

# Curriculum Vitae

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## Objectives

- rapidly design and develop functional prototypes
- work together with people from various disciplines in innovative projects.
- come up with simple solutions to complex problems
- research technological pathways
- think of creative solutions in intense brainstormsessions

## Education

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

## Experience

- 20 Years OpenGL development
- 20 years C/C++ development
- 5 years WebGL development
- 15 years independent contracting
- 6 grant applications awarded
- 5 years iOS development
- 3 years HTML5/javascript/canvas development

## Skills

- initiating and developing projects from conceptual to prototype level
- intense and continued focus, dedication and loyalty
- fluent in C/C++, GLSL, Actionscript3, Javascript
- passive command of ObjC, Java, php, python
- using scrum/agile development
- good in brainstormsessions
- best at (co)authoring of prototypes
- good inspirational and public speaker.
- good in conceptual-, interaction-, game-, graphic and functional interface design
- specialties are motion dynamics, physics simulation, emergent behaviour, graphics & shader development
- programming API's OpenGL|ES, Flex, Flash, canvas, Node.js, MySql
- development IDE's Eclipse, MSVC2006-2010, Flex, Xcode, SVN
- platforms PC, Mac, iPhone, iPad
- fluent in Dutch and English
- passive command of German and French

## Development projects (selection)

**2014 'The Chimpanzee Complex'**, gamedesign and -development in Javascript/HTML5/canvas. cooperation with **Basalt Film**, graphic designer **Rogério Lira** and director **Marc Schmidt**. See: <http://www.chimpanzeecomplex.com>

**2013 'WatchThatSound'**, tool prototype design and -development to create your own soundtrack in Javascript/HTML5/canvas. In cooperation with **V2**, Rotterdam, see <http://www.watchthatsound.nl>

**2013 'Taxodus'**, gamedesign and -development for the game Taxodus.net, in Javascript/HTML5/canvas Javascript/HTML5/canvas, in collaboration with **Femke Herregraven** voor **VPRO/Tegenlicht**, presented at **VARA's 'De Wereld Draait Door'**: see <http://dewerelddraaitdoor.vara.nl/media/302663>

**2012 'The Build Syndrome'** an article on development and deployment of a cross platform OpenGL based scenegraph library for the upcoming book 'OpenGL Insights' - to be published in July by AKPeters Publishers

**2012 'Shadowproxies'** an article on a novel soft shadowing technique for the upcoming book 'OpenGL Insights' - to be published in July by AKPeters Publishers

**2011 'StyleClash'**, gamedesign and -development of an iPad game commissioned by the **Stedelijk Museum Amsterdam** where 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 'RenderTools'**, design and development of 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 'Random Pollock'**, design and development of a Jackson Pollock simulator for iPad written in C++/Obj-C using OpenGL|ES1 on iOS

**2007 'Frutti di Mare'**, development of a social MMO written in AS3 and JAVA using Flash on commission from **Vanguard games** in collaboration with webpublishing agent **Woedend!**

**2006 'Loefje'** Evolutionary indy-game - [www.Loefje.com](http://www.Loefje.com) written in C++ using GLUT and OpenGL see: <http://www.loefje.com>

**2005 'Living Concepts'**, a comprehensive 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 see: <http://www.dynamica.org>

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

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

**2003 - 'My Horse And Me'**, gamedesign for first Dutch **Wii** title, commissioned by **W!Games**, published by **Atari** - [www.atari.com/games/my\\_horse\\_and\\_me](http://www.atari.com/games/my_horse_and_me)

**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](http://www.atari.com/games/my_horse_and_me) written in C/C++, using GLUT and OpenGL

**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 projects'** evolving image filters through genetic algorithms, and generating all possible images in black and white PAL resolution - written in C, using XToolkit and OpenGL

**1996: 'La cité des enfants perdus'** by **Sony Entertainment** - motion capture for main character Miette [www.wikipedia.org/The\\_City\\_of\\_Lost\\_Children](http://www.wikipedia.org/The_City_of_Lost_Children)

## Technical Publications

**2012 'The Build Syndrome'** an article on development and deployment of a cross platform OpenGL based scenegraph library for the upcoming book 'OpenGL Insights' - to be published in July by AKPeters Publishers

**2012 'Shadowproxies'** an article on a novel soft shadowing technique for the upcoming book 'OpenGL Insights' - to be published in July by AKPeters Publishers

## 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 iPad 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](http://www.fonds-bkvb.nl)

**2004 'Base grant'** from the **Netherlands Foundation for Visual Arts, Design and Architecture**. – [www.fonds-bkvb.nl](http://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](http://www.mondriaanfoundation.nl)

**2001 'Work grant'** from the **Netherlands Foundation for Visual Arts, Design and Architecture**. – [www.fonds-bkvb.nl](http://www.fonds-bkvb.nl)