

CV – Beer van Geer – <http://www.universalmediaman.nl>

Projects

2018

Project Title: Calmspaces

Location: Netherlands

Discipline: Organisation Setup

Reference: <http://www.calmspaces.nl>

2018

Project Title: Philadelphia Phi Robot Project

Location: Netherlands

Discipline: Project coordination consultancy

Reference: https://www.npostart.nl/brandpunt/23-10-2018/KN_1702411

2018

Project Title: FollowFlow

Location: Netherlands

Discipline: Biofeedback and data visualization

Reference: <https://play.google.com/store/apps/details?id=com.followflow.alpha> &
<https://itunes.apple.com/tr/app/followflow/id1367827233?mt=8>

2017

Project Title: Philadelphia Sensiks Project

Location: Netherlands

Discipline: Biofeedback and data visualization

Reference: <https://youtu.be/ZT4GAyskMj>

2017

Project Title: Timbre

Location: Netherlands MonobandPlay

Discipline: Development vr sound interaction

Reference: <http://www.monobanda-play.com/project/timbre>

2016

Project Title: Weltatem VR Opera

Location: Netherlands MonobandPlay

Discipline: Development vr sound interaction

Reference: <https://vimeo.com/214816854>

2016

Project Title: NoroNoro PariPari

Location: Netherlands MonobandPlay

Discipline: Development vr sound interaction

Reference: <https://www.youtube.com/watch?v=SF4lx--ww4&feature=youtu.be>

2016-Current

Project Title: Sensiks

Location: Netherlands

Discipline: Development vr biofeedback experiences

Reference: <http://www.sensiks.com/>

2015

Project Title: VR-Lounge @ TodaysArt 2015

Location: Netherlands

Discipline: Curation and production of VR Lounge at TodaysArt 2015

Reference: <http://todaysart.nl/2015/program/sensory-experience-and-enhanced-realities-lounge/>

2014- 2016

Project Title: Project-O

Location: Netherlands – Japan

Client: Sony Playstation Japan

Discipline: Concept realization and Biofeedback Design

Reference: <http://www.worldwidestudios.net/japan>

2014

Project Title: Piece of Heart and Vibration

Location: Netherlands - Concert Gebouw

Discipline: Technical realization and Biofeedback Design

Reference: <http://www.concertgebouw.nl/concerten/gwyneth-wentink-verklankt-the-human-body>

2013

Project Title: Palier Drugswijzer

Location: Netherlands

Discipline: Technical realization

Reference: <http://www.palier.nl/>

2013

Project Title: SwipeTv (Turned into Visions platform)

Location: World

Discipline: Concept and Technical realization

Reference: <http://www.swipetv.com/> & <http://www.visions.tv>

2013

Project Title: Red Star Line Interactive Installations

Location: Antwerpen

Discipline: Concept and Technical realization

Reference: <http://www.redstarline.be/>

2012

Project Title: BioDome

Location: Exhibited at Into great wide open & TodaysArt

Discipline: Concept & Production Development

Reference: <https://vimeo.com/57979514>

2011

Project Title: SubmarineChannel

Location: Netherlands - Amsterdam

Discipline: New media editor

Reference: <http://www.submarinechannel.com>

2011

Project Title: Grapheme

Location: Netherlands

Discipline: Concept, design, scripting

Reference: <http://store.neurosky.com/products/grapheme>

2011

Project Title: Heartlive

Location: Netherlands

Discipline: Scripting

Reference: <http://www.heartlive.nl>

2011

Project Title: Hyphae

Location: Netherlands,Iceland,Poland,United States, Canada,

Discipline: Organizing

Reference: <http://www.hyphae.nl>

2011

Project Title: Siquira Touch
Location: Netherlands
Discipline: Code development of interactive marketing tool
Reference: <http://www.siquira.com/>

2011

Project Title: Wenswereld
Location: Netherlands
Discipline: Code development and design of Wenswereld community
Reference: <http://www.wenswereld.nl>

2011

Project Title: MAS Antwerpen
Location: Museum MAS, Antwerpen
Discipline: Development of four interactive narratives
Reference: <http://www.mas.be/>

2011

Project Title: TKH Solutions
Location: Amsterdam SEC
Discipline: Development interactive glass interface
Reference: http://universalmediaman.nl/?page_id=1513

2010

Project Title: Sim Residency
Location: Reykjavik
Discipline: Artist in Residence programma
Reference: <http://sim.is/sim-res/>

2010

Project Title: Beamfever
Location: Den Haag TodaysArt
Discipline: Projectie Mapping applicatie
Reference: <http://www.todaysart.nl>

2010

Project Title: Quantified Self
Location: Amsterdam
Discipline: Lecture
Reference: <http://quantifiedself.com/2010/11/beer-van-geer-on-meditation-tr/>

2010

Project Title: Dagaz
Location: Neurosky app store
Discipline: Techniek & concept
Reference: <http://www.dagazproject.com>

2010

Project Title: Chinese Touchscreen
Location: Arnhem – Openlucht Museum
Discipline: Techniek & Vormgeving
Reference: <http://www.openluchtmuseum.nl/>

2010

Project Title: Vormgeving Publiciteit en Organisatie Upload Cinema
Location: Filmhuis Den Haag
Discipline: Vormgeving & Organisatie
Reference: <http://www.uploadcinema.net/>

Awards & nominations:

2017

Project Title: Weltatem

Award: Dutch Game Awards

Location: Netherlands

Discipline: Best Cross Media Game and award for best co-production

Reference: <https://www.reisopera.nl/vr-opera-weltatem-wint-twee-dutch-game-awards-2017>

2015

Project Title: Masterclass Mediafonds

Award: UNMAPPING EUROPE

Location: Netherlands

Discipline: Interactive Media

Reference: <http://www.mediafonds.nl/nieuws/121046/unmapping-europe-masterclass-sandberg-at-mediafonds>

2014

Project Title: Talent

Award: Talent Awards Stimulerings Fonds

Location: Netherlands

Discipline: Interactive Media

Reference: http://www.stimuleringsfonds.nl/nl/toekenningen/talentontwikkeling_2013_beer_van_geer/

2010

Project Title: Dagaz

Award: Developers contest – Neurosky – 1st price

Location: California

Discipline: Techniek & Concept

Reference: <http://company.neurosky.com/blink-of-an-eye/>

2010

Project Title: Allweknow

Nomination: Ars Electronica

Location: Linz – Oosterrijk

Discipline: Techniek & Concept

Reference: <http://www.aec.at/>

2008

Project Title: Het Grote Verhaal

Award: Publieks Award

Location: Den Haag

Discipline: Concept

Reference: <http://www.dekomeet.nl>

Skills

General Types of Skills:

Interaction Design of traditional (touch) applications and 3D VR applications
Sequencing Models for sounds, level building and generative art
Data visualization for traditional graphing applications and innovative generative sound and visual design
Generative Visual Effects with Particles and 2D/3D Geometry
Biofeedback analysis and design
Game design
Sensor design
Product design
Generative Audio
Installation building
Mobile App Development
Basic Signal processing
Interactive Video
Basic Web development websites and webapps

Technical Software Skills:

Unity – C#
Unreal Engine – Blueprint & Basics C++
Microcontroller's – C++
Processing – Java
Shader's – GLSL
Meteor - Basic Applications Web Programming
Ethereum – Basic Smart Contracts
Github Version Control
Flash and Adobe Air (not used anymore)

Technical Hardware Skills:

Microcontroller and sensor development; soldering and programming
3d Printing
Product and Device prototyping

Visual and Sound Design Software Skills:

PureData Sound Synthesis and Heavy Unity PureData compiler
Modeling in Fusion360 and basic 3dsMax and Maya
Lumion Rendering landscape and architecture
After Effects Animation
Premiere and Final cut Editing
Ableton Musical Design
Photoshop Lighting and Textures
Illustrator Graphics

Project Management

Client communication
Team organization

Studies

2005 – 2009

School: Hoge School voor de Kunsten Utrecht

Faculteit: Kunst Media & Technologie

Discipline: Digital Media Design

Niveau: Bachelor & Master

2000-2005

School: Adelbert College, Wassenaar

Niveau: Havo