

intro

My fascination lies in data, prints, video, products and installations focusing on interactivity. My work can be considered either art, design or a combination of the two, intertwining different and non artistic disciplines to projects based on technology, biology and history.

The work might be recognised by its nostalgic character as a lot of projects are inspired by family or my childhood. My interest in late 19 and early 20th century machinery comes from my english father who has an engineering background. Other inspirational

sources are more related to my childhood in general.

In a growing society where people are becoming more familiar with the computer I am striving to find a balance between two technical disciplines: the mechanical and the computerised.

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details

Name Amy Frances
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Born 1990, Woerden
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6811 DM,
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achievements

2016 Award Hendrik Valk Prijs 2016 Award and pitch for Artificial Afterlife Arnhem, the Netherlands

education

2012/ 2016 ArtEZ Academy of Arts Interaction Design (BA) Classes in Design Methodology, Art History, programming, Audio Visualisation, Information Design, Interactive Architecture, Typography and practical skills such as screen printing, lasercutting, 3-D printing and bookbinding. Arnhem, the Netherlands

2013/ 2014 ArtEZ, Academy of Arts Minor: Physical Computing Minor focusing on physical computing aspects such as: material research, translating digital ideas into the physical, developing presentation skills, concept development, interdisciplinary team work. Arnhem, the Netherlands

2011 ArtEZ, Academy of Arts Preparatory Course Broad program of various disciplines such as Fine Art, Product, Graphic, Fashion and Interaction Design. Classes in design methodology, material research, collaboration projects, workshops and concept development. Arnhem, the Netherlands

2007/ 2010 ROC van Twente Graphic Design Classes in typography, web design, concept development and material research. Enschede, the Netherlands

publications

2016 Neural #55 magazine

Review on Artificial Afterlife

2016 Arnhemse Koerier

Amy Whittle Wint Hendrik Valk Prijs

News article announcing winner of the Hendrik Valk award.

2016 The Creators Project

Dode vogels visualiseren het hiernamaals op een Frankenstein-achtige manier

Article on graduation project Artificial Afterlife.

2016 Mistermotley

Art Everyday Life / ArtEZ Arnhem

Discussing project Artificial Afterlife.

2016 Fashion + Design Festival Arnhem,

We Are The Young Ones

Artez-studenten and their graduation projects.

2016 Thesis: *Faith in Artistic Artificial Afterlife, "How artificial afterlife can be realised with the help of technology and art."*

experience

2018	ArtEZ Academy of Arts	Interaction Design tutor and examiner lecturing preparatory year students	Arnhem, the Netherlands
2018	Ministerie van Defensie	Design proposal for Swapfiets	Amsterdam, the Netherlands
2018	Reloading Technology	Exhibition Presenting Artificial Afterlife	Eindhoven, the Netherlands
2018	Transitium Groep	Webdesign	Hoevelaken, the Netherlands
2018	ModeMuze	Freelance Image Editor	Amsterdam, the Netherlands
2017	Dutch Design Week	Exhibition The Etched Inkjet Printer	Eindhoven, the Netherlands
2017	Graphic Matters	Talkshow on Grind the Gap The Etched Inkjet Printer	Breda, the Netherlands
2017	Graphic Matters	Exhibition The Etched Inkjet Printer	Breda, the Netherlands
2017	Petra ter Doest	Webdesign for Petra ter Doest	Arnhem, the Netherlands
2017	Plaatsmaken	Project Grind the Gap for Plaatsmaken	Arnhem, the Netherlands
2017	Modemuze	Freelancer Image editor Responsible for content (Instagram)	Amsterdam, the Netherlands
2017	Studio Louter	DTP freelance work for exhibition Zeeslag (Marinemuseum)	Amsterdam, the Netherlands
2017	FIBER Festival	Exhibition Presenting Artificial Afterlife	Amsterdam, the Netherlands
2017	Rokolectiv Festival	Exhibition Presenting Artificial Afterlife	Bucharest, Romania
2017	ArtEZ Academy of Arts	Teaching Interaction Design for orientation students	Arnhem, the Netherlands
2017	The Hmm	Lecture Talk about Artificial Afterlife	Amsterdam, the Netherlands
2017	Fashionclash	Fashionshow new project assignment	Maastricht, the Netherlands
2016	Museum Bronbeek	Assignment Creating Colonial Heritage	Arnhem, the Netherlands
2016	ArtEZ, Academy of Arts	Workshop Interaction Design preparatory year students	Arnhem, the Netherlands
2016	Art Arnhem	Exhibition and Art Fair Presenting Artificial Afterlife	Arnhem, the Netherlands

publications

2015 Creative Applications

Lung – A device that visualizes breathing data using soap bubbles

Article on project inhale/exhale.

2015 Fastco Design

This Mechanical Lung Blows, And it could be a wearable someday

Article on project inhale/exhale.

experience

2016	Inscience Festival	Exhibition Presenting Artificial Afterlife	Nijmegen, the Netherlands
2016	Innovate Arnhem	Exhibition Presenting Artificial Afterlife	Arnhem, the Netherlands
2016	Digital Bauhaus, Luxury Communism	Lecture Talk on The Mystery of Technology	Weimar, Germany
2016	This Happened, Rotterdam #8	Talk Talk with Willem Kempers regarding the project inhale/exhale.	Rotterdam, the Netherlands
2015	Troika, (London artist collective)	Internship Interaction Designer	London, United Kingdom
2015	ArtEZ, Academy of Arts	Presentation Invited to present research trip East Coast to Product and Interaction Design departments after return.	Arnhem, the Netherlands
2015	Filmhuis Oosterbeek/ Scarabee	Project Many Faces Exhibiting project Many Faces (portraits of Timothy Treadwell) in the visitors area, containing of three prints and a book on my personal view and the tragic life of Timothy Treadwell.	Oosterbeek, the Netherlands
2014	Dutch Design Week	Exhibition Invited to exhibit Philip Design's collaboration project inhale/exhale under the title Uncertainty Studios.	Eindhoven, the Netherlands
2014	ArtEZ, Academy of Arts	Workshop/Project Sound of Volume Participating Ralph Baecker's workshop about physical computing. Resulting Sound of Volume, an installation on space, sound, volume and architecture.	Arnhem, the Netherlands
2014	CASA (Centrum voor Architectuur en Stedenbouw Arnhem)	Project Arnhem's Siblings Concept development and designing the installation Arnhem's Siblings, an analogue and physical mapping and physical mapping method made from transparent sheets using perspective techniques. This was applied onto CASA's scale model of the city Arnhem.	Arnhem, the Netherlands
2013/ 2014	Philips Design	Project Quantified Self Concept development and designing inhale/exhale, a performing object creating bubbles from measured breathing data.	Eindhoven the Netherlands
2013	Art and Design Academy of Linz	Workshops/Project Evolution of Resolution One week program, following three workshops by Rosa Menkman, Jeroen	Linz, Austria