Daan Rongen

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Amsterdam,
the Netherlands
(1995 — 2020)

London,
United Kingdom
(2020 — present)

Creative Coder — exploring the art and science of machine intelligence

As a creative coder I have the ability to bridge the gap between technical know-how and artistic expression. By combining my coding skills with a keen eye for design, I am able to create interactive experiences that engage users on multiple levels. I provide innovative solutions to complex problems and work seamlessly within teams of designers and developers.

With a Master's degree in Creative Computing and a focus on Generative AI during my thesis, I have gained comprehensive knowledge of cutting-edge technology in designing innovative tools and techniques which enable machines to learn from large sets of complex data patterns. Using a range of computational practices such as shape synthesis and generative art allows me to use machine intelligence creatively.

During my career I have worked on a vast range of different projects and creative domains. My experience includes designing and building installation art, creating album artworks, digitally fabricating sculpture art, creating interactive experiences, and much more.

General skills

Creative generalist
Being adaptable to a range of domains allow me to combine, explore, and transform creative spaces.

Design expert
Nearly a decade of experience in human-centred design for products and services.

Scientifically literate
I explore problems through literature research and feel comfortable writing academic reports.

Scaleable solutions
Thinking big picture in software architecture allows me to scale both horizontally and vertically.

Critical thinking
Proficient in ethical analysis and challenging my own creative practice.

Prototype hacking
Fast and cheap experimentation allows me to eliminate non-viable solutions quickly and progress iteratively.

Industry skills

Programming
JavaScript, HTML, CSS, Python, C++, Arduino, Raspberry Pi, Processing, OpenFrameworks, React.js, Node.js, Next.js, D3.js, PostgreSQL

Machine Learning
PyTorch, Tensorflow, Keras, Jupyter, Colab

Computer Graphics
GLSL, Blender, Unity, Open3D, PyTorch3D

Design
Figma, Sketch, Eagle, Cura

Work

<u>Associate Lecturer at the University of the Arts London</u> (2022 — present)
At the Creative Computing Institute of UAL I give lectures on how to conduct literature research for the creative practice.

<u>Freelance Creative Coder</u> (2019 — present)
As freelancer I have worked for numerous clients on a vast range of different domains, ranging from album artworks to installation art.

<u>Full-Stack Developer at A-Space</u> (2022 — 2023)
At this fast-paced AI architecture start-up I was part of the core development team and laid the groundworks for a scaleable software architecture.

<u>Frontend Developer at CLEVER°FRANKE</u> (2019 — 2020)
Working at this world leading data-visualisation agency taught me everything I know today about building complex interactive data-visualisations for the web.

<u>UX Design Intern at Fonk Amsterdam</u> (2017 — 2018)
As an intern at this design agency I worked on research and development of systems and interventions that improve employee wellbeing.

Education

<u>MSc Creative Computing at the University of the Arts London</u> (2020 — 2022)
At the university ranked second worldwide in art and design I gave shape to my own creative practice, specialising in generative AI and computer graphics (completed with distinction).

<u>Minor Intelligent Environments at the University of Amsterdam</u> (2016 — 2017)
This research minor taught me how to develop prototypes for academic research in information technology and write reports on experiments (completed with honours).

<u>BSc Communication & Multimedia Design at the Hogeschool van Amsterdam</u> (2014 — 2018)
During this four year course on designing and developing human-centred solutions I studied the practices of UX/UI design, frontend development, usability testing, and media studies.