

Curriculum Vitae (arts)

Jochem van der Spek
Columbusstraat 53
1057 TN Amsterdam

27 February 1973, Ellecom(Gld), The Netherlands

+31 (0)6 43144165
j@jvanderspek.com

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Most exhibitions and projects are represented at www.jvanderspek.com

since 2009 represented by Galery Rob de Vries, Haarlem, www.galerierobdevries.nl

This CV is partitioned in selections of:

Education
Collections
Exhibitions
Commissions
Games and Applications
Educational work
Grants

Education

BA Media designer – Utrecht School of the Arts 1997
courses at University of Amsterdam:
Linear Algebra and Prolog at the faculty of Math and Computer science, 2001
Algorithmic Art and Artificial Intelligence at the faculty of humanities 2003-2005

Collections

Teylers Museum, Haarlem
untitled – ballpoint on paper, 60 x 40cm
Stedelijk Museum, Amsterdam
tekenmachine#4 – computer generated image projection
tekenmachine#5 – computer generated image on plasma screen
StyleClash – iPad game unique version
private collections
vallende rechthoek – computer installation of falling rectangle with mini-projector (Linszen-Jakobs)
tekenmachine#1 – computer generated image software (van der Made)
machinetekening#2 – ballpoint on paper, 60 x 40cm (Kunstruimte09)
machinetekening#2 – ballpoint on paper, 60 x 40cm (Rob de Vries)

Exhibitions

2014 'Haarlemse Lente' at the gallery of Rob de Vries, Haarlem

2014 'Sound Flick' a night with abstract film and live music with Jan Maarten Voskuil, Sandrijn van der Horst, Gracia Khouw, Wright and van 't Hoog, Marcus Graf and Johan Rijpma

2013 'The Photonic Orchestra' live visual and musical performance with Sonja van Hamel, Eddo Hartmann and Jur de Vries in W139, Amsterdam

2012 'The Drawing Centre' opening of the drawing centre in Diepenheim, projection of 'Tekenmachine#1' – www.kunstvereniging.nl

2011 'Jan Maarten Voskuil, Jasper de Graaf, Jochem van der Spek and Sol Lewitt' exhibition at Galery Rob de Vries, Haarlem – www.galerierobdevries.nl

2011 'Load It !' exhibition and presentation of the StyleClash game for iPad at Stedelijk Museum, Amsterdam with Han Hoogerbrugge and Marcel van Eeden – www.stedelijk.nl

2011 'The Drawing Centre' opening of the drawing centre in Diepenheim, projection of 'Tekemachine#1' – www.kunstvereniging.nl

2011 'Jasper de Graaf, Jochem van der Spek' exhibition at Galery Rob de Vries, Haarlem – www.galerierobdevries.nl

2010 'WCIT2010' presentation of the drawing robot #1 at the World Congress of Information Technology at the RAI, Amsterdam – www.wcit2010.com

2010 'Art Amsterdam' presentation at Art Amsterdam with galery Rob de Vries, Haarlem – www.galerierobdevries.nl

2010 'Things To Come: Off & On the Grid' presentation at Impakt, with Dr. Ir. C. John Kerkhoven, Steven Vromman and Erik Groen, Utrecht - www.impakt.nl

2010 'Tekensrobot #1 en andere werken' Solo exhibition at galery Rob de Vries, Haarlem – www.galerierobdevries.nl

2009 'Ghaf!' live visuals with the musical piece 'Ghaf!' by Klaas de Vries, performed by Doelenensemble in the Laurenskerk Rotterdam and Muziekgebouw aan 't IJ, Amsterdam

2009 'Art Rotterdam' presentation at Art Rotterdam with gallery Rob de Vries, Haarlem – www.galerierobdevries.nl

2009 'Jan Maarten Voskuil en Jochem van der Spek' presentation at Art Rotterdam with Jan Maarten Voskuil for gallery Rob de Vries, Haarlem – www.galerierobdevries.nl

2009 'Chromodomo' Group exhibition with works of Julian Dashper, Twan Janssen, Ton Mars, Jan van der Ploeg/Willum Geerts, Aart Rudolph, Jan Scheerhoorn, Remco Torenbosch, Roland Schimmel, Rom Gaastra, Tomas Rajlich, Groningen – www.chromodomo.nl – www.kunstruimte09.nl

2009 'Het Proces' Group exhibition with works of Peter Struycken, Remko Scha, Driessens & Verstappen, Arti et Amicitiae, Amsterdam – www.arti.nl

2009 'About Sculpture' Group exhibition with works of Piet Tuijtel, Jan Maarten Voskuil, Leo Vroegindeweij and Hedwig Houben, Gallery Rob de Vries, Haarlem – www.galerierobdevries.nl

2008 'Light and Space – Part Two' Group exhibition curated by Joke Vos and Jacob van der Veen with works of Jan Scheerhoorn and Frank Sciarone, at Kunstruimte 09, Groningen - www.kunstruimte09.nl

2008 'Deep Screen' group exhibition curated by Andreas Broeckmann with Mark Bain, Pierre Bastien, Persijn Broersen & Margit Lukács, Erwin Driessens & Maria Verstappen, David Jablonowski, JODI, Gabriel Lester, Meiya Lin, Erica van Loon, Luna Maurer, Nathaniel Mellors, Geert Mul, Marnix de Nijs & Edwin van der Heide, Gert-Jan Prins, Remko Scha & Arthur Elsenaar, Roland Schimmel and Jasmijn Visser at Stedelijk museum CS, Amsterdam – www.stedelijk.nl

2008 'Unfinished business – Dutch Abstracts' Group exhibition curated by Jan Robert Leegte and Jan Maarten Voskuil with works of Geeske Bijker, Krijn de Koning, Driessens & Verstappen, Jan Robert Leegte, Peter Luining, Remko Scha, Martijn Schuppers, Jasper van der Graaf, Jan van der Ploeg, Ab van Hanegem, Jan Maarten Voskuil and Thomas Wildner at Medienturm, Graz Austria – www.medienturm.at

2007 'Dynamics of Drawing' group exhibition curated by Joke Vos and Jacob van der Veen with Allie van Altena, Arjan van Es and Cor de Nobel at Kunstruimte09, Groningen - www.kunstruimte09.nl

2007 'site:specific' interactive work for the site of W139 - www.w139.nl

2007 'Seen and not Seen' group show curated by Martijn Lucas Smit with Paul Baartmans, Sema Bekirovic, Marissa Evers, Willum Geerts, Jannie Regnerus, Robbert van der Horst and Ward Denys, Centre for Contemporary Non Objective Art Brussels – www.ccnua.org

2007 'new collection' group exhibition curated by Peter Morrens and Rik de Boe, with a.o. Hans Op De Beeck, Thomas Raat, Andreas Schelfhout, Jan Van Der Heyden, Mels Van Zuthpen and Dirk Zoete, Stedelijk Museum, Lier, Belgium – www.voorkamer.be

2007 'Dynamics of Drawing' group exhibition curated by Jacob van der Veen and Joke Vos with Arjan van Es, Allie van Altena en Cor de Nobel - Kunstruimte '09 Groningen'- www.kunstruimte09.nl

2006 'Re:visie – Pick up the pieces' group exhibition curated by Tanja Elstgeest en Erwin van 't Hart with works of Germaine Kruijff, Joost Rekveld, Rosa Barba, Lisa Oppenheim, Yasmijn Karhof and Justin Bennett, Centraal museum, Utrecht – www.revisie.org

2006 'Besloten Licht' group exhibition curated by Martijn Lucas Smit, with Anton Dekker, Goh Ideta and Robbert van der Horst, Nieuwe Vide, Haarlem - www.nieuwevide.nl

2006 'Edelweiss II' semi-permanent public space exhibition curated by Martijn Lucas Smit, Robbert van der Horst, André Pielage and ax710, de Lichtfabriek, Haarlem - www.lichtfabrek.nl

2005 'Artware 3' group exhibition with Harold Cohen, Herbert Franke, Hugu Harry, Leonel Maura, Casey Reas and Umberto Roncoroni, and Remko Scha, Lima, Peru - www.icpna.edu.pe

2005 'Three ways of looking at the same thing' group exhibition with Peter Luining and Jan Robert Leegte, at P////AKT, Amsterdam - www.pakt.nu

2005 'Polderlicht' public space group exhibition curated by John Prop, with Aris de Bakker, Jasper van den Brink, Titia Ex, Kees Hoogeveen, Carla Graft, Kyoko Inatome, Arthur Kleinjan, Stanislaw Lewkowicz, Ligeringen/de Rooij, Anja Masling, Montevideo-filmprogramma, Matthijs Muller, Sara Nuytemans, André Pielage, Rotterdam VHS Festival, Staalplaat Soundsystem, Roselien Steur, Jan Theun van Rees, Ira van der Valk, Wessel 'Der Wexel' Westerveld, polderweg Amsterdam - www.polderlicht.com

2004 'marbles' group show curated by Pieter Hensen with Maria Zervou, Sander Haccou, PLEIX en Meiya Lin, Consortium Amsterdam - www.consortium-amsterdam.nl

2004 'Reality checked' duo exhibition curated by Dyveke Rood and Melissa de Raaf with Jan Robert Leegte, Expodium, Utrecht - www.expodium.nl

2004 'Mute' public space exhibition curated by Marissa Evers, with deenminuten, John Klinkenberg, Marissa Evers, Tom Vullings, Michal Butink, David Djindjikhachvili, Allard Zoetman en Luuk Wilmering, Houtplein, Haarlem - www.nieuwevide.nl/mute

2004 'The anatomy of the Now' group exhibition curated by Jan Robert Leegte, Re-p, Edo Paulus, Christopher Musgrave, Frank Mulder, Arti et Amicitiae, Amsterdam - www.theanatomyofthenow.org

2003 'Lopend Beeld 2' group exhibition curated by Martijn Lucas Smit, Marissa Evers and Joost Pollman, with Jan Robert Leegte, Edo Paulus, Martha Colburn, Jogchem Niemandsverdriet, René van Corven, Manon Bovenkerk, Witte Wartena, Lisette Slegers en Demian Geerlings and Raymond le Gué, Nieuwe Vide, Haarlem - www.nieuwevide.nl

2003 'Pythagoras' trees' with Remko Scha, Mondriaanhuis, Amersfoort

2002 'Come-In' group exhibition curated by Amande In, with 21121, Olivier Babin, Edouard Boyer, Amandine Galante, Anne-Valerie Gasc, Xavier Gautier, Caroline Hazard, Frédéric Héritier, Hypo, Sabine Jamme, Emmanuel Lagarrigue, Philippe Meste, David Ortsman, Stéphane Pichard, Rémi Uchéda and Fabie Vandamme, Appartement d'Amande IN, Paris - youandaie.free.fr

2002 'Première Vue'. Group exhibition curated by Michel Nuridsany, Passage de Retz, Paris

2001 'Zapf Dingbats', trio exhibition with J.R. Leegte and Peter Luining, gallery Zapf Dingbats, Den Haag

2000 'Over_Spel' group exhibition curated by Annet Dekker, with Camille Utterback & Romy Achituv, Marita Liulia, Annika Larsson, Arno Coenen, Andy Best & Merja Puustinen, Netherlands Institute for Media-arts, Amsterdam - www.montevideo.nl

1997 'No Noise' solo exhibition in collaboration with Yvonne Fontijne at gallery Nine, Amsterdam

Games and Applications

2013-2014 'The Chimpanzee Complex', development for a game accompanying a documentary about resocialization of traumatized chimps that lived in captivity. Development of functional design, game-engine and -logic in javascript and canvas Javascript/HTML5/canvas. Of special interest is the Artificial Intelligence of the monkeys, using behaviour trees. To be Published (Sept 2014) in cooperation with Basalt Film, graphic designer Rogerio Lira and director Marc Schmidt. see:<http://chimpanzeecomplex.com/>

2013 'WatchThatSound', tooldesign and -development for a tool with which mostly children record audio and mix the samples and sync to video to create their own soundtrack, in Javascript/HTML5/canvas. Developed both front-end and backend, styling was done by V2, Rotterdam. To be published (25th Mar 2014) see: <http://www.watchthatsound.nl>

2013 'Taxodus', gamedesign and -development for the game Taxodus.net, a game about tax-evasion development of functional design, game-engine and -logic in javascript and canvas Javascript/HTML5/canvas, in collaboration with Femke Herregraven, see:<http://www.taxodus.net> (and DWDD - opzoeken)

2009 - 2012 'RenderTools', a cross-platform Open Source OpenGL-based scenegraph management library written in C++/Obj-C using OpenGL1.1-4.3|ES1|ES2 on Windows, OSX, iOS and Linux, in collaboration with ir. Daniel Dekkers. see <http://sourceforge.net/projects/rendertools>

2011 'StyleClash', an iPad game, subtitled The Painting Machine Construction Kit. Users can create virtual drawing machines, and share the drawings and the machines using facebook, twitter, email, and create movies for youtube. written in C++/Obj-C using OpenGL|ES2 on iOS, see <http://www.styleclashpaintings.com>

2011 'Random Pollock', Jackson Pollock simulator for iPad written in C++/Obj-C using OpenGL|ES1 on iOS

2007 - 2008 'Frutti di Mare', development of a social MMO written in AS3 and JAVA using Flash on Windows NT/XP and OSX

2005 'Living Concepts', a series of interactive demo's showing various concepts used in algorithmic art and artificial intelligence during the lectures by Prof.dr.ir. Remko Scha written in C++ using GLUT and OpenGL on Windows NT/XP and OSX

1998 - 2006 'Loefje' Evolutionary indy-game - www.Loefje.com written in C++ using GLUT and OpenGL on Windows NT/XP

2004 interactive horse-motion simulation for Woedend! Amsterdam

2004 'bird flocking simulator' for animationseries 'bijbelverhalen' by Dutch public television service NCRV written in C++ using GLUT and OpenGL on Windows NT

2004 'ant-colony simulation' for feature film '**Erik of het klein insectenboek**' by G. van Liempd written in C++ using OpenMAYA on Windows NT

2003: 'Horse gait simulation' interactive simulation of all possible horse gaits and their transitions for 'My Horse And Me', first dutch Wii Title by W!Games, published by **Atari** - www.atari.com/games/my_horse_and_me written in C/C++, using GLUT and OpenGL on Windows NT

1998: 'rendermanagement system for softimage' managing rendering in progress and finished images, including automatic dumping to video via ONYX hardware for TELEAC/NOT animated series (20 ep of 20 min.) written in C, using XToolkit and OpenGL on Silicon Graphics IRIX, see <http://www.schooltv.nl/docent/project/1558318/rekenverhalen>

1997: 'graduation project 2' evolving image filters through genetic algorithms - written in C, using XToolkit and OpenGL on Silicon Graphics IRIX

1996 - motion capture recordings for 'La cité des enfants perdus' by **Sony Entertainment** - www.wikipedia.org/The_City_of_Lost_Children

1996: 'graduation project 1' generating all possible images in black and white PAL resolution - written in C, using XToolkit and OpenGL on Silicon Graphics IRIX

Commissions

2009 - 2011 'Split Second' gamedesign commissioned by the winners of the Ding! Prize for the artistic development of games, Het Stedelijk Museum Amsterdam - www.stedelijk.nl and Submarine production company - submarine.nl the prize was offered by the 'Dutch Creative Industry Fund' - www.ccaa.nl, the 'Virtual Platform' - www.virtueelplatform.nl and the Netherlands Foundation for Visual Arts, Design and Architecture. - www.fonds-bkvb.nl

2007 'fireflies' lightcomposition for 8 lighttowers in Ypenburg commissioned by RAPP+RAPP architects installed permanently in 2008

2005 Eneco Infra NV commissioned three installations at office lobby, Rotterdam

2001 a short animated 35mm film based on the poem 'Kosmisch Intermezzo' by Ingmar Heytze, produced by **Il Luster productions, Utrecht**

1998 Computer animatons for several animation studio's

1997 Motion-capture recording and character-setup for games like 'The city of the lost children' for **SONY Playstation** and 'Virtua Fighter' for **SEGA Saturn**

1996 'number adventures' design, storyboarding and animation of a series of 19 computer-animated stories for **TELEAC/NOT**

Publications

2011 'Kunstenaars maken game voor stedelijk' a preview of the StyleClash presentation at the Stedelijk Museum Amsterdam by Bianca Stigter in NRC Handelsblad, 5 Oktober 2011

2009 'A dead person is more stationary than a rock' private publication

2008 'Boekman 75' periodical, Boekman Stichting – www.boekman.nl

2008 'Deep Screen' catalogue Stedelijk Museum Amsterdam

2008 'Unfinished Business – Dutch abstracts' catalogue by Jan Maarten Voskuil

2007 'concrete zaken' catalogue by Jan Maarten Voskuil

2006 'Even ontsnappen aan je eigen schaduw' ijmuiden Courant (2 Mar)

2004 'Door het wormgat' filmkrant, review 'tekenmachine#1' by Dana Linssen

2003 'Hé, wat heb ik nou gezien?!' Trouw, review 'kosmisch intermezzo' by Jann Ruyters (16 jan)

2001 'Spelen met chaos' Sp!ts, review 'over_spel' by Coromandel Brombacher

Educational work

2013-2014 teaching 'graphics coding' at the Royal Academy of Art, The Hague

2011 'Kosmisch Intermezzo - Per Ongeluk Expres' publiekspresentatie van de film 'Kosmisch Intermezzo' voor 'De Per Ongeluk Expres' van Bianca Stigter in De Balie, Amsterdam

2011 'Kijken Als Spel / The Looking Game' Workshops for children aged 6-12 at the **Stedelijk Museum, Amsterdam**

2010 - 2011 Part-time coach for students at ROC mediastudies, ROC Amsterdam Noord

2009 - 2010 Part-time coach for students at DOGTIME, at the **Gerrit Rietveld Academy, Amsterdam** – www.gerritrietveldacademie.nl

2008 Part-time coach for students in the study of Virtual Theatre and Gamedesign at the **High School Of The Arts, Utrecht** – www.hku.nl

2008 coach for Lars F. Nieuwenhuizen, during his residency at **NP3, Groningen** - www.dwarsart.com

2007 Part-time coach for students in the study of Industrial Design at the **Technical University Eindhoven** – www.tue.nl

2006 Regular guest lectures for **Prof.dr.ir. Remko Scha** in the course Algorithmic Art and Artificial Intelligence at the **University of Amsterdam** – www.iaaa.nl/cursusAA&AI

2005 Workshop '**Freespace**' with Allard Roeterink at **St. Joost Kunstakademie, Breda**

2004 Regular guest lectures for **Prof.dr.ir. Remko Scha** in the course Algorithmic Art and Artificial Intelligence at the **University of Amsterdam** – www.iaaa.nl/cursusAA&AI

2004 Guest-lecture at the **Koninklijke Academie van beeldende kunsten, Den Haag**

2004 Guest-lecture at the **Mohr Institute, Groningen**

1997 Guest-lecture at Future-moves, use of motion-capture techniques in modern dance Lectures at **Mediamatic** on gamedesign

Grants

2012 'iLoefje' the **Gamefonds** granted production funds for the development of the forthcoming Apple iPad/iPod version of the game Loefje.

2010-2011 'StyleClash' the **Gamefonds** granted production funds for the development of the forthcoming Apple iPad/iPod game StyleClash.

2009 'FVBKVB LIVE!' for the projects: 'The Drawing Machines' and a monograph from the **Netherlands Foundation for Visual Arts, Design and Architecture**. – www.fonds-bkvb.nl

2008 'innovationvouchers' (large & small) for technological innovation from the **Ministry of economic affairs in The Netherlands** – www.ez.nl

2007 'WBSO' for technological innovation from **Senter Novem**. – www.senternovem.nl

2004 'Base grant' from the **Netherlands Foundation for Visual Arts, Design and Architecture**. – www.fonds-bkvb.nl

2003 'Interregeling' funding from the new media programme of the **Mondriaan Foundation** and by the **University of Amsterdam** in collaboration with **Prof.dr.ir. Remko Scha** – www.mondriaanfoundation.nl

2001 'Work grant' from the **Netherlands Foundation for Visual Arts, Design and Architecture**. – www.fonds-bkvb.nl