



# Wo Meijer

PhD candidate  
focused on  
bringing 360°  
video into  
design

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[womeijer.com](http://womeijer.com)  
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## Academic

TU Delft  
PhD Candidate [Nov. 2020 - Present]

Qualitative research exploring how designers can, could, and should use 360° video, using emerging technologies such as Artificial Intelligence, Biosignals, and Virtual Reality.

- Member of the Works Council
- PhD Council Representative
- Awardee Intel Academic Donation Program
- Best demo award nominee at ICTOpen and National XR day, the Netherlands.
- Organized EmpathiCH workshop CHI '22, '23, '24
- Supervised 3 amazing masters graduations

TU Delft- MSc Integrated Product Design [2016-2019]  
KAIST- Industrial Design Exchange [2017]  
DTU- Design and Innovation Exchange [2018]

TU Delft- BSc Mechanical Engineering [2012-2016]

## Skills

Engineering:  
Solidworks, Python, Matlab, Laser Cutting, CNC milling, 3D Printing, other rapid prototyping techniques.

Design:  
Design Sprints, User Research, Product Sketching, UI Mockups, Adobe Illustrator, Photoshop, InDesign.

Soft Skills:  
Proven leader and mentor for technical teams, Improvisational Theatre Teacher, Excellent Presentation Skills, Native English and Dutch, Basic Mandarin.

Bonus:  
United States and Netherlands Dual Citizenship.

## Professional

Roetz Bikes  
Project Manager [Sep. 2019 - Sep. 2020]

Spearheaded development of sensors and connectivity for next generation, B2B E-Mobility solutions.

- Coordinated with suppliers to develop innovative passive sensors.
- Created and ran Design Sprints with Fleet Managers and Design Team.
- Created roadmaps and project plans for future smart E-mobility vehicles.

Accenture Interactive Amsterdam  
Graduate Intern [Dec. 2018 - July 2019]

Created toolkit for adding senses to augmented and virtual reality projects based on IDEO method cards and Design Sprints methodologies.

- Developed, designed, and tested a demonstration of using vibration and heat to help nurses sense urgency of alarms.
- Worked with UX designers to facilitate Design Sprints with different companies, stakeholders, and user groups.
- Overhauled the electronics development process and capabilities at AI Labs.

Anything Connected  
CoFounder [Sep. 2016 - Oct. 2019]

Cofounded an innovative IoT sensor platform that allows for the monitoring and predictive maintenance of industrial and construction equipment.

- Redeveloped the electronics hardware from hand soldered board to boards that were 50% the price and mass manufactured overseas.
- Helped increase sales 300% through working with clients to match their needs.
- Advised on the pivot from B2C projects to an entirely B2B business model with a focus on industrial monitoring.



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## Publications:

### Main papers of PhD:

Meijer, W. (2025a) 'D360: a Tool for Immersive, Iterative, and Collaborative Design Ethnography using 360° Video', CHI '25 ACM [\[under review\]](#)

Meijer, W. (2025b) 'Tangi: a Tool to Create Tangible Artifacts for Sharing Insights from 360° Video', Tangible, Embedded, and Embodied Interaction, TEI '24 ACM. [\[accepted\]](#)

Meijer, W. et al. (2024) 'Sphere Window: Challenges and Opportunities of 360° Video in Collaborative Design Workshops.', NordiCHI 2024. doi.org/10.1145/3679318.3685407

### Master student work:

Venkatraj, K.P. et al. (2024) 'ShareYourReality: Investigating Haptic Feedback and Agency in Virtual Avatar Co-embodiment', CHI '24 ACM, pp. 1–15. doi.org/10.1145/3613904.3642425

Meijer, W. et al. (2023) 'Fast Drink: Mediating Empathy for Gig Workers', EMPATHICH '23: EmpathiCH Workshop ACM, pp. 1–6. doi.org/10.1145/3588967.3588975

### Smaller work:

Meijer, W. (2022) 'Destructive Feedback: a user created strategy for collecting user feedback in shared systems', European Tangible Interaction Studio '22. ceur-ws.org/Vol-3328/paper1.pdf

Meijer, W. (2021) 'Mediating Video and Sensor Data to Foster Empathy.', p. 3.

Meijer, W. (2019) 'XXR: Further Extending Extended Reality with Sensory Perception'. github.com/womei/Graduation

### Workshops I organized:

Debnath, A. et al. (2024) 'EmpathiCH: Scrutinizing Empathy-Centric Design Beyond the Individual', CHI '24 ACM, pp. 1–7. doi.org/10.1145/3613905.3636297

Drouet, L. et al. (2023) 'The EmpathiCH Workshop: Unraveling Empathy-Centric Design', CHI '23 ACM, pp. 1–7. doi.org/10.1145/3544549.3573796

Gomez Ortega, A. et al. (2022) 'SIG on Data as Human-Centered Design Material', CHI '22 ACM, pp. 1–4. doi.org/10.1145/3491101.3516403

## The Tools Behind the Papers

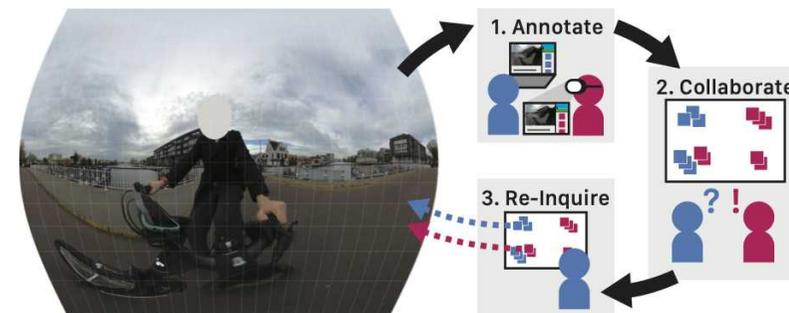
### Tangi - making 360° tangible



Tangi enables designers to quickly create cut-and-fold artifacts out of 360° content to collaborate and embody 360° video.

<https://360artifact.com/>

### d360 - 360° video to Miro to 360° again



d360 lets designers annotate 360° video, injects those annotations into Miro for analysis while maintaining back links to the 360° video.

<https://d360.womeijer.com/>