

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

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

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

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 glance at Unity and Unreal engine.

Programming: Basic Javascript, Python, visual basic, actionscript and MEL.

Other skills

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

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

Electronics: Basics in digital (Arduino) and analog.

Work experience

July 2015 - July 2017

- Manager of the **CAM-Lab** (Lasercutting / 3D printing / CNC milling facility) at **Faculty of Architecture, TU Delft**; a role that combines elements of technical support, consulting and teaching.
- Tutor in the 'Signature' assignment of the Advanced Prototyping minor (**Faculty of Architecture + Faculty of Industrial design engineering, TU Delft**). A design assignment where students 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 the newly emerging field of VR.

February 2015 - April 2015

- Teaching elective course "Open Design" at **Willem de Kooning**.

January 2014 - June 2015

- Digital fabrication instructor at **Willem de Kooning**.

June 2013 - June 2015

- CNC manager and instructor at **iFabrica**, makerspace in Amsterdam.

April 2011 - April 2013

- Interaction Developer at **Waag Society**, Amsterdam.

August 2009 - March 2011

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

2011

- Patent examiner assistant at **European Patent Office**, The Hague.

December 2010-April 2011

- 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.

Since January 2010

- **burola** Freelance research and design of interactive installations. Member of the Rotterdam Collectief.

March 2008 - October 2009

- Researcher on architecture and interactivity at **Hyperbody, Faculty of Architecture, TU Delft**. Most important project: **InteractiveWall** (see next page).

2003

- Internship at **ONL - Kas Oosterhuis**; 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.

Some important projects

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](#).

June – Sept 2010

Interactive pavilion "Divine"

I worked at Studio Roosegaarde as design engineer of "Divine"; an interactive pavilion, exhibited at the Grenswerk festival, Enschede.

[Archined](#) / [Vimeo](#) / [YouTube video](#) / [More pictures on Flickr](#)

2009

InteractiveWall for FESTO Germany.

At Hyperbody, TU Delft, I worked on the design and research and development of an interactive wall. 5 meter tall and 8 meter long. In 2009 it received a GOOD DESIGN Award in Robotics / Bionics.

2006

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

Additional education

June – July 10, 2009

Student at [Wolfram NKS Summer School 2009, Pisa, Italy](#).