

Curriculum Vitae: Rob Bothof

PERSONALIA

name: Robert–Paul Bothof
date of birth: 8 april 1977
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The Netherlands
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EDUCATION

2007 – 2008 ArtScience Master, KABK, Den Haag, The Netherlands. (discontinued)
2000 – 2005 Communication Design, Willem de Kooning Academie, Rotterdam, The Netherlands
(interactive media, animation and audiovisual design) (graduated)
(diploma attained in 2005 in the discipline of interactive media)
1996 – 1998 Computer Science, Technical University Delft, Delft, The Netherlands (discontinued)
1989 – 1996 Stedelijk Gymnasium, Schiedam, The Netherlands (graduated)

WORK EXPERIENCE

2005 – now Freelance / independent
(audiovisual productions)
2001 – 2003 Untouchable Graphics
(webdesign, interaction design)
1998 – 2000 DPI Animation House, The Hague, The Netherlands
(3d–modeling, 3d–animation, videomontage, webdesign)
1998 Delftnet, Delft, The Netherlands (grafic design, webdesign)

SKILLS

language proficient in Dutch and English
visual 2D animation, 3D modeling, and 3D animation, game–design, video–montage.
sound sound–design, montage, composition, mastering, improvisation, audio circuitry, dj & drummer
technical software development, realtime audio– and video–processing, reverse engineering,
electronic circuitry, creative coding
overall multi–disciplined, inventor, problem–solver.
software (os) windows, linux
(code) C#, C++ , GLSL, Cg, python, php, javascript, c18, arduino
(visual) photoshop, premiere, 3dstudio max, blender, unity3d
(audio) pure–data, max/msp, ableton live, protocols, audition

PUBLICATIONS/INTERVIEWS/LECTURES/AWARDS

- mei 2017 Guest lecture at Royal Academy of Art The Hague: 'Game-Engines / Unity3D'
- january 2017 Guest lecture, Academy for Art & Design Arnhem: 'HackaTon'
- march 2016 Workshop and presentation, Improvisation with electronic music and development of musical tools. GoMute Festival, Delft
- june 2013 Lecture KinderMuziekWeb, Madurodam, The Hague for Centrale Discotheek Rotterdam
- march 2010 Lecture ZZZondag, Villa Ockenburg, Den Haag
Procedural animation and flocking behaviour
- september 2009 Awarded StartStipendium, a grant to encourage young artist
Fonds NKVB (Dutch Foundation for Visual Arts, Design and Architecture)
- august 2006 VPRO Radio 'De Avonden' – interview about installation 'de Steen der Wijzen'
(a documentary by Marten Minkema about the Robodock festival 2006)

RECENT EXHIBITIONS

- 2017 Gallerie Artishock. Reijswijk, the Netherlands
De School, Amsterdam, the Netherlands
Sound of silence festival, de Regentes, The Hague, the Netherlands
- 2016 Islamic Art Festival. Sharjah, United Arab Emirates
Novas Frequentias. Rio de Janeiro, Brasil
ECP Conferentie, FokkerTerminal, The Hague, the Netherlands
Today's Art 2016. The Hague, the Netherlands
Schema Art Museum. Cheongju, Korea
Curiosity Killed The Cat, Nutshuis, The Hague, the Netherlands
Kikk festival, Namur, Belgium
Panorama Mesdag, The Hague, the Netherlands
- 2015 GoudaLichtkunst, Gouda, the Netherlands
Lichtbaden. CBK, Amsterdam, the Netherlands
Pulchri Studio, The Hague, the Netherlands
Futureland, Port of Rotterdam, Rotterdam, the Netherlands
Baracca: Inside Job 2015, Hotel Baracca, Valencia, Spain
SPHÆRÆ at EAPlab, The Hague, the Netherlands
- 2014 Today's Art 2015. The Hague, the Netherlands
former Ministry of VROM, The Hague, the Netherlands
Blikopener festival, Delft, the Netherlands

WORK AND PROJECTS

ART AND INSTALLATION

- march 2017 Entropy #1, generative light sculpture
gallerie artishock, Reijswijk, the Netherlands
- november 2016 Relief, sound sculpture / installation, with Mike Rijnierse
premiere at Novas Frequentias festival, Rio de Janeiro, Brasil
- oktober 2016 Mesh. light & sound installation, with Mike Rijnierse
commissioned by ECP (platform voor informatiesamenleving)

may 2016 Light-Visual installation & Decor for AKASHA Theatre production by Rosa Ensemble Operadagen 2016, Rotterdamse Schouwburg

february 2016 Visuals for Lifeset MURW & CUBE, with Floris van Bergeijk and Mike Rijnierse Grasnapsly festival, Radio Kootwijk [\(link\)](#)

february 2016 Generative Video appliication for Installation at Hospice de Waterlelie designed and commisioned by Petra van der Schoot

january 2016 Panorama Contiuum, Video installation / Simulation at Panorama Mesdag, The Hague with BROOS, Zeger Reyers and Pietertje van Splunter.

oktober 2015 D.N.A: augmented reality application and augemted video for DNA exhibition by Ilja Walraven Pulchri Studio, Den Haag.

july 2015 CUBE, light & sound sculpture / installation, with Mike Rijnierse premiere at SPHÆRÆ at EAPlab, Den Haag

july 2014 Soundinstallation Blikopener festival, Delft
Algorhythmic / Generative music installation with multiple speakers. with Kassen Oud

2013-2014 GateGeeper – former Ministry of VROM building, The Hague
site specific light installation. Concept, hardware and software development.
with Mike Rijnierse [\(video\)](#)

december 2011 Prepostbypass 2 – State-X Festival, The Hague
performance / video-installation. Concept and software development.
with Judith van der Made, Andrie van de Kuit and Kassen Oud [\(video\)](#)

september 2011 performance / video-installation. opening Pand 14, Amsterdam
Concept and software development. with Judith van der Made, Andrie van de Kuit.

april 2011 Prepostbypass – Zeebelt Theater, The Hague
performance / video-installation. Concept and software development.
with Judith van der Made, Andrie van de Kuit and Mariska de Groot

2010 – 2011 ContainerVillage, management, floorplan and design and Murals for outdoor atelier /
exhibitionspace. Waldorpstraat, The Hague. with achitect Heleen Bothof,

september 2009 Conflict – Todays Art '09, The Hague
installation / war-simulation program controlling life-size wooden soldiers

june 2008 Plug & Play 2 / Gallery Andergrond, The Hague
site specific installation where visitors en make there own sound effects routing

september 2007 Installation / Commission for symposium Solland Solar Heerlen, (rejected)
site specific installation with solar panels and laserpens to generate music & visuals.

september 2007 Plug & Play / Todays' Art Festival, Gallery Baracca, The Hague
site specific installation where visitors en make there own sound effects routing

august 2007 Paper Pavilion / exhibition 'Going Public' by bArt – Boulevard Festival, Den Bosch
Pavilion (height 7m) with inside an interactive installation build from 44 tons of old-paper

september 2006 installation 'de Steen der Wijzen' / Robodock Festival Amsterdam [\(video\)](#)
(sculptuur / stone. Theme Robodock 2006: Alchemy. With (RFID) microphone's visitors
could listen to stories, recipies and a wide numer of abstract soundscapes that were hidden
inside the philosopher stone.)

- april 2006 installation 'videoboodschap' / Begane Grond Festival, The Hague
(video guestbook for local culture festival)
- march 2006 autonomous robot photographer 'Paparazzi' / V2, Rotterdam
(mechanical sculpture, robot, moves, takes pictures and produces sound.)
- december 2005 installation 'Pods & Pans' / 'Haagse Rondgang', the Hague / with Twan Bastiaansen
(subtitled : 'a sound study of objects in free-fall' – interactive sound installation)
- june 2005 installation 'Geluidsarchief' / archive of the illusive, The Hague
(graduation project. With special rfid microphones visitors can hunt for lost sounds of the archive. The installation contained a sound-timeline from it's initial use as an archive for the hague goverment until now, where it is used as art-gallery and concert stage)
- juli 2004 autonomous Robot 'Robot-Stier'
(metal sculpture, moves and responds to red colors)
- februari 2004 installation 'Dansplaats' / Worm showcase, Tent, Rotterdam / with doop-lab [\(video\)](#)
(interactive installation / music is mixed in response to the movements of the visitors)
- december 2003 installation 'Beestjes' / Childrens Museum Villa Zebra, Rotterdam
(interactive video projection with sound. By moving through the video projection, visitors were able to influence the social behaviour of a group of autonomously moving dots.)

ANIMATION AND VIDEO

- december 2015 'The Original Chicken and her Egg' after a poem by Leo Vroman
Animation/Videoclip with René de Haan [\(link\)](#)
music by Nico Brandsen & 15Apen, vocals by Frans van Deursen
- august 2015 Generative Video software for Drive-By videoprojection,
part of BARACCA inside job: Valencia, Spain
- march 2015 VideoMontage for Jiří Kylián : Selected works – Belgrado
- august 2014 VJ showcase for 20years Radio Tonka (VJ / VideoPerformance / projections)
with Farah Rahman, Dylan Hallegraef
- 2011 – 2013 KinderMuziekWeb: various animations for Grade School Music Lessens, commissioned
by Centrale Discotheek Rotterdam, with René de Haan. [\(link\)](#)
- may 2008 Animation/Stop Motion for RedthePlaneet, exhibition 'They Said it couldn't be Done'
yes-no club joyjakarta, indonesia with Judith vd Made
- 2008 'Weerbare Waarden' for doctorate of Helen Stout / produced by René de Haan
(a short animation film about securing public interest in the privatisation of government
owned enterprises) [\(link\)](#)
- 2007 'trickmasters' 3D animations for the mobile market
a number of short animated soccer trickshots [\(link\)](#)
- 2005 Various short animations for GooGoo / Cirquest
E-learning program about law, for employees of social services and public safety
- august 2004 OlaBola 'Sound of the Nation' / club Bitterzoet, Amsterdam
(with René de Haan, as part of a videoshow for dutch band Olabola)
- august 2003 OlaBola 'Problems' / Lowlands Festival 2003 / MTV / with: René de Haan
(videoclip for the HitSingle 'Problems' by dutch band OlaBola) [\(link\)](#)

MUSIC, COMPOSITION AND SOUND-DESIGN

- september 2016 Music/composition for AudioDH, sonic manifestations by 250 artists from The Hague
- december 2015 Musical score for video Spot46 film by Gonzalo Fernandez
- june 2014 Algorhythmic / generative music pieces for opening expo: This Must be 2019, The Hague
- januari 2010 Musical score for trailer and short film: Polonaise ([trailer](#)) ([film](#))
- november 2008 Musical score & SoundEffects for kubik foto: kegelbahn ([link](#))
- juli 2008 Musical scores for minuatue interior design art pieces / maquettes by Stec exhibition at Kunstvlaai 2008, Amsterdam
- februari 2008 Musical score for animation film 'little Q' by aniskey studio's (score rejected)
- juli 2009 - now bi-weekly radio Show, Live Experimental / Electronic Music, with Kassen Oud ([link](#)) / ([soundcloud](#)) / ([soundcloud](#))
- 2005 - now Design and Production of various electronic musical instruments and computer music (midi) controllers
- 2005 - now Numerous solo and collective live performances, including tours through Europe and Asia. with Kassen Oud as Club-Res : electronic improvised dance music. with RedThePlaneet as a drummer : electro punk.

EDUCATION AND GAMES

- may 2015 installation / VR-experience at Futureland, Port of Rotterdam , for DPI animation house
- 2011 - 2013 KinderMuziekWeb: concept, scenario, animation & sounddesign for digital / interactive gradeschool music lessons program, commissioned by Centrale Discotheek, Rotterdam.
- december 2010 Corporate Crisis, videogame at exhibition 'Space Panic', The Hague
3d Action Game, Game-Design, Software and Controller Development, with Kassen Oud
- 2008 - 2010 Multi Jam - a musical multiplayergame for company trainings and seminars in association with art in rhythm
- 2014 - now Numerous prototype games for the 'Ludum Dare' 48hour game-competition.

WORLD WIDE WEB

- 2010 - now Software Development for 'Underware' typography online
- 2003 - now Webdevelopment (short selection of works:)
<http://www.typeradio.org/mobile/>
<http://kinder.muziekweb.nl/> (illustrations: René de Haan)
<http://www.jirikylian.com/> (design: René de Haan)
<http://www.clai.nl/> (design: René de Haan)
<http://www.renedehaan.net/> (design: René de Haan)