

MSc. Remko Siemerink

Designer, thinker, maker, tinkerer.

I'm a creative, curious, critical and broad-minded researcher / designer. I strive for a world that allows safe and sustainable life for as many people, plants and animals as possible. Inventiveness and smart computer use help me do this. Beauty is a guiding principle. I'm looking for a multidisciplinary team and context to work on innovative projects.

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Born 2-9-1981, Oldenzaal, The Netherlands.

Education

- Master of Science, [Architecture engineering, TU Delft](#), January 2008.
- Bachelor of Science, [Architecture engineering, TU Delft](#), 2004.
- Foundation course, [Industrial design engineering, TU Delft](#), 2000.

Graduated January 2008 with honorable mention stating having "*exceptional insight in the importance of digital technologies and related developments for society and architecture*".
(prof. ir. K.Oosterhuis)

Language

Dutch: native. English: fluent reading, writing and speaking. German: intermediate. French: basic.

Graduation-project

"Archctr2.0"; a project about the fusion of the physical and the virtual, online social networks, databases and (electronic) interaction. Further reading on <http://archctr2.0.viernulvier.nl>.
Selected Archiprix nominee TU Delft 2007.

Software & programming

Extensive experience with CAD / CAM, graphic, print, web and game development software.

CAD: Rhinoceros, Maya, Autocad, Fusion 360, Pro/Engineer, ONShape, SketchUp, Vectorworks

CAM: DeskProto, Vectric Aspire, RhinoCam, Autodesk Fusion

Graphics: Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Coreldraw

Web development : HTML / CSS / Basic PHP / Wordpress / etc.

Game development: Virtools. A bit of Unity and Unreal engine.

Programming: Javascript, some Arduino Python, visual basic, actionscript and MEL.

Other skills

CNC: Milling, Plasma cutting, 3D printing and laser cutting.

Wood and metalwork: Design and construction, lathing, milling.

Electronics: Basics in digital (Arduino) and analog.

Work experience

Jobs

July 2015 - July 2017

TU Delft

- **Manager** of the **CAM-Lab** (Laser-cutting / 3D printing / CNC milling facility) at **Faculty of Architecture**; technical support, consulting and teaching.
- **Design tutor** in the 'Signature' assignment of the Advanced Prototyping minor (**Faculty of Architecture + Faculty of Industrial design engineering**). Coaching students in a design assignment to develop a very personal design of a wearable object and make a high-quality prototype using modern and traditional manufacturing techniques.
- **Mentor** of **Virtual Reality pilot project** for students at **TU Delft Sports & Culture**. Coaching students in a creative project on the newly emerging field of VR.

January 2014 - June 2015

Willem de Kooning Academy, Rotterdam

- **Digital fabrication instructor**
- **Design teacher** in elective course "Open Design" at, art academy Rotterdam.

June 2013 – June 2015

iFabrica, Amsterdam

- **CNC manager, designer and instructor** at makerspace.

April 2011 – April 2013

Waag Society, Amsterdam

- **Interaction Developer** of (concepts for) websites, apps and events.

2011

European Patent Office, The Hague

- **Patent examiner assistant**

June-Sept 2010

Studio Roosegaarde, Waddinxveen

- **Design Engineer**. Design and construction of "Divine", an interactive pavilion for the Grenswerk festival, Enschede.

March 2008 - October 2009

TU Delft

- **Researcher** on architecture and interactivity at **Hyperbody, Faculty of Architecture**. Design and research and development of InteractiveWall, an interactive wall. 5 meter tall and 8 meter long. In 2009 it received a GOOD DESIGN Award in Robotics / Bionics.

2003

ONL – Kas Oosterhuis, Rotterdam

- **Internship Architecture**. Design, development, coordination and implementation of the "Muscle" project for the "Non Standard Architecture" exhibition in Centre Pompidou, Paris, France.

2003

TU Delft

- **Student-assistant, Hyperbody, Faculty of Architecture**. Assisting students in learning to use the Vrotools software and developing concepts on interactive architecture.

Projects / Freelance

May 2018 - August 2018

Soneva, Baa Atol, Maldives

- **Circular designer & maker in residence**
Build and work with plastic-recycling machines from Dake Hakkens' open-source "Precious Plastic" initiative. Design and 3D modeling work for the in-house circular metal foundry and the mushroom farm.

2017

Circular Challenge 2017, Blue City, Rotterdam

- **BakeSight; towards biodegradability of bakelite**.
With a 4 person team, for a period of six weeks, we worked on a case delivered by Stedin (a grid utility company): To make a sustainable and economically feasible proposal to deal with a substantial amount of bakelite 'rubbish'. Aiming for a definitive solution to the problem, we developed a concept supporting the research into the biological degradation of phenol formaldehyde resin by a specific fungus. Thereby creating a sustainable business, answering the growing demand for biodegradation of plastics.

2010 - Present

Fendor-Bendor

During an "open design" workshop Olaf Wit and I 'accidentally' invented a foldable, low-cost bicycle front mudguard. It was brought to market and is sold all over the world. Since 2016 it is produced and sold under license by [Ass Savers](#).

August 2009, March 2011

- **Production assistance** in production and exhibition of several works by **Jelle Feringa**: 'Piece Yellow', 'Analemma' (exhibited at Transnatural 01, Trouw, Amsterdam) and 'Cell-Table', (exhibited at Vivid, Rotterdam).

December 2010-April 2011

- **Researcher** at **Protospace FabLab Utrecht**. 6 axis 3D tracking for intuitive programming of a robotic arm.

March 2010

- **Production assistance** at **Hyperbody, TU Delft** interactive floor ProtoDeck.

September 2009

- **Participant** at [Wolfram NKS Summer School 2009, Pisa, Italy](#).

2006

- **Bamboostic**. Student project. An interactive installation for the [Game Set Match II conference, TU Delft](#). It featured bending bamboo-sticks, computer controlled pneumatics and a goldfish. More information and a movie to be found [here](#).