

curriculum vitae

Wouter Van den Broeck

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personal data

surname: Van den Broeck
names: Wouter Joseph Marie
nationality: Belgian
date of birth: 30 december, 1972
place of birth: Gent, Belgium
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driver licence: category B

languages

Nederlands (Dutch) Mother tongue – fluent reading, writing and speaking
English Fluent reading, writing and speaking
Français (French) Appropriate reading and speaking

topics of interests

Dynamic visualization, infosthetics, generative art, A.I. and computational semantics, complex adaptive systems, interactive/computational narratives

education

2005–curr. PhD aspirant, VUB – University of Brussels, adviser: Prof. Luc Steels
2001–2005 VUB – University of Brussels:
master in computer science (licentiaat informatica)
graduated summa cum laude (grootste onderscheiding)
extra-curriculum activities:
1st year: Freshman students' representative
2nd year: Students' representative in departmental board, and
Educational, Committee of Faculty of Science Council.

- 3rd year: Students' representative in departmental board, Faculty of Science Council + Educational Committee, and University's Council of Education + Curriculum Committee.
- 4th year: Students' representative in departmental board, Faculty of Science Council and University Board's IT Committee.
- 1992–1994 Antwerp Royal Academy of Arts:
bachelor fashion design, cum laude (onderscheiding).
- 1988–1991 Pius X Institute Antwerp:
architectural arts (humanities / undergraduate)

professional experience

- 2008 researcher in the Complex Networks unit of the Complex Systems Lagrange Laboratory at the Institute for Scientific Interchange (ISI) in Torino (it) working primarily on two projects: SocioPatterns (<http://www.sociopatterns.org>) and GLEaMviz (<http://www.gleamviz.org>)
- 2005–2008 assistant researcher at Sony Computer Science Laboratory in Paris (fr)
- 2002 design and development of Futurisland client, a Flash MX based client for a web-based multi-player environment for kids, for ING/Tagora Interactive (be)
- 2001-2002 design and development of J:ACK, an international open-source component framework for Macromedia Flash MX
- 2001 design and development of Macromedia Flash Client ActionScript OOP library for Fortress Multi-Player server for Xadra LLC (usa)
- 2000-2001 lead designer for Macromedia Flash-based web-based multi-player gaming platform for 3rd-Elevation/M-Player Europe (Amsterdam, nl)
- 1999-2000 multiple guest instructor appointments for bachelor workshop 'New Media & Web Interface Design' at Karel De Grote Hogeschool, department Graphic Design (former St.-Lucas Institute in Antwerp, be)
- 1999 broadband project coordination and development for Men @ Work (be)
- 1999 founding of Addith bvba (be)
- 1998-2000 pre-development & research for ComplexCity, a narrative-rich interactive entertainment project with the support of the MEDIA II Program of the European Commission
- 1997 workshop instructor, 'Cyber Creator', Scheppers Instituut (college), Mechelen (be)
- 1996–1999 founder and Director of Development of Amphion Multi-Media bvba Multi-media development, web- and graphic design. (Some of our clients were: Barco, Fuse, FPC Fires, I Love Techno, Clickx magazine, and many more...) (Antwerp – be)
- 1995–1997 freelance interface design for internet, intranet en CD-ROM (Some of my client were: Digitale Metropool Antwerpen, SCA Packaging, Telepolis Antwerpen, INnet, Radio Vlaanderen Internationaal, ...)
- 1994–1999 co-founder and lead designer of/at Amphion v.z.w. – 'Amphion Net-Zine' – 'Kamers met Zicht' website integrated in Digitale Metropool Antwerpen

cultural achievements

- 2000 Kort Geknipt – 4 day multi-media installation/performance in collaboration with Tom 'Sexion28' Tossey, for 'Theater op de Markt', international theatre festival, Hasselt (BE)
- 1996–2000 Digital design and production of 'The Museum Revisited', a digital art project in collaboration with Boy & Erik Stappaerts.
Exhibition of the CD-ROM, digital prints and digital movie:
2000: SMAK, digital movie icw Pioneer; Gent (BE); Louvain La Neuve (BE)
1999: MuHKA; Antwerpen (BE) - Gallery Aurel Scheibler; Köln (DE)
1998: De Markten; Brussel (BE) - Art Fair; New York (USA) - Art Fair; Bazel (DE) - Baljuwhuis; Galmaarden (BE) - The Bold and the Beautiful; Antwerpen (BE) - Bündesverband Der Deutsche Galerien; Köln (DE) - Kunstmesse; Köln (DE)
1997: Gallery Aurel Scheibler; Köln (DE) - Art Fair; Bazel (DE)
1996: Rijksakademie; Amsterdam (NL) - Gesellschaft für Aktuelle Kunst, Bremen (DE)
- 1996–1998 Digital VJ, live digital mixing of visual computer and video sources.
April 1996: Café d'Anvers, Antwerpen (BE)
29 June 1996: "Six of One", multi-media performance in collaboration with Tomy (Digital Excitation, Cinerex), Lille (FR).
30 June 1996: "Lick da Future", Café d'Anvers, Antwerpen (BE).
31 December 1997: "Fallen Angels", Café d'Anvers, Antwerpen (BE).
- 1996–1997 Member of editorial board Brakke Hond (BE) literary periodical; Design and set-up web-zine.
- 1996 Conception, organisation & participation of/in "The Playground", a 4-day multi-media art, music and performance event on "Salon d'Artists" Art Expo in Mechelen (BE).
- 1995–1999 Conception, design and editorial for Amphion webzine: "Kamers Met Zicht".
Topics: Electronic music, digital art, DJ culture and fringe nightlife.

software tools and languages experience

current principal tools:

Adobe Flash/Flex/Air + Actionscript v3, Python, Common Lisp, Java, Flex Builder, Eclipse, Adobe PhotoShop, LaTeX, Adobe Dreamweaver, Mac OS X

experience with:

Scheme (Lisp dialect), SmallTalk, C++, C, Pico, Self, DTD, XMLSchema, XSLT, UML, SQL, XTM topic-maps, Fluid Construction Grammar, SVG, Linux, Mathematica, Adobe Premiere, Macromedia Director & Lingo, Adobe Illustrator, Lightwave 3D (v5.5), WordPress, Zope/Plone CMS, ...

press

- for recent project related press see: <http://www.sociopatterns.org/press/> and <http://www.gleamviz.org/in-the-press/>
- Clickx (BE), 26 September 1999. 'Hét spel voor 2004, The Smashing Game', three-page editorial on 'ComplexCity'.
- Humo's Overwerk (BE), 14 September 1999. 'Game designer WVdB werkt aan het ultieme videogame', three-page cover editorial on *ComplexCity* in professional supplement in Humo.
- i-D The Romance Issue (UK), no.188, July 1999. 'mad men', Short article on digital art collaboration with Boy & Erik Stappaerts.
- Vacature (BE), 20 June 1998. 'Artistiek met computer, WVdB maakte van zijn hobby een broodwinning', half-page cover editorial in a loose supplement with De Financieel-Economische Tijd, DeMorgen, Gazet van Antwerpen, Het Laatste Nieuws, De Nieuwe Gazet, Knack en Trends.
- Mix Mag (UK), April 1996. Short article on Amphion's electronic music web-zine.
- Ter Zake, BRTN (BE), 9 May, 1996. Item interview concerning the Internet and big brother issues.
- Gonzo Circus (BE), May 1996. Short article on 'Kamers Met Zicht'.
- Weekend Knack (BE), 17 January, 1996. 'Tijdgenoten, WVdB vult op Internet, voor Digitale Metropool Antwerpen, een virtueel huis met cultuur. Vroeger: kamers met zicht, nu: S-sense', one page editorial.
- Wave magazine (BE), December-January 1995-1996. 'De Pixelisten van Antwerpen', two page editorial on 'The Playground' multi-media project.
- Het Nieuwsblad (BE), 28 November, 1995. 'Internet maakt zich op voor kunst, Jonge kunstenaars experimenteren op computernetwerk', 1/3 page editorial on 'Kamers Met Zicht'.
- The Inter-society for the Electronic Arts (ISEA) Newsletter, 46 October, 1995. Announcing the publication of the 'Kamers met Zicht' web-zine.
- Streekkrant editie Antwerpen (BE), 23 November, 1995. 'K@mers met zicht', 1/4 page editorial.
- Trends magazine, August 1995. Section on 'Kamers Met Zicht' in cover-editorial on techno economy trends.
- Wave magazine, July-August 1995. Section on 'Kamers Met Zicht' in editorial on the launch of *Digitale Metropool Antwerpen*.