

Sjoerd Mol

Curriculum Vitae

Contact

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About

Sjoerd Mol is a Dutch Design Art Technology graduate from ArtEZ University of the Arts. His main interest lies within the field of computer-graphics. The Uncanny Valley, hyper-realism, the digital grotesque, 3D software and the Game Engine are concepts and areas that fascinates him. How can we translate the digital realm to our physical world and how can we move an aspect from our world to a digital environment? He works with various media, mostly created with software and visualised through installations, screens, games or prints.

Education and work experience

Marnix Academie
Utrecht

01 September 2014 – 31 October 2015

HBO Bachelor Opleiding tot leraar Basisonderwijs Propedeuse bachelor (Education in Primary Schools (age 4 - 12))

ArtEZ University of the Arts
Arnhem

01 September 2017 – 29 Juni 2021

HBO Bachelor Vormgeving (Design, Art, Technology)

Internship

25 January 2021 – 09 April 2021

ALLLESSS c/o Ali Eslami Karrabi, Amsterdam

Crowdy BV

01 May 2021 - Current

Creative Developer

Studio Jeroen van Loon

November 2021 – November 2022

Freelance Unreal Engine / VR developer

ArtEZ Arnhem

01 September 2022 - Current

Teaching Design Art Technology at Art & Design pre-course (vooropleiding)

Skills

Unreal Engine
Unity
iOS development
Blender
Cinema 4D
Adobe software
HTML, Javascript & CSS

Game development, 3D modelling and printing, animation and film in 3D software, VR, design of interactive installations.

Exhibitions

ArtEZ finals 2021, Arnhem, NL

30 June 2021 - zo 4 July 2021

Media Arts Festival, Arnhem, NL

12 November 2021

Media Mediterranea Festival, Pula, HR

07 Augustus 2021 – 09 Augustus 2021

Dutch Design Week 2021, Eindhoven, NL

16 October 2021 – 24 October 2021

TEC ART, Rotterdam, NL

16 May 2022 – 22 May 2022

Museum of the Future, Enschede, NL

01 April 2022 – 16 October 2022