

Experience as a multimedia designer

Internship at Random Studio 2019 | 5 months
Created and visualized concepts for hi-profile fashion brands such as Louis Vuitton, Hermès and Chanel. I also contributed to the production of projects for Raf Simons and Fred Perry.

Freelance : GMV Agrifood Machinebouwers 2018 | 9 months
Rebranding the association of Dutch manufacturers of machines for food processing and packaging. Consequently, I redesigned the identity and website. Currently developing the newly designed website and maintaining the newsletter.

Freelance : workshops at Betekeningen 2018 | 5 months
As part of a small collective of digital and analogue artists we gave workshops to groups of secondary schoolchildren. Teaching them about co-creation and visual arts, ranging from analogue techniques like spray-painting to digital editing in photoshop.

Freelance : Games-XL 2018 | 3 months
Brand development: Identity design, web design and development of a new online platform for renting educative escape rooms, and entertainment installations.

Freelance : custom furniture piece 2018 | 1 month
Designed and built, according to requirements, a piece of furniture for a home cinema installation.

Skills

Adobe CC

InDesign
Lightroom
Illustrator
Photoshop
After Effects
Premiere

3D

Cinema 4D

Languages

Dutch, native
English, working proficiency

Code & workflow

PHP
SCSS
HTML
SCSS
JavaScript
MySQL and
databases
XAMPP
Git

Intermediate

MaxMSP
Unity
C#
Cura
Fusion360
Arduino
Electronics

Other skills

Woodworking
Metalworking
Visual conceiving

Education

Communication multimedia design 2016 - 2020 | HBO, Breda
Academy for communication and user experience
Bachelor of Science
Avans Hogeschool

Research in Immersive Storytelling 2020 - 2020 | HBO, Breda
Minor at art academy St Joost AKV

Interactive Media Design 2012-2016 | MBO, Rotterdam
Intermediate vocational education
English course
Grafisch Lyceum Rotterdam

Uilenhof 2008-2012 | Mavo, Gorinchem
General secondary education
Graduated with honors
Technical sector

Ludovic Vincent Poot
Nationality: Dutch
Breda, The Netherlands

ludopoot@gmail.com
0031 6 4060 8775
www.ludopoot.nl

Abilities

- Working both digital and with my hands
- High level to detail as well as overall view
- Passion for excellence
- Strong work ethic
- Well-organized
- Ambition to succeed
- Self-motivated and enthusiastic
- Encouraged to learn and research
- Receive and give feedback

Profile

My story: making magic, something that leaves an impression. I like to create things of significance, something that has impact. When making digital work, I love it when it can be connected to something tactile. Working with my hands and with beautiful materials is a joy for me and a necessary change in contrast to digital design and coding. I also think it is important to stay in 'touch' with the world. I am self-motivated and enthusiastic, I set goals and always try to push for excellence. Whenever working on projects with my friends and colleagues, I like to receive and give feedback as I am encouraged to discover and develop myself.



What I also did

Talks : Pakhuis de Zwijger Amsterdam 2020

I talked about my project Together Alone at edition 26 (Sex Tech) of Sign of Time, a series of informative evenings about the tension between new technologies and their associated social influence.

Talks : documenting research 2019, 2020

Various talks for students at the academy for communication and user experience about documenting research.

Research lab : A Deep Dive

2018 | 5 months

Developing my own experiential Installation about artificial intelligence, in which visitors experiences a shift in perspective to next nature technologies.

Project : Unaware

2018 | 10 months

With a group of students from multiple studies, redesigning and developing an interactive installation for the academy Communication and User experience, Breda.

Lowlands : interactive game installation

2018 | 4 days

I was part of a 5 man crew that supported Thijs Eerens with the setup and testing of a new game, that people were able to play at the Lowlands Festival. During the festival I was responsible for crowd control and technical support.

Polymorf : Playgrounds Blend festival

2018 | 7 days

In a matter of days we build a new version of Cosmic Sleep, part of the Thermos Corpus research project. I helped Frederik Duerinck from Polymorf with making parts and assembling the work for the Playgrounds Blend festival.

Project : Macaw

2017 | 12 months

With a group of friends, we set up a project group named Macaw. Our goal was to built an interactive game that could be used as education platform regarding themes as technology. The important factor is the interaction that is fun for young children because of the incorporated roleplay and story element.

Breda cultural night : Expo

2017 | 1 evening

A selection of best school projects of an specific project where asked for the expo during the "Breda cultuurnacht", an night full of cultural and art attractions.

Project : Virtual Love

2017 | 3 months

As part of a team, I created various concepts during pressure cookers for an interactive installation. We pitched our concepts at the municipally of Breda, the Dutch Railways a.o.

Polymorph : International Flavors & Fragrances

2017 | 4 months

I helped Polymorph building the interactive installation Thermos Corpus and assisted in the construction of three other installations for International Flavors & Fragrances, Inc.

KLM Open 2017 & 2016

2016 and 2017 | 12 months

During the 'Dutch Open' I helped the golf club The Dutch as a member of the greenkeeper crew. The golf tournament was played for the 97th and 98th edition.

What is important to me

Being physically active keeps me happy. Doing sports like fitness and mountain biking gives me energy. As an outlet of creativity, DIY projects are essential for me. Designing and thinking out constructions for furniture or one-off art pieces from wood, steel or clay. Crafting these is like meditation for me.

Other work experience

Freelance : Studio Felt

2016 – present | part-time

Working freelance for companies and individuals, designing a range of multimedia solutions. Branding strategy, identity design, web design and web development, tactile objects.

Work : AgriFoodTech Platform

Nov 2017 and Dec 2017 | 4 days

During two events I was one of the two stand representative for the AgriFoodTech Platform. Informing people of innovative developments in the field of food by means of an eatable experience with an audio story.

Work : The Dutch, Golf Club

2016 | 16 months | part-time

Spijk, The Netherlands

After two years I returned to The Dutch to work once again a season on the course.

Internship : Built by Buffalo

2016 – 2016 | 3 months | full-time

Brighton, England

During my time at Built by Buffalo, I worked on concepts, wireframes, planning, sketches and front-end build for a number of clients.

Internship : Aditude Creative Agency

2015 | 6 months | full-time

Gorinchem, The Netherlands

During my time at Aditude, I worked on projects ranging from graphic design and illustration, explanation animations and back-end coding. I also set up a NAS server for the company.

Work : Evenementenhal Gorinchem

2015 – 2015 | 7 months | part-time

Working as part of the technical crew on stand construction for an exhibition center.

Work : The Dutch, Golf Club

2013 | 12 months | part-time

Spijk, The Netherlands

As a greenkeeper on The Dutch, I helped with the maintenance of the golf course and course set-up.

