

CURRICULUM VITAE

Alyster - Studio Vodka

CONTACT DETAILS

Website: <http://alyster.vodka>

PROFILE

I am an experienced creative technologist, game / XR developer and designer, I am regularly lecturing and working for a variety of organisations. I am specialised in translating conceptual ideas to 3D- , lighting and XR-environments. My strong knowledge of design combined with extended reality makes me adaptive to work in different environments. Within my company, Studio Vodka, I am offering services in the area of XR, Design, and creative technologies, but I am also working on my own art and design projects.

WORK EXPERIENCE

YEAR	EMPLOYER	JOB
2024	Saxion Hogeschool, Deventer	Light art lecture series
2024	VPRO Tegenlicht	Front-end development
2024	Universiteit Utrecht - Medialab	XR development and support
2021 - 2024	Design Academy Eindhoven	XR researcher, 3D artist
2019 - 2022	KABK (Royal Academy of Art), The Hague	Teacher 3D-Arts, game design en Touchdesigner
2019 - heden	Studio Vodka	Creative Technologist, creative engineer, game designer

EDUCATION

- 2010 - 2013: Graphic Design - Willem de Kooning Academie, Rotterdam, Netherlands

- 2014 - 2018: Interactive / Media Design (BA of Design) - KABK (Royal Academy of Art), The Hague, Netherlands

CURRICULUM VITAE

Alyster - Studio Vodka

TECHNICAL SKILLS

Unity + C# (Android, Windows, WebGL)	7 years experience
Unreal + Blueprinting (Windows)	4 years experience
Touchdesigner	5 years experience
Cinema4D	9 years experience
Resolume Arena	7 years experience
Several VR/XR headsets & workflows	8 years experience
Adobe suite	15 years experience
Git/GitHub	7 years experience
ComfyUI + Stable Diffusion	2 years experience

EXHIBITIONS - selection

Mirrix

light installation - in collaboration with Jarno Burger
2024, 38C3, Hamburg, Germany

Aura

light installation - in collaboration with Silence of the Lights
2024, Orbit Festival, Bunnik, Netherlands

For Your Eyes Only

light installation - in collaboration with Frouke ten Velden
2023, Schemerlicht Festival, Nijmegen, Netherlands

Pet Me

light installation
2023, the Grey Space in the Middle, The Hague, Netherlands

Current Tide

light installation - in collaboration with Conny Pols
2019, LichtKunstGouda, Gouda, Netherlands

Peer to Peer

VR, experimental videogame
2018, Dutch Design Week, Eindhoven, Netherlands