de Barquin Nicolas

76, rue du Sceptre
1050 Bruxelles (Belgium)
+32 486 118626

Belgian, born 03/09/1977
Licence B
nicolas@openfab.be
Certified trainer Region Walonne , n° 19/50500

Makerspace Director

Education :

2014	Development of OpenFab, permaculture trainer approved by the Region Walonne.
2011-2013	Self-taught, management OpenFab
2010	Permaculture Design Certification (PDC, Nethen 2010)
2001-2004	Graduate in Editing and Multimedia, (grade: high distinction) IAD *institut des arts de diffusion, Louvain-la-Neuve, Belgique*
1998-2001	Landscape Architecture, Haute Écoles Charlemagne (Gembloux)
1996-1998	Bio engineer in Agronomy Université Libre de Bruxelles

+ Traineeship **Shiatsu,** certification Iokai in progress (6ème année), workshop **Arduino** (Imal 2011), Workshop **natural building** (Panya project - Thaïlande 2011)

Professional experience :

2013
- Contractor, project development OpenFab.
- Initiator of permablitz in Ixelles. In collaboration with "XL in transition"
- Active in "XL in transition" citizens' movement
- Active in Sustainable Neighbourhood Contract "Maelbeek", communal project
- Animator of a workshop for kids « c'est pas sorcier » with asbl "Atelier des petits pas"

2011 - ....
FabDirector Openfab.
Founder and director of the Openfab, workshop based on the network of Fablab (MIT- USA)
Whose primary function is to be a technical tool, cultural and social, open to all, for developing creativity, making locally and share know-how around the digital manufacturing.

2008 - 2013
Lead CAD developper at Eatops (Aviation & Aerospace - Netherlands)
Software RIVOPS : Compositing video, 3D Modeling, dranwings integration 2D/3D
Console RIVOPS : Design and setup for machining (CAD/CAM)

Skills :

Ecology

Permaculture designer.
Eco-design, design and manufacture of furniture OpenSource
Windows-farming, Experimentation on micro indoor gardens
Aquaponics, design of initiation kits

Fablab

Modeling, 3D parts and assembly
Design and 2D drawings
Setup 3D files and G-Code
CNC milling machines operation
Software : **Inventor, RhinoCam, Pycam, EMC2, ReplicatorG, ...**
Assembly and maintenance of **CNC and 3dPrinter**
Micro electro, **Arduino**
Open Source, Open Hardware, Open Design, ...

Multimedia

Photo editing, special effects, vectorization.
Photoshop, illustrator, Autocad,...
Video editing and compositing
After effects, Premiere, Final Cut
Modeling, mapping, animated objects and characters.
Physical simulation of fluids and tissues.
Particle effects: management and animation.
Animation Motion capture: capture and editing.
3Dsmax, Motionbuilder, Realflow, Rhino3D

Language

French (first), E**nglish** (pro).

Hobbies:

I am particularly attentive to **ecology** and my impact on the **environment**.
Autodidact, I learned **computer science**, **electronics**, **mechanics** and everything I need for **repairing**, **creating** or **inventing** objects that are needed to explore myself reducing my environmental impact.
My passion is to experiment with "do it yourself" and especially to develop the aspect of "working together" for many reasons but mainly because I'm not the only one to think that it's more fun to do together.

Finally, I try to **interconnect** to the best of my life both professionally and personally; in my environment as I am **aware** to be part fully.