

Bio:

I am a Netherlands-based digital artist and engineer working at the intersection of contemporary art, technology, and sensory experience. As a technical advisor at the Rijksakademie van beeldende kunsten in Amsterdam, I support both emerging and established artists in developing complex, media-based works. I also work as an infrastructure engineer and digital art preservation specialist at LIMA, where I focus on sustaining the longevity of time-based media art. My own artistic practice merges experimental electronics, robotics, and audiovisual systems to create immersive installations that explore embodiment, perception, and the porous boundary between human and machine, often engaging with themes such as ecology and neurodiversity.