MSc. Remko Siemerink

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"Information architect"[1] with a broad interest in innovative technology, old and new media and research within these areas.

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

Education

VWO <u>Twents Carmellyceum</u>, Oldenzaal, 1999.
Foundation course, <u>Industrial design engineering</u>, <u>TU Delft</u>, 2000.
Foundation course, <u>Architecture engineering</u>, <u>TU Delft</u>, 2002.
Bachelor of Science, <u>Architecture engineering</u>, <u>TU Delft</u>, 2004.
Master of Science, <u>Architecture engineering</u>, <u>TU Delft</u>, January 2008.

Graduated January 2008 with honorable mention concerning *special insight in the importance of digital technologies and related developments for society and architecture.*

Language

A deep love for language.
Fluently speaking and writing English and German. Minimal understanding of French and Spanish.

Graduation-project

"Archtctr2.0"; a project about the fusion of the physical and the virtual, social networks, databases and (electronic) interaction. Further reading on <u>http://archtctr2.0.viernulvier.nl</u>.

Other student projects worth mentioning

2001
- **"Simplicity vs. Complexity". A housing project in Delft, The Netherlands.**
  Successful design of a housing complex, where simple rules lead to complex arrangements.

2002
- **Hyperbody Space Hotel. Outer space.**
  An interactive design for an imaginary space hotel. After the project I was asked to become a student-assistant at <u>Hyperbody's</u>.

2004
- **A Maglev train station for Rotterdam. Border Conditions Studio, lead by Sang Lee.**
  In this project I was taught that one needs not be too rational. Complex double-curved shapes created a roof for a sub-urban transport hub at a massive scale.

2006
- **Bamboostic. An interactive installation for the <u>Game Set Match II conference</u>, <u>TU Delft</u>.**
  A very successful installation design featuring bending bamboo-sticks, computer controlled pneumatics and a goldfish. More information and a movie to be found <u>here</u>.

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[1] As stated by Prof. ir. Kas Oosterhuis at my diploma presentation.

Work experience

2001
- **IBAS Media Consult, Delft, The Netherlands.**
Performing graphics and functional design of some websites. Working within a team of consultants and programmers.

- **Other web work.**

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.

1999-2005
Some websites for companies and one for a scientific conference at the TU Delft.

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 the virtual space."*

2003
- **Student-assistant, Hyperbody, Faculty of Architecture, TU Delft.**
Assisting students in learning to use the Virtools software and developing concepts on interactive architecture.

2003
- **ONL**
Internship; design, development, coordination and implementation of the "Muscle" project for the "*Non Standard Architecture"* exhibition in Centre Pompidou, Paris, France.

2005
- **Helpdesk ICT, Faculty of Architecture, TU Delft.**

2006 / 2007
- **Architecture Library, Faculty of Architecture, TU Delft.**
Desk-employee.

2007
- **Jasper de Haan Architecten, Rotterdam, the Netherlands.**
Architectural design of several dwellings.

Since January 2008
- **buro.la**
Established my own domain for (interactive and architectural) projects.

Since March 2008
- **Hyperbody, Faculty of Architecture, TU Delft.**
Researcher on architecture and interactivity.

Software

Extensive experience with CAD, graphical, print, web and game development software.
CAD: Autocad, Maya, Pro/Engineer
Graphics: Adobe Photoshop, Adobe Illustrator, Adobe Pagemaker / Indesign, Coreldraw
Internet: Flash, Dreamweaver, HomeSite
Game development: Virtools

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