

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.

*www.amywhittle.nl
info@amywhittle.nl
+31 6 40 05 51 73*

details

Name Amy Frances
Surname Whittle
Born 1990, Woerden
(The Netherlands)
Nationality British/Dutch
Language Dutch/English
Driver's license Dutch (EU)
Clean
Address Tullekensteeg
30-6
6811 GE,
Arnhem
The Netherlands

experience

2018	Reloading Technology	Creating and presenting Artificial Afterlife 2.0	Eindhoven, the Netherlands
2017	Plaatsmaken	Assignment Grind the Gap for project office Plaatsmaken	Arnhem, 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	Practical 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
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

freelance

Since 2016 also active as a freelancer designing in the fields of interactive, social media, graphic, fashion and spatial design for clients such as Studio Louter, Modemuze, Petra ter Doest, Transitium Groep.

publications

experience

2016	Neural #55 magazine <i>Review on Artificial Afterlife</i>	2016	This Happened, Rotterdam #8	Talk Talk with Willem Kempers regarding the project inhale/exhale.	Rotterdam, the Netherlands
2016	Arnhemse Koerier <i>Amy Whittle Wint Hendrik Valk Prijs</i> News article announcing winner of the Hendrik Valk award.	2015	Troika, (London artist collective)	Internship Interaction Designer	London, United Kingdom
2016	The Creators Project <i>Dode vogels visualiseren het hiernamaals op een Frankenstein-achtige manier</i> Article on graduation project Artificial Afterlife.	2015	ArtEZ, Academy of Arts	Presentation Invited to present research trip East Coast to Product and Interaction Design departments after return.	Arnhem, the Netherlands
2016	Mistermotley <i>Art Everyday Life / ArtEZ Arnhem</i> Discussing project Artificial Afterlife.	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
2016	Fashion + Design Festival Arnhem, <i>We Are The Young Ones</i> Artez-studenten and their graduation projects.	2014	Dutch Design Week	Exhibition Invited to exhibit Philip Design's collaboration project inhale/exhale under the title Uncertainty Studios.	Eindhoven, the Netherlands
2016	Thesis: <i>Faith in Artistic Artificial Afterlife, "How artificial afterlife can be realised with the help of technology and art."</i>	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 Barendse and Tina Frank developing collaboration skills and rapid concept and design competences, resulting the project Evolution of Resolution; a video and serie of prints on the research of the scanner's resolution, glitch and sound.	Linz, Austria
		2009/2010	TAG Design	Graphic Designer Designing labels, prints, logo's and general branding items.	Cottenham, United Kingdom

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.

achievements

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

2014 ArtEZ, Academy of Arts Participation for research trip East Coast Chosen (based upon motivational application) to attend East Coast research trip, exploring the possibilities of two collaborating disciplines: Product Design and Interaction Design. Montreal/ New York/ New Jersey, Canada and United States

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