

Curriculum Vitae (updated januari 2017)

Jan van Nuenen (1978)
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Education:

1997 – 2002: Art academy St. Joost Breda, audio-visual design, Netherlands.
2002 – now: self-education

Statement:

Coming from a linear computer animation background, lately I became more interested in electronic media in general. My work consists of single channel videos, games, computer animation, urban projection, interactive installation, music instruments, hardware and software. I'm especially interested in a more generative way of creating images and sound where I set the concept or framework, but the outcome of the actual image or sound is somewhat unpredictable or influenced by external factors and change over time. I have a DIY mentality, making all the stuff myself, research and learning how to do that is part of the work. I use a wide variety of digital and electronic media and present my work in an art context or online.

Interests:

art, animation, games, video, installation, interactivity, generative, code, physical computing, music, sound, computers, internet, science, DIY, hacking, sampling, open source hard/software, electronics, circuit bending, synthesizers, robotics.

Skills:

Unity3d, c#, javaScript, blender, substance designer, processing, arduino, after effects, photoshop, premiere, sound synthese.

Projects (selection):

- 2016: Optimizer City. Procedural generated city / game world (work in progress).
Some logo and cover designs.
- 2015: Researching the city as algorithm and procedural generated game worlds.
- 2014: Short animations for the film 'a short tour and farewell'
- 2013: Hit Others. MusicVideoGame.
Rash. Musicvideo.
- 2012: Lichtstammen. Object, projection in public space. Commissioned by VNG.
- 2011: DotBots interactive installation with robots, joystick, videoprojection
PhysDistGame, Projection mapping game for 6 players
Artwork for videogame 'flip the core' (gamefonds)
Sketch for permanent projection mapping artwork. Commissioned by VNG den Haag
- 2010: Titles and Leader for film 'CTRL ALT ESC from Rotterdam'
nAnOnAnd, diy synth. Video, manual, instructions, kit, workshops.
Deep sea Paradiso (Projection onto Paradiso Amsterdam for 5 days off)
- 2009: Physics Distorter 1.0/1.1/1.2/1.3 (Physics simulation in the real world, interactive software installation, projection)
Visuals for Basement Jaxx live show, scars (animation)
Post human –the atom edition- (video installation + 100 unique random generated prints)
Not an average day at the metro station (animation, 2 min)
DIY Synthesizers/circuit bending/hardware experiments/weird electronics stuff (music instruments/objects/research)
- 2008: Post Human (computer generated animation)
Flowers (game engine technology research, performance)
Random modifications of an ugly fish (computer simulation / animation loop, 2 min)
Evolizer 1 + 2 (160 x 120 lambda prints)
- 2007: Battle of the plants (site specific video installation, rendered simulation, 8 min loop)
Evolizer (animation film, rendered simulation, 12 min)
- 2006: Some short animations for VPRO 'dokwerk' en 'de toekomst'
- 2005: Aux raus / rasthoff Deutschland (music video, 4 min)
- 2004: Warning, petroleum pipeline (experimental animation video, 4 min)
±15 animations for VPRO series 'wonderland'
- 2003: Set-4 (experimental animation video, 5 min)
Lame Yard (video installation, 2 loops 2 min)
- 2002: Seeing Bush... (video loop, 2 min)
Optimizer customizer (animation film, 12 min)

Exhibitions / Screenings / Festivals (selection):

Online (youtube / gamejolt / vimeo) and...

- 2013: Game city, tetem Enschede / Route du nord, Rotterdam
- 2012: Kids are alright, kunsthall Rotterdam / VNG, Den Haag / Re:Rotterdam art fair / Epulse Breda
- 2011: MAFF, Almelo / game city, CBK den bosch / Nerd lab, Electron breda / CUCOSA Rotterdam / Planet art in Japan
- 2010: 5 days off @ Paradiso / onedotzero, London / The Mediagate, Galeria NT, Łódź, Poland / Café Enlager, Stuttgart, Germany / HAFF Utrecht / For Real, public projections, Hasselt / Gastgastgeber festival, Bochem, germany / Hara museum of contemporary art, tokyo

2009: 30 Years nIMK, A'dam / Transmediale@cbase, Berlin / WRO09 bienale, Wroclaw / gaga arts centre, New York / LOOP alternative, Seoul / Museum Gouda, NL (group) / MK Gallery Berlin+R'dam (group) / Urban explorers, NL / Gogbot, NL
2008: London Int. Film Festival / Merlborne Int. Animation festival / Alexandria Contemporary Art Forum (solo) / Tent. Rotterdam (group) / EMAF, Osnabrueck / New Zealand Int. Film Festival / NFF / Dutch Punch Art festival, Russia / Animatter, Ca
2007: W139 (solo) / Multicipal gallery, Poznan (pl) / Miart Artfair, Milan / Gogbot Festival / Videomedeia, Serbia / County Hall, London (group) / Rencontres Paris / Videologia Festival, Volgograd / Cinephantom, Moskow / SM D'bosch (group)
2006: Stedelijk CS (group) / CM Utrecht (group) / Sonar Festival / Site Gallery, Sheffield (group) / GEM D'haag (group)
2005: Macao Arts festival, China / Milano Film Festival / Kraak festival / OffPopVision / NY Underground FF / TVE Metropolis
2004: Sound x Vision, Tokio / Version03 fest, Chicago / New media art fest, Seoul / Showroom Mama (group) / Impakt Festival
2003 – 2002: Buddy gallery, chicago (group) / Media Art Friesland / Siena Int. FF / Planet Art / Eissner Museum Usa

Grants / Awards (selection):

Basisbeurs FBKVB, 2008 / Startstipendium FBKVB, 2003 + 2006
Ranimation, professional competition (2009) / Cineambiente FF, Turin. Winner Int. Animation competition (2005) / Shorts! Int. Short film festival, winner 'digital competition' (2003) / EMAF Osnabrueck, special mention 'innovative use of new media (2003) / Teek film en animatiefestival, Publieksprijs (2002)

Lectures / workshops / presentations / artist talks (selection)

Workshop nAnOnaNd synthesizer, NIMK, 2010
Dutch media art institute (workshop analog projection mapping), 2010
HKU Mediacultuur (Artist talk), 2010
Art academy St Joost (presentation), 2010
Stedelijk museum 's Hertogenbosch, resort off. (Artist talk), 2009
Alexandria Contemporary Art Forum (5 day workshop, lecture about sampling and animation), 2008