

BART VAN SON

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SOCIALS
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EXPERIENCE

SELF EMPLOYED

04/2022 – present

Utrecht // *Creative Technologist*

Together with Studio Prinsen and in close collaboration with scientists from the RUG and WUR, we created an interactive animation visualising actual scientific data on Mercury Emissions caused by Artisanal and Small-scale Gold Mining (ASGM). The work is an experiment and fully completed in the Touchdesigner programming environment. Tasks included:

- Work with domain experts to deeply understand what the scientific community wants
- Provide regular updates of progress to Creative Director
- Work independently with rapid feedback processing
- Responsible for developing the final output accommodating graphics, interactivity, content and functionality, properly commented, and optimized for use within the target application
- Build and integrate UI elements connected to audiovisual output

Funded by the Stimuleringsfonds voor de Creatieve Industrie

FEST EN PURE

02/2022 – present

Netherlands // *Co-founder*

I am the co-founder of Fest en Pure, a dynamic organization that emerged during the challenging times of the Covid pandemic, when building new connections became increasingly difficult. Our journey began with organizing sports days and events to foster a sense of community and combat isolation. Drawing inspiration from these early successes, Fest en Pure transformed into a thriving company dedicated to curating unforgettable experiences. We specialize in planning and executing a diverse range of events, holidays, and workations, all centered around an active mindset that encompasses sports, games, social connections, and a stimulating atmosphere. With a commitment to fostering personal growth and meaningful connections, we continuously strive to create memorable experiences that challenge individuals to embrace their full potential

SETUP

10/2022 – present

Utrecht // *Workshop Leader*

SETUP is the platform for anyone interested in the fusion of technology and culture. At SETUP, we are working with artists and designers to make the consequences of technological developments tangible. In this respect, I teach the workshop called Smartlappen AI, in which I explain about a custom build algorithm that can write lyrics for tearjerker songs. In the workshop, I challenge the audience to co-create their own tearjerker and help them in the process.

KITE EDUCATION

12/2021 – 12/2022

Rotterdam // *Workshop Leader*

KITE education gives technique lessons to children and young people. As workshop leader, I let children experiment with new technologies and fantasize about social applications. I challenge the students to learn to think in terms of applications, so that technical components, like paint, paper and scissors, become part of a creative process.

DIGITAL PLAYGROUND

08/2020 – 08/2022

Rotterdam // *Workshop leader*

Foundation aimed at media art education of students in Rotterdam. I was teaching workshops on 2/3D Game Design, Programming, (stop-motion)animation and video production. Also involved in side project called Code Tour, aimed to educate children in underdeveloped areas in the basics of programming.

EDUCATION

UNIVERSITY LEIDEN

2019 – 2021

Master's // *Media Technology* //

Master's programme with a focus on creative exploration as well as on the understanding of science and technology. Courses include: Computational Creativity, Hardware Programming, Artificial Intelligence, Data Visualisation, Multimedia Systems, Sound Space & Interaction, Human Computer Interaction and more.

Thesis topic: Can a drone help younger athletes pace better on a track? Awarded with an 8.5 / 10 and presented at the 2022 European Conference for Sport Sciences in Seville, Spain

UTRECHT UNIVERSITY

2013 – 2015

Bachelor's // *Liberal Arts and Sciences* //

I studied the interdisciplinary programme called Liberal Arts & Sciences. In this programme I have developed myself as an interdisciplinary researcher working closely together with students from other majors. My major consisted of a complete Bachelor's programme at the Erasmus University in Rotterdam in Communication and Media.

SUMMARY

As a creative technologist, I thrive at the intersection of art, science, and technology, infusing my work with a passion for meaningful projects. Drawing inspiration from current global and local affairs, I strive to evoke a sense of wonder and empower audiences through my creations. Combining my expertise in technology with artistic innovation, I am driven to push boundaries and spark curiosity. With a deep understanding of the evolving landscape of creativity, I continuously seek out new ways to engage and captivate audiences, immersing them in thought-provoking experiences. I am dedicated to using my skills and knowledge to bridge the gap between art and technology, leaving a lasting impact through captivating storytelling and interactive installations.

As an entrepreneur, I thrive on the journey of turning ideas into tangible projects, collaborating with others along the way. My focus lies not only on financial gain but also on fostering genuine connections and creating meaningful impact through shared endeavors.

SKILLS

- Excellent communication skills that can bridge gaps between design and engineering across internal teams
- Ability to adapt and willing to learn new tasks
- Proficiency with Adobe Creative Suite Software
- Python, Java, Javascript, HTML, CSS
- TouchDesigner, Processing, P5.js, Unreal, Houdini, Blender, Wordpress, Jupyter Notebook
- Arduino, Raspberry Pi, programmable LED strips, sensors