

# Remko Siemerink, MSc.

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*"Information architect"<sup>1</sup> with a broad interest in innovative technology, old and new media and research within these areas.*

## Education

**Master of Science, Architecture engineering**, TU Delft, January 2008. Graduated January 2008 with honorable mention concerning special insight in the importance of digital technologies and related developments for society and architecture.

**Bachelor of Science, Architecture engineering**, TU Delft, 2004.

**Foundation course, Industrial design engineering**, TU Delft, 2000.

**VWO Twents Carmelleyceum**, Oldenzaal, 1999.

## Language

Native Dutch. Fluently speaking and writing English and German. Basic understanding of French.

## Graduation-project

"Archtctr2.0"; a project about the fusion of the physical and the virtual, social networks, and (electronic) interaction.

## Key professional project

2009

### InteractiveWall for FESTO Germany.

FESTO is a worldwide leading supplier of pneumatic and electrical automation technology. At Hyperbody, TU Delft, I worked on the design and research and development of an interactive wall that uses their actuators. The wall is 5 meter tall and 8 meter long and was exhibited at the Hannover Messe 2009. The installation received a GOOD DESIGN Award in Robotics / Bionics in 2009.

## Work experience

December 2010-Now

### Researcher at Protospace FabLab Utrecht.

6 axis 3D tracking for intuitive programming of a robotic arm.

June-Sept 2010

### Freelance Design Engineer at Studio Roosegaarde.

Design and construction of "Divine", an interactive pavilion for the Grenswerk festival, Enschede, 2010.

March 2010

### Freelance job at Hyperbody, TU Delft.

Production assistance interactive floor ProtoDeck.

August 2009

### Production assistance Analemma sculpture by Jelle Feringa, and its exhibition.

Analemma exhibited at Trouw, Amsterdam.

Since January 2010

### buro.la

Own company. Focusing on research and design of interactive installations.

Member of the Rotterdam Collectief.

August 2009

### Production assistance Cell-Table, by Jelle Feringa.

Table exhibited at Vivid Gallery, Rotterdam.

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<sup>1</sup> As stated by Prof. ir. Kas Oosterhuis at my diploma presentation.

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## Work experience (continued)

From March 2008 till October 2009

**Hyperbody, Faculty of Architecture, TU Delft.**

Researcher on architecture and interactivity.

2007

**Jasper de Haan Architecten, Rotterdam, the Netherlands.**

Architectural design of several dwellings.

2006 / 2007

**Architecture Library, Faculty of Architecture, TU Delft.**

Desk-employee.

2005

**Helpdesk ICT, Faculty of Architecture, TU Delft.**

2003

**ONL – Kas Oosterhuis**

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

2003

**Student-assistant, Hyperbody, Faculty of Architecture, TU Delft.**

Assisting students in learning to use the *Virtools* software and developing concepts on interactive architecture.

2001 / 2002

**Pantheon//**

Editor of Pantheon//, the magazine of the architecture student organization Stylos. Responsible for design and content. We developed a very successful restyling that is still used nowadays. I made several contributions, such as articles on mobile architecture and "colonization of virtual space."

2001

**IBAS Media Consult, Delft, The Netherlands.**

Performing graphics and functional design of some websites. Working within a team of consultants and programmers.

1999-2005

Some websites for companies and one for a scientific conference at the TU Delft.

Since 1999

**Viernulvier.nl.** Personal domain, set up with friends. Our own space on the Internet for presentation, experiments, activities and fascinations, especially in the field of design.

## Publications

March 2010

'**An InteractiveWall as a prototype for an emotive architectural component.**' (p.70-83)

Article in: IA#3, Jap Sam Books, 2010, ISBN: 978-9490322083

July 2009

'**Archtctr2.0; Phyrtual space: A personal fluid architectural interface between the virtual and the physical .**' (p.182)

Article in: The Architecture Annual 2007-2008, 010 Publishers, Rotterdam, 2009. ISBN: 978-90-6450692-5

January 2009

'**Archtctr2.0; Phyrtual space: A personal fluid architectural interface between the virtual and the physical .**' (p.32)

Article in: Pantheon//, no. 5 'Deluxe', Stylos, 2008

## **Nominations and prizes**

December 2009

**InteractiveWall project for FESTO received a GOOD DESIGN Award in Robotics / Bionics.**

The main project I worked on as designer / researcher during my employment at Hyperbody, TU Delft.

September 24, 2008

**Nomination for Archiprix 2007.**

## **Presentations and talks**

September 24, 2008

**Participant and speaker of 'Enquiring minds' at PICNIC08.**

## **Additional education**

June – July 10, 2009

**Student at Wolfram NKS Summer School 2009, Pisa, Italy.**

## **Software**

Extensive experience with CAD, graphical, print, web and game development software.

*CAD:* Autocad, Maya, Pro/Engineer, SketchUp, Vectorworks

*Graphics:* Adobe Photoshop, Adobe Illustrator, Adobe Pagemaker / Indesign, Coreldraw

*Internet:* Flash, Dreamweaver, HomeSite, Content management (several), Blogging, Social networks.

*Game development:* Virtools

Basic programming experience in HTML, PHP, javascript, visual basic, flash actionscript and MEL.

## **Other skills**

*Electronics:* Basic experience working with digital (Arduino) and analog.

*Wood and metalwork:* Design and construction (when necessary heavily improvised), lathing, milling.

*3D printing and CNC milling experience.*

*Bicycle design and assembly.* (Fixed gear, Road bike, ATB, etc.)

*Drivers license.*

*Good social skills.*

*Great eye for detail.*