



Pim Tournaye

Stedebouwstraat 12

1083 Ganshoren

+32486118886

30/12/1996

pimtournaye1@gmail.com

pimtournaye.xyz

[LinkedIn](#)

NL-EN-FR

Creative coder, musician and improviser, experiential designer.

Recently graduated with distinction from Erasmushogeschool Brussel in Multimedia & Creative Technologies. I'm very passionate about telling stories, sharing and making experiences and interactions that inspire others. The intersection between technology, perspective and spirit is what drives me forward.

Education

Bachelor Multimedia and Creative Technologies

Erasmushogeschool Brussel — 2019 - 2022

Specialization cluster: physical prototyping / digital making

Extracurricular activities: extra course in IoT, ML & AI

FabLab ambassador, student representative in education board, supervisory board and executive board

Bachelor Jazz Music

Erasmushogeschool Brussel, Koninklijk Conservatorium Brussel — 2017 - 2019

Instrument: drums

Extracurricular activities: student representative in education board, supervisory board and executive board

Did not finish this degree.

Experience

Artist @ SEADS Collective

Jun 2021 - present

Member of the SEADS Collective, having worked on Biomodd[BRG13] and Engines of Eternity, co-lead of project Neumarkt

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

Metafuturism Lab (formerly known as CTIM)

Jul 2022 - present

Taking part and building up workshops along with the rest of the MFL team, under the lead of Mona Nasser

Link: <https://seads.network/hyperproject/metafuturism>

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

2021-2022 // FabLab Ambassador

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

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

Past Projects

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.

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>

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>

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 libérer /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 sto-

ries 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.

Skills

Soft: excellent communication, multilingual, storytelling, presenting, networking

Web: Javascript, Typescript, Node.js, HTML, CSS, Svelte, React, Express, NoSQL, p5.js, d3.js

AI: tensorflow.js, ml5.js, GPT-3, some Python

Other coding: Git, Linux, design patterns, TouchDesigner, live coding

UX: user research, design thinking

Design: Adobe Illustrator, Adobe InDesign, Adobe XD, Figma

Physical prototyping: Arduino, C++, lasercutter, 3D printing, electronic circuits, rapid prototyping, CAD