

## CURRICULUM VITAE

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# Wouter Van den Broeck

6 October 2010

## PERSONAL

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**surname** Van den Broeck  
**name** Wouter Joseph Marie  
**nationality** Belgian  
**date of birth** 30 December, 1972  
**place of birth** Gent, Belgium  
**email** wouter [at] addith.be  
**homepage** <http://www.addith.be>  
**driver licence** category B



## LANGUAGES

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**Dutch** mother tongue  
**English** fluent reading, writing and speaking  
**French** reading and speaking

## EDUCATION

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- 2001 – 2005** **Master Computer Science**  
University of Brussels (VUB)  
graduated **summa cum laude**  
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** **Bachelor Fashion Design**  
Royal Academy of Arts, Antwerp  
cum laude
- 1988 – 1991** **Secondary education**  
Architectural Arts and Science  
Pius X Institute, Antwerp

## PROFESSIONAL

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- 2008 – cur.** **Researcher** in the Complex Networks unit of the Complex Systems Lagrange Laboratory at the **Institute for Scientific Interchange** (ISI Foundation) in **Torino** (IT), working primarily on the SocioPatterns (<http://www.sociopatterns.org>) and GLEaMviz (<http://www.gleamviz.org>) projects.

- 2005 – 2008** **Assistant researcher at Sony Computer Science Laboratory in Paris** (FR), working primarily on the semantic aspects of emergent languages in the context of the EC-Agents project (<http://ecagents.istc.cnr.it/>).
- 2000 – 2002** **Freelance design and development** for a.o.:
- **Futurisland client**, a Flash MX based client for a web-based multi-player environment for young adolescents, for ING/Tagora Interactive (BE)
  - Flash-based multi-player platform for 3rd-Elevation/M-Player Europe (NL)
  - **J:ACK**, an international open-source component framework for Flash MX
  - **FFDK**, an ActionScript OOP library for Fortress Multi-Player server for Xadra LLC (US)
- 1998 – 2000** **Guest professor** ‘New Media & Web Interface Design’ at **Karel De Grote Hogeschool**, department Graphic Design (former St.-Lucas Institute), Antwerp (BE)
- 1996 – 2000** **Founder and Director of development of Amphion Multi-Media** bvba, a new-media design, development and communication agency.
- 1994 – 1996** **Freelance interface design** for a.o. Digitale Metropool Antwerpen, SCA Packaging, Telepolis Antwerpen, INnet, Radio Vlaanderen Internationaal.

## CULTURAL

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- 2010** **Practice Mapping**, an artscience workshop project and exhibit at Interactivos? LABoral: When Process Becomes Paradigm. LABoral, Gijón, Spain.
- 2009** **Infectious SocioPatterns**, interactive artscience exhibit at INFECTIOUS, Science Gallery, Dublin, Ireland.
- 2000** **Kort Geknipt**, a 4 day multi-media installation/performance in collaboration with Tom 'Sexion28' Tosseyn, for ‘Theater op de Markt’, an international theatre festival in Hasselt, Belgium.
- 1996 – 2000** **The Museum Revisited**, a digital art project in collaboration with **Boy & Erik Stappaerts**, consisting of an interactive exhibit, digital prints and digital movie, shown in:
- 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) – Bundesverband 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 – 1997** Member of editorial board **Brakke Hond** (BE) literary periodical, responsible for 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, Belgium.
- 1995 – 1999** Conception, design and editorial for **Amphion** webzine: “**Kamers Met Zicht**”, covering electronic music, digital art, DJ culture and fringe nightlife. Co-founder of Amphion v.z.w. (a non-profit).

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## ACADEMIC

- 2010** Co-organiser of **Data Driven Dynamical Networks** workshop at École de Physique, Les Houches, France.
- 2009-2010** **Epidemic Planet**, a interactive scientific visualisation exhibit developed in the context of the GLEaMviz project, shown at:
- INFECTIOUS, Science Gallery, Dublin, Ireland
  - International Science Festival 2010, Edinburgh, UK
  - FET@EP, European Parliament, Strasbourg, France
  - CosmoCaixa Mòbil "Tecnorevolución", traveling exhibition, Spain
  - Super Computing 2010, New Orleans, USA
- 2009** Co-chair of **HyperText 2009** conference, Torino, Italy.
- 2005 - 2010** For a detailed list of **scientific publications**, please consult <http://www.addith.be>.

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## TECHNICAL

- principal tools**
- Adobe Flash Builder, Flash Pro, Flex 3/4, ActionScript 3, AIR
  - Python, Django, Twisted
  - Common Lisp, Emacs
  - Adobe Photoshop, Dreamweaver
  - (X)HTML, CSS
  - WordPress
  - Apple OS X, Keynote, Pages, Numbers, iMovie
  - OmniGraffle
  - Subversion
- experienced with**
- Java, JavaScript, C++, C, SmallTalk
  - SQL, mySql, SQLite
  - UML, Poseidon, ArgoUML
  - SVG, DTD, XMLSchema, XSLT
  - Microsoft Word, Powerpoint, Access, Visio
  - Adobe Illustrator, Premiere, Macromedia Director, Apple Final Cut
  - Mathematica, Lightwave 3D (v5.5)
  - Windows, Linux
  - Zope/Plone CMS