







# Pim Tournaye


Creative Technologist

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## Personal

Creative coder exploring the intersection of technology and art. Recently completed a professional bachelor's degree with distinction in Multimedia & Creative Technologies. Currently expanding this education part-time in the arts at NYU's IMA Low Res program. Passionate about innovative projects combining design and technology. Specialized in creative coding, interaction design, and conceptual development. Seeking full-time or part-time roles leveraging this background to build captivating digital experiences. Adept at balancing ongoing education and career development. Excited to apply creative technical skills to impactful initiatives.

## Education

<b>Interactive Media Arts Low Res</b> New York University Tisch MA	Jul '23—Jul '24
<b>Multimedia &amp; Creative Technologies</b> Erasmushogeschool Brussel BPS	Sep '19—Jul '21
<b>Jazz Studies</b> Koninklijk Conservatorium Brussel No degree	Sep '17—Jul'19

## Skills

Technical—Soft

<b>Web</b> JavaScript TypeScript Node.js SvelteKit D3	Team player Emotional intelligence Critical thinking Passionate Communication Collaboration Creativity Adaptability Leadership Systems thinking Holistic perspective Growth mindset Problem solving Ready to help
<b>Creative Coding</b> Processing p5.js TouchDesigner	
<b>Physical Computing</b> Arduino 3D Printing Laser Cutting Rapid prototyping	
<b>Design</b> Adobe Illustrator Adobe InDesign Conceptualization Experience Design Interaction Design UX/UI	

## Language

<b>Dutch</b>	native
<b>English</b>	close to native
<b>French</b>	good
<b>Spanish</b>	basic
<b>Swedish</b>	basic



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## Experience

### Creative Technologist @ SEADS Collective

Jun 2021 - present

Member of the SEADS Collective, having worked on Biomod[BRG13] and Engines of Eternity, co-lead of Mimikry: Exomoon.

Projects: <https://seads.network/member/Pim>

### Creative Developer internship @ SUPERBE

Jan 2022 - May 2022

Interning at SUPERBE in Namur, helping out with developing and conceptualising various projects. Work included programming interactive installations, CAD design, audio design, on-site setup for projects, prototyping, etc.

### Student Representative @ Erasmus University College

Sep 2017 - Sep 2022

2017-2019 // Student Council Koninklijk Conservatorium Brussel

2018-2022 // Student Council Erasmushogeschool Brussel, Executive Board, and Supervisory Board

2020-2022 // Education Committee of Multimedia & Creative Technologies

2021-2022 // FabLab Ambassador

2021-2022 // Vice-President of General & Department Student Council

### Stagehand @ Jazz Middelheim and Gent Jazz

Jun 2013 - Jun 2019

Setting up the stage for artists performing at the festival, working in a small team under direction of Kick APS.

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## Selected Projects

### Mimikry: Exomoon /w SEADS & Theater Neumarkt

Co-lead the project, conceptual development and technical development, sound design, workshops with actors

Project: <https://seads.network/project/exomoon>

### Engines of Eternity /w SEADS Collective

Worked on production for the initial exhibiton in Pilar, Brussels.

Audio editing for the EoE: Eagerness for the Alien video essay.

AV artist on the Engines of Eternity performance.

Project: <https://seads.network/hyperproject/engines-of-eternity>

### Open Improv Collective

Bridging the gap between audience and band in improvised music performances. Various proof of concepts and prototypes that look for ways on how to engage an audience with improvisation.

Finding common ground to join together different mediums of communication. Nominated for Best Smart Technology Project

2022 - EhB Final Show

Thesis: <https://indd.adobe.com/view/0f1d9337-da24-441d-aac9-fe1898866ba7>

### Fermata.js 1.0 & 2.0

Helping people compose and improvise with the help of programming. Initially conceived as a box wherein by playing Twister, you improvise with the help of Google's Magenta AI models.

In its current state, Fermata.js is a table that helps people improvise through a harmonic landscape with the help of algorithms.

Link: <https://github.com/PimTournaye/january-api>

### Breathing Wall /w Farah Amri

Reflection on the experience of 2020, an installation that normalises breathing once again. Powered by Arduino with a self-built prototype of a respiratory sensor mapped to LEDs.

Demo: <https://youtu.be/D7uUQkmnff8>

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## More Past Projects

### Physical Data

A maker experiment to break dataviz out from the computer screen. Taking David Lynch's Number of the Day videos as a dataset to explore physical visualisation of data. From random walks to data sonification to building my own 3D printer.

### Jam.brussels

A platform to centralize all music jam sessions in Brussels. See what is cooking where at glance, without the need to scour Facebook groups or business pages. Fullstack development with Sveltekit.

Repo: <https://github.com/PimTournaye/jam.brussels>

Partager, c'est se liberer /w SUPERBE & La Niche  
Community project to bring attention to mental health. Programming of ticket printers that print out sent-in confessions to a website. More low-level programming done to manipulate character tables and program reactive lights with Arduino.

### Ableton Live Test

Experimenting with electronics and Ableton Live and Max MSP. Directing the class group to build a coherent performance over three days.

Demo: <https://www.youtube.com/watch?v=FO9fOXqBGVo>

### Road Stories

Helping people breathe new life into their bike trips by generating stories for place they pass by often. Powered by OpenAI's GPT-3, that nice abandoned fort you pass on each trip now has a nice short story for your snack break.

### Digital Inclusion /w BNP Paribas Fortis

Building a solution for a non-profit organization in Brussels with the goal to create more digital inclusion for vulnerable target groups. Framing exercises, field research, ideation, and conceptualization.

Article: <https://www.bnpparibasfortis.com/newsroom/press-release/six-social-organisations-seven-government-bodies-and-eleven-companies-join-forces-against-digital-exclusion>

### TouchDesigner x Sensory Percussion

Experimenting by generating visuals by playing drums powered with Sensory Percussion triggers. TouchDesigner, Ableton Live, Max MSP.

Link: <https://www.youtube.com/watch?v=Z9U56Dn6s4I>

### Biomodd[BRG13] /w SEADS Collective

Biomodd is a community art project that creates new relationships between nature and technology across different cultures around the world. Interaction design and development with ESP32 powered sensors to drive engagement with a giant art installation.

Link: <https://seads.network/project/biomodd-brg13>

### Arduino Plays Clapping Music

Coding Steve Reich's music to be performed by an Arduino. Simulating Clapping Music with solenoids and LEDs.