

# MSc. Remko Siemerink

Baljuwstraat 25  
3039 AK Rotterdam  
The Netherlands  
51°55'37.40"N, 4°27'51.62"E  
[remko@buro.la](mailto:remko@buro.la)  
+31641860563

*"Information architect"<sup>1</sup> 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 Twents Carmelleyceum, Oldenzaal, 1999.  
Foundation course, Industrial design engineering, TU Delft, 2000.  
Foundation course, Architecture engineering, TU Delft, 2002.  
Bachelor of Science, Architecture engineering, TU Delft, 2004.  
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.*

## 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 <http://archtctr2.0.viernulvier.nl>.

## 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 Hyperbody's.
- 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 Game Set Match II conference, TU Delft.**  
A very successful installation design featuring bending bamboo-sticks, computer controlled pneumatics and a goldfish. More information and a movie to be found [here](#).

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<sup>1</sup> 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
  - **burola**  
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.