EMIEL POLS

Portfolio · Creative Technology · UX/UI · XR · AI



BSc ICT · Creative Technology

I bridge UX/UI and human-centered design with interactive technology—from research and prototyping to working experiences.

01 · Minor · Immersive Media

Virtual Production & Video Editing

Role: Virtual Production Setup, Technical Execution & Editing
Tools: Unreal Engine, Premiere Pro

Challenge

Combine physical filming with real-time digital environments into one cohesive visual production.

Results

Set up a Virtual Production pipeline and edited a finished short film bridging creative media and interactive tech.

Virtual Production





LED volume set (left) & still shot from final cut (right) · Watch short film → The Tiny Mistake

02 · Applied Research · Internship at Fama Volat

Generative AI in Creative Workflows

Role: AI Research, Workflow Prototyping & Advisory
Tools: Stable Diffusion (Automatic1111), ControlNet, ComfyUI

Challenge

Explore how an advertising agency can meaningfully integrate generative AI into its creative process.

Results

Tested AI tools in practice and delivered actionable workflows and guidelines for the creative team.

03 · XR & Human-Centered Design

Interactive VR City

Role: UX Design, VR Prototyping & User Testing
Tools: Unity, Meta Quest 3 SDK

Challenge

Spark conversations among city residents about the use of smart technology — such as drones — in urban spaces.

Results

Delivered a working VR prototype that served as the foundation for new student teams to build upon.

Let's Talk

Seeking a graduation internship
starting February 2027 (20 weeks)

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