

[guuseh.github.io](https://guuseh.github.io) ↗

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## Guus Hoeberechts

02.06.1999  
Amsterdam (NL)

## Education

2017 – 2018	<b>Royal Academy of Art</b> – The Hague, NL <i>Preparatory Year</i>
2018 – 2022	<b>Design Academy Eindhoven</b> – Eindhoven, NL <i>BA in Media &amp; Culture, Communication Design</i>
2022 – 2026 (current)	<b>Aalto University, School of Arts</b> – Helsinki, FI <i>MA in New Media Design</i>

## Work Experience

2025 – 2026	<b>The Chatroom &amp; The Dollhouse</b> <i>Web developer and co-designer</i> + Co-design and develop online art exhibition <a href="https://thedoll.house">thedoll.house</a> ↗
2022 – 2025	<b>The Hmm, platform for internet cultures</b> <i>Medior multidisciplinary executive</i> + Web & graphic design + Programming, writing and editing
2024 – 2025	<b>FinnGen – Endpoint Browser</b> <i>Webdesigner and developer</i> + (Re)design and develop research tool Endpoint Browser
2024 – 2025	<b>Department of Visual Communication Design, Aalto University</b> <i>Teaching and research assistant</i> + Assist in courses ‘Coding Clinic’, ‘Design & Data’ and ‘Creative Computation for Visual Communication’ + Conceptualise and design presentations for FinnGen collaboration
2024 – 2025	<b>Contestations.AI: symposium on AI, human rights and warfare</b> <i>Web developer &amp; coordinator/organiser</i> + Build & maintain website with database for event + Help with webdesign, event organisation and team coordination
2023 & 2025	<b>Ääniaalto, annual sound &amp; new media festival</b> <i>Visual identity designer, graphic designer &amp; web developer</i> + Design and produce visual identity & comms for 2023 edition of the festival + Design (2023) and build (2023 & 2025) continuously updating website

## Exhibitions

dec. 2024	<b>Medialab Winter Demo Day</b> with Odditype.nl
apr. 2023	<b>Milan Design Week</b> with (Re)constructing Family Models (BA graduation project)
oct. 2022	<b>Dutch Design Week</b> with (Re)constructing Family Models

## Skills

Tech	+ <b>HTML, CSS, JavaScript</b> – intermediate
	+ <b>React</b> – intermediate
	+ <b>Svelte</b> – beginner
Software	+ <b>Adobe Suite</b> – intermediate
	+ <b>Figma</b> – intermediate
	+ <b>Unity</b> – beginner
	+ <b>Blender</b> – beginner
Languages	+ <b>Dutch</b> – native
	+ <b>English</b> – fluent
	+ <b>German</b> – notions
	+ <b>Swedish</b> – notions
Hard skills	+ Creative coding
	+ Web design
	+ Graphic design
	+ Conceptualisation
	+ Research
	+ Writing
	+ Editing text

## Some websites I did

- + [thedoll.house](#) ↑ – 100% development, 50% design  
(React, Framer Motion for React, Google Firebase)
- + [contestations.ai](#) ↑ – 100% development, 10% design  
(React, Framer Motion for React, Google Sheets as database)
- + [metaphormaxxing.com](#) ↑ – 0% development, 100% design  
(Designed & prototyped in Figma)
- + [hyperlink//](#) ↑ – 100% development, 100% design  
(React & Framer Motion for React, web animation)
- + [aaniaalto.gitlab.io](#) ↑ – 100% development, 0% design  
(React, json database)
- + [maps.thehmm.nl](#) ↑ – 100% development, 100% design  
(Vanilla JS + d3.js)
- + [odditype.nl](#) ↑ – 100% development, 100% design  
(Vanilla JS + opentype.js)
- + [battle.thehmm.nl](#) ↑ – 5% development, 100% design  
(Designed in Figma, some TypeScript development)
- + [Endpoint Browser](#) ↑ – 100% design & development of ‘proximity network’  
(React, d3.js, SQL)
- + [guushoeberechts.nl](#) ↑ / [guuseh.github.io](#) ↑ – 100% development, 100% design  
(first real website, in desperate need of update, shows conceptual design works
  - + updated version on github, same design, different works)

## Interests

- + Evolution of technology  
(& the forced rapid innovation and familiarisation in recent and coming years)
- + Perpetual liminality of the modern world, the pausing and accelerating of time
- + Changing of identity within situations and times, alter egos and hidden egos
- + Communication without a (human) body/identity, without a shared reality
- + (Social) media culture and the effect on our sense of identity