role in this process and use the power of design to contribute to a more sustainable and resilient future.

Sincerely,

Olivier de Gruijter

www.olivierdegruijter.com



CURRICULUM VITAE

PROFESSIONAL EXPERIENCE

Studio de Gruijter, Amsterdam
Designer and maker (2019-now)
Design studio that designs and builds objects and installations that question how we understand and interact with the world around us.

Loop Earplugs, Amsterdam
Engineering Lead (2023-2025)
Responsible for leading a product team of 10 people, from first sketch to mass-production of hearing devices.

Forthemany BV, Amsterdam
Founder and Design Engineer (2019-2023)
Leading the product development and design research of JERRY: the Jerrycan Water Filter.

Jason Bruges Studio, London
Design Engineer (2018-2019)
Responsible for concept design, technical engineering and installation of interactive light installations.

Joris Laarman Studio, Amsterdam
Project Lead (2016-2018)
Responsible for the development of experimental artworks from initial sketch to final production.

EDUCATION

MSc. Integrated Product Design
Industrial Design Engineering, TU Delft (2012-2015)
Graduated with ‘cum laude’ annotation.

BSc. Industrial Design Engineering
Industrial Design Engineering, TU Delft (2008-2012)
GPA 7.3 / 10.

AWARDS

World Impact Prize (finalist)
World Design Organization (2021)
International competition focused on societal impact.

Impact Accelerator (finalist)
Adyen (2021)
Selected as one of 10 impactful start-ups.

Albert Schweitzer Prize (finalist)
Albert Schweitzer Foundation (2020)
Finalist of competition that celebrates ‘healthcare pioneers’ focusing on the African continent.

James Dyson Award (winner NL)
James Dyson Foundation (2019)
International design competition.

EXTRACURRICULAR ACTIVITIES

Artist Residency
Mas Palou, Spain (2026)
Development of an experimental photographic process to document the relationship between landscape, architecture and the cycles of wine production.

Creative Climate Collective
What Design Can Do (2022)
Part of an intentional network of 18 impactful designers and makers to advocate for the role of design within climate action.

Jury member
James Dyson Award (2019-2021)
One of the three jury members judging the submissions and selecting the national winner.

EXHIBITIONS

Camera Obscura
Down the Rabbit Hole Festival (2026)
Concept development, production and presentation of an interactive scientific festival installation.

Qursaya: Healthy Communities at the Nile
Qursaya Island (2024)
Book presentation and lecture about resilience of a Cairo island community facing urban challenges.

Creative Climate Collective
COP27 Conference, Sharm Al Sheikh (2022)
Presentation and panellist during event ‘Design as a key for change’; Showcase of 18 research and design projects that rethink our systems and advocate for climate action.

Lowlands Loop der Dingen
Lowlands Festival, Biddinghuizen (2022)
Concept development, production and presentation of an interactive scientific festival installation.

Expeditie NEXT Machine
National Science Festival, Franeker (2022)
Concept development, production and presentation of an interactive installation to popularize science among children.

Dulce Agua
CentroCentro, Madrid (2020)
Exhibition of objects related to innovative water harvesting and consumption solutions.

MEDIA OUTINGS

What Design Can Do; Financieel Dagblad; Designboom; Fast Company; RTL Nieuws; de Telegraaf; de Ingenieur



CAMERA OBSCURA

A WALK-IN CAMERA THAT TURNS ITS SURROUNDING INTO A LIVE PROJECTION

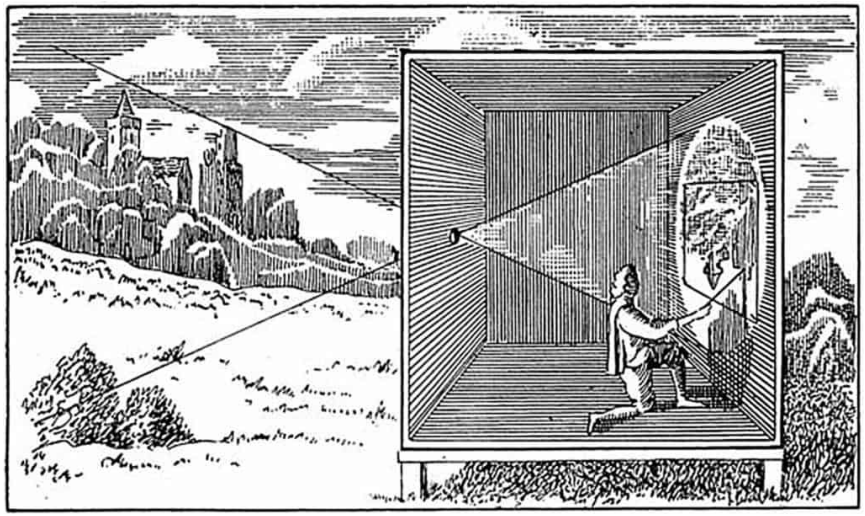
The Camera Obscura is one of the earliest forms of photography. Long before cameras existed, artists and scientists discovered that a dark room with a single hole could project a live, upside-down image of the outside world onto its walls. This simple optical phenomenon was used by painters including Johannes Vermeer and Leonardo da Vinci and laid the foundation for photography and cinema, and continues to evoke a sense of wonder centuries later.

For Down The Rabbit Hole Festival, we reinterpreted this historic principle as an immersive, walk-in installation. Visitors enter a mirrored cube where the surrounding festival landscape is projected live onto the interior walls. By sliding between different lenses, they can change the focal point of the projection, revealing the landscape in unexpected ways. The installation transforms a familiar environment into a quiet, dreamlike experience, inviting visitors to slow down, observe and rediscover their surroundings.

RESPONSIBILITIES

As initiator and project lead I was responsible for concept development, prototyping, production and installation of this immersive installation.

Team size: 3
Client: DTRH Festival
Link: Link



Schematic drawing of the working principle of the camera obscura.



Inside the camera obscura the outside world is live projected upside-down on the inner walls, evoking interaction between inside and outside.


UPSIDE
DOWN
THE
RABBIT
HOLE
Camera
Obscura


UPSIDE
DOWN
THE
RABBIT
HOLE





PENTAGONAL PORTAL

JASON BRUGES STUDIO (LONDON, UK)

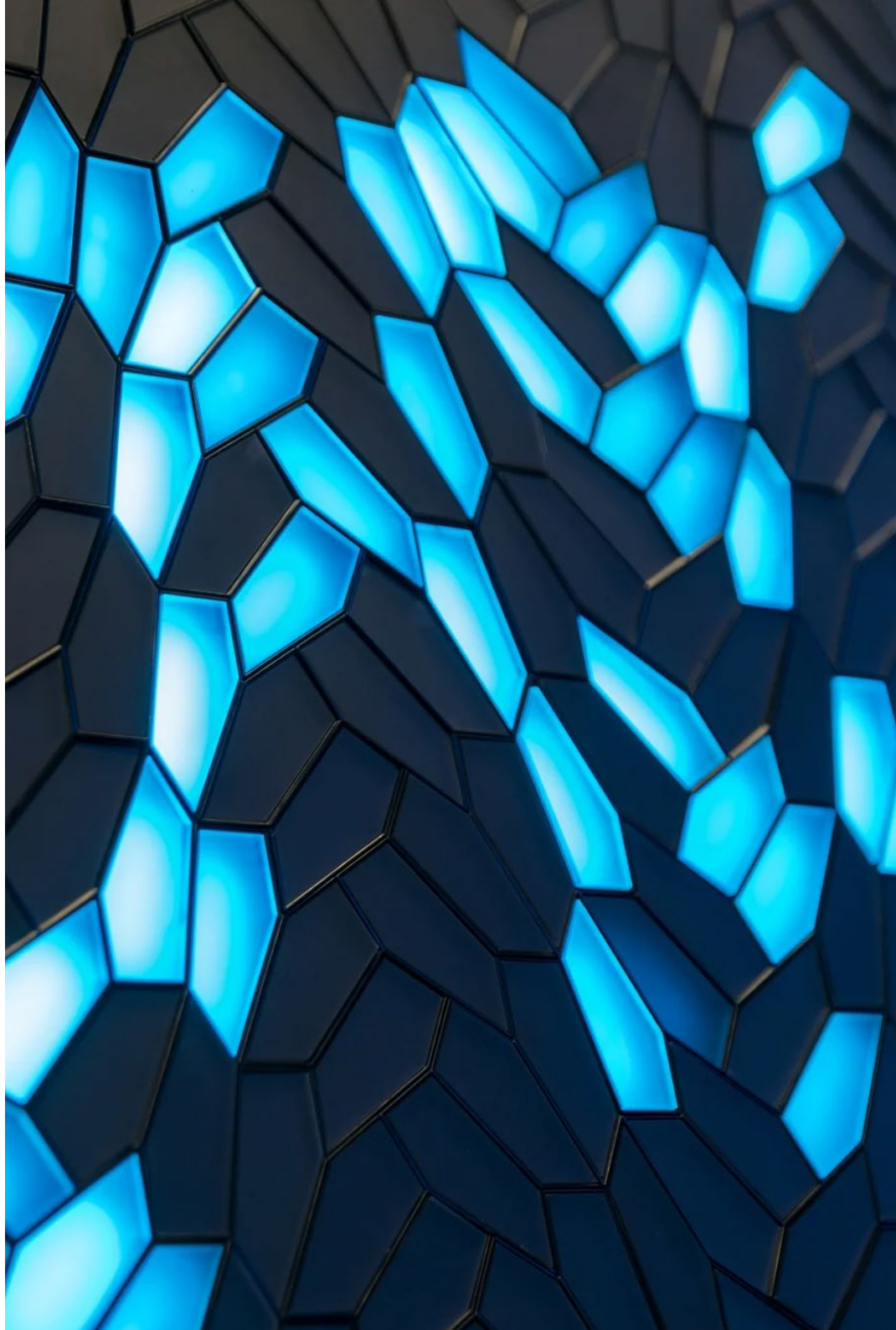
Jason Bruges Studio develops experimental, site-specific light installations. As a design engineer at the studio, I worked on international projects alongside architects, engineers, software developers and computational designers.

Pentagonal Portal is a light installation developed for the XTX Markets office in King's Cross. In the reception area, a wall of interlocking pentagons is animated by rules adapted from Conway's Game of Life. Each tile changes in response to its neighbours, causing clusters of light to form, spread and disappear across the wall. Visitors arriving in reception see a geometric pattern that appears to come alive as they watch.

RESPONSIBILITIES

As design engineer, I was responsible for the prototyping and material research of the pentagonal cells, bespoke cell production and installation of the artwork.

Team size: 6
Client: XTX
Video: Vimeo




DEPARTMENT OF COFFEE
AND SOCIAL AFFAIRS

ICOSAHEDRAL SKY

JASON BRUGES STUDIO (LONDON, UK)

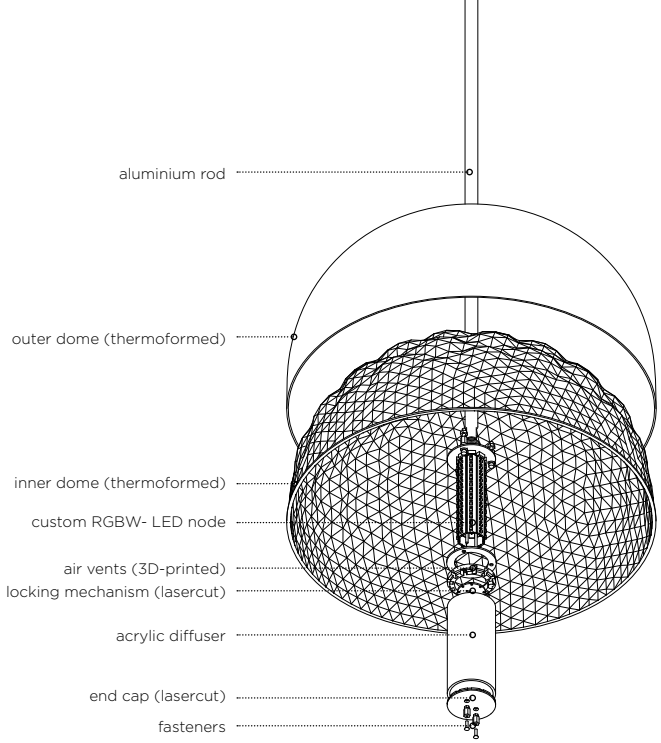
Icosahedral Sky is an 8 × 13 m light installation suspended above the lobby of 2 Kingdom Street in London. It consists of 120 bespoke domes arranged in a digitally scripted, cloud-like formation. The light animations respond to weather and seasonal conditions, giving visitors passing beneath the artwork an impression of the changing sky outside.

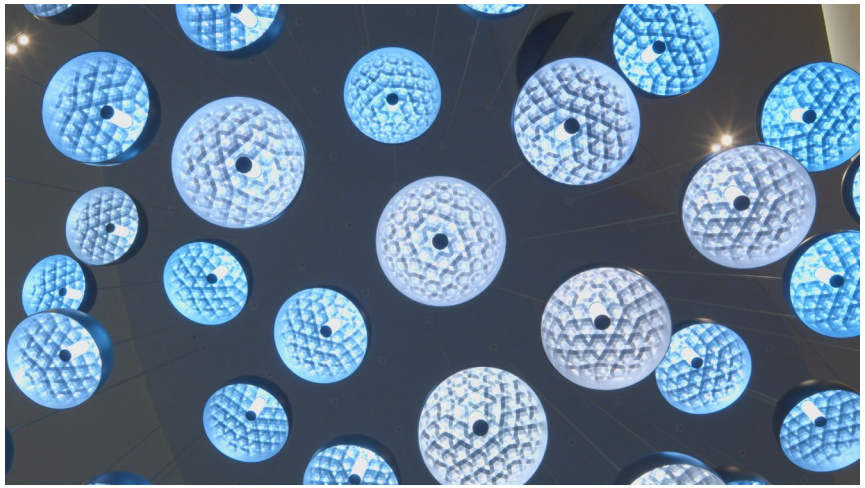
Each dome has a faceted interior based on an icosahedron, the 20-faced form that gives the artwork its name. Custom LED nodes bounce light off these facets, creating shifting patterns within the domes. All components were developed specifically for the installation.

RESPONSIBILITIES

As design engineer, I was responsible for the layout, prototyping, engineering, production and installation of the artwork.

Team size: 6
Client: British Land
Video: Vimeo





Exploded view of one of the pendant domes (top); Assembly of domes installed on-site (bottom)



PERLIN CANOPY

JASON BRUGES STUDIO (LONDON, UK)

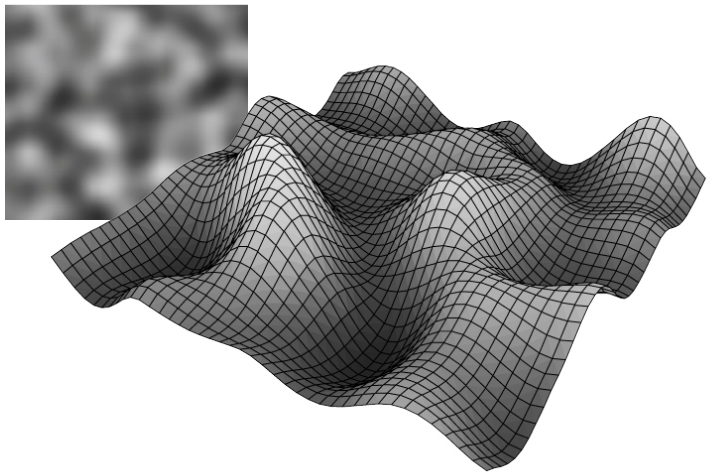
Perlin Canopy is a media artwork reflecting a tree canopy that changes with the seasons. The artwork consists of 80 individually addressable LED-rings that have been custom designed for this project. Together, these rings act as a three-dimensional screen displaying seasonal forest colors, constantly changing over time. The motion, color and fading of the lights is based on Perlin noise, an algorithm for visual effects, which continuously generates new patterns as the light output.

Instead of hiding all the electronics and LED's, we decided to use bare strips as rings, showing and celebrating the technology behind the installation. The artwork does not show any cables, as all power and data is passed to the rings through the brass rods that suspend the rings from the ceiling. This results into a minimalistic structure that displays a dynamic range of colors and patterns.

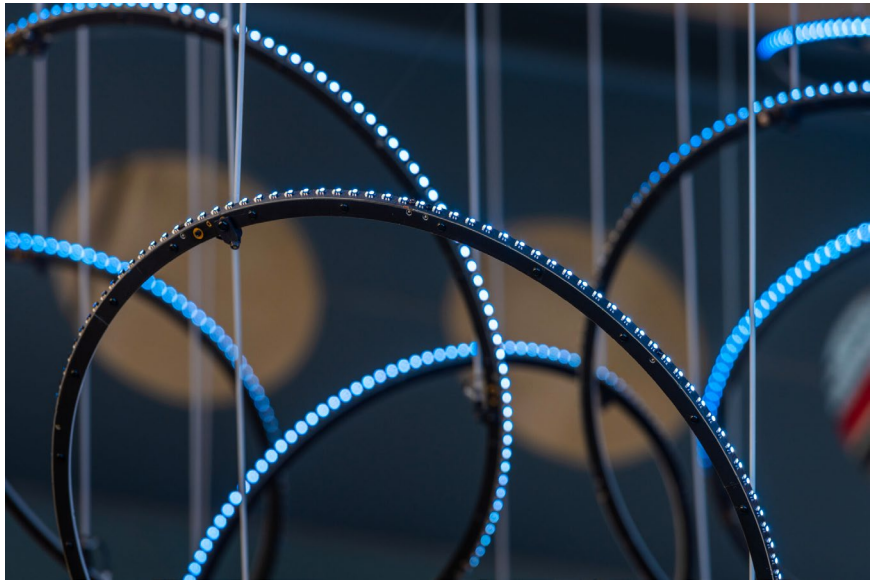
RESPONSIBILITIES

As design engineer, I was responsible for the layout, prototyping, engineering, production and installation of the artwork.

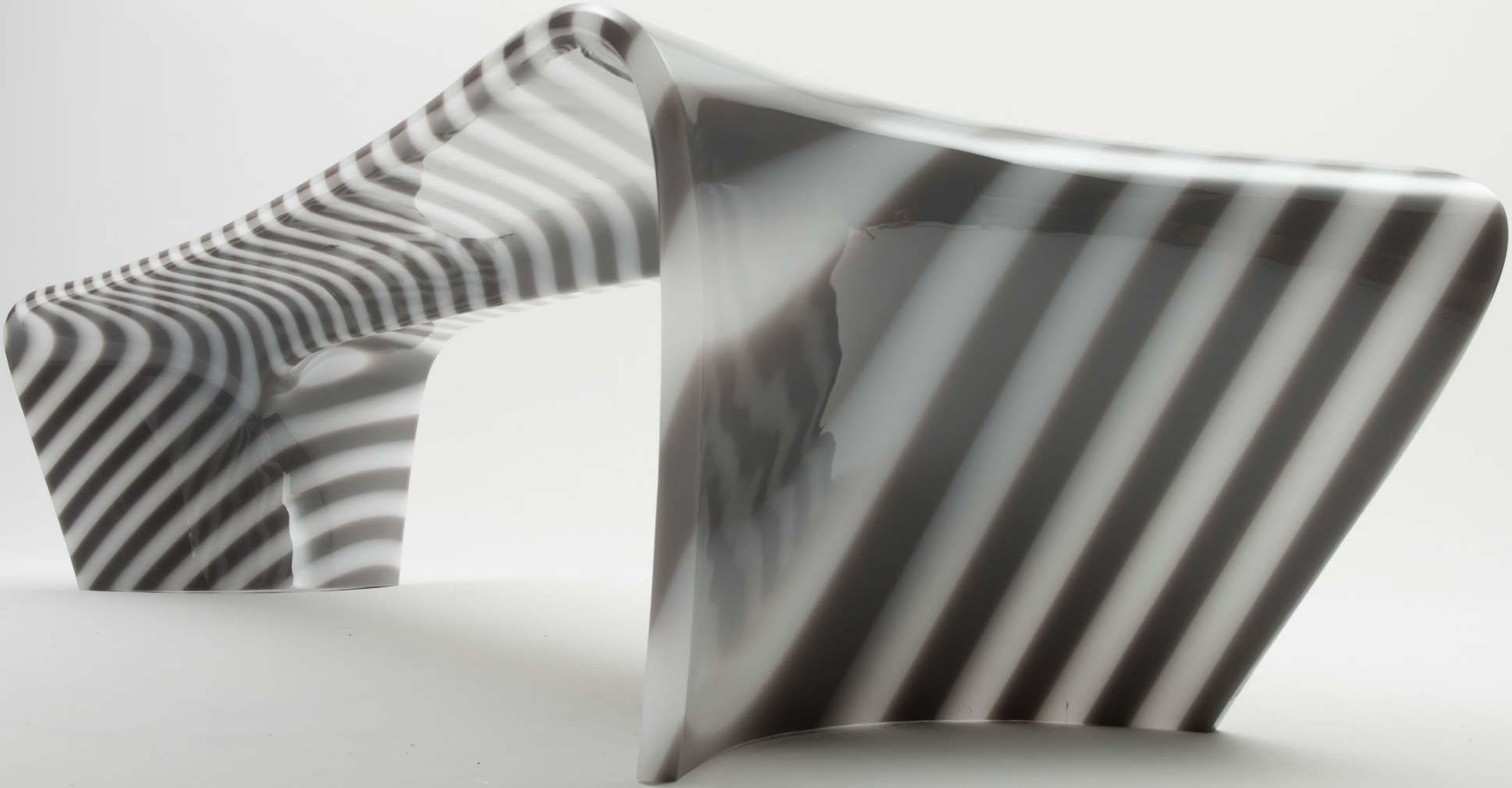
Team size: 6
Client: Helical
Video: Vimeo



The motion, color and fading of the lights is based on Perlin noise, which continuously generates new patterns as the light output.



Custom designed ring-shaped LED strips. All strips were left bare to minimize the structure and create an elegant, almost floating appearance.



DIAGONAL DINING SET

JORIS LAARMAN STUDIO (AMSTERDAM, NL)

Working as project leader at Joris Laarman Studio for several years enabled me to work on a range of exciting projects, such as building tables using only miniature magnets, making chairs from hundreds of puzzle pieces or 3D-printing a full-sized steel bridge using robotic arms.

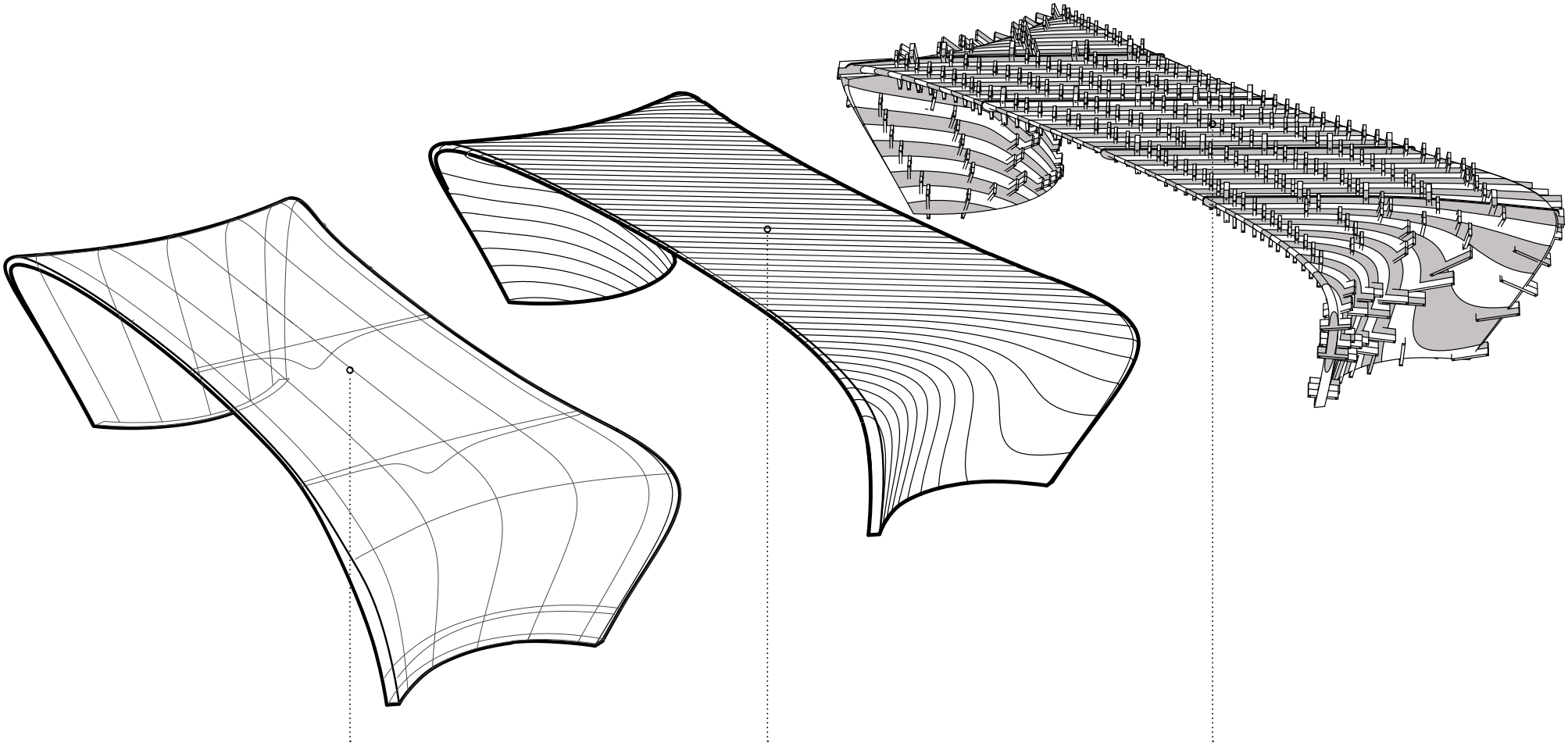
This dining set is entirely made from acrylic sheet material in two colors. Extensive material research, testing and prototyping were required to perfectly connect all individual parts together. This project led to the development of a specialized production process, where the rough CNC-milled parts are combined and finished into a perfectly mirror-like smooth surface.

RESPONSIBILITIES

As project leader, I led a multi-disciplinary team of 10 designers and makers, where I was responsible for the product development, including digital design, material testing, production and cost management for two tables and 16 chairs.

Team size: 10
Client: Private client





1. The fluent shape of the table is digitally developed using Rhino and T-Splines software, taking into account the strength, weight and size of the table.

2. Diagonally oriented parallel planes section the table into 70 unique parts, dividing the table into smaller pieces

3. Connections are added to the separate parts to precisely connect them into place, after which the slices are CNC-milled from acrylic sheet material.


JERRY

JERRYCAN FILTER

SAFE DRINKING WATER, THE EASY WAY

After witnessing water scarcity firsthand, I set out to develop an affordable water filter that would fit into people's daily routines. In many places, households already use jerrycans to collect, carry and store water. We designed JERRY around that familiar container. It fits onto a standard jerrycan and doubles as a tap, so households can filter water as they pour it. The filter cleans itself with each pump stroke, making it easier to use every day.

We developed and tested dozens of prototypes with TU Delft, refining the design before taking it into the field. Together with Oxfam, Cesvi and Bopinc, we ran pilots with 200 households across Kenya, Ethiopia, Iraq and Gaza. In Kenya, we also surveyed more than 250 people and held focus groups with 25 participants. Working directly with households helped us understand how the filter fit into their daily routines and what we needed to improve.

RESPONSIBILITIES

I co-founded Forthemany and led JERRY's development from initial research and prototyping through production and field trials. I secured funding, built and managed a small team, and coordinated the pilots with humanitarian partners. I also represented the company in the media and at public events. JERRY won the Dutch James Dyson Award in 2019.

Website:	Link
Video:	Vimeo
Partners:	Oxfam, Cesvi, Aqua4All, TU Delft, Humanitarian Innovation Fund.



Safe drinking water can be pumped from the jerrycan with a simple hand gesture


JERRY


JERRY



THANK YOU.

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