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2020.01 - Present

## independent creative system architect

Lead creative technologist and consultant specialising in interactive art installations and machine learning applications

- Research ideas, develop concepts and prototypes in complex technical projects
- Design and deliver technical solutions of new-media works and exhibitions
- Collaborate with artists, designers, and cultural institutions on interdisciplinary projects
- Lead tech teams and deliver innovative projects in design and development studios

2013.08 - 2019.12

## 72andSunny Amsterdam

- Led technical teams in the development of award-winning interactive media projects
- Architected and implemented technology solutions for major client campaigns
- Established technical workflows and operational standards
- Mentored developers and fostered a culture of innovation
- Integrated emerging technologies into traditional creative processes

2010.07 - 2013.07

## BBH London

- Developed interactive installations merging physical and digital experiences
- Pioneered innovative applications for creative expression in communications
- Led R&D initiatives exploring new technological possibilities
- Collaborated with multidisciplinary teams, including designers, strategists, and clients
- Transformed conceptual ideas into technically feasible solutions

## The Evacuated

with Femke Herregraven — 2024-6

Technical concept, research, architecture, and development of ecosystem simulation, procedural world building in Unreal Engine, spatial audio system, machine learning subsystem, AI text generation, computer vision, visitor interaction

## Dialect

with Femke Herregraven — 2024-5

Technical concept, architecture of site-specific exhibition installation, development of the audio and AI systems, incl. the live, sensor-modulated training of Elaine voice model

## The Murmur of the Dying

with Femke Herregraven — 2023

Research and development of the first iteration of the generative Elaine voice model

2000-2007

## ELTE Budapest Faculty of Law Insitute of Political Sciences

political science - university diploma

Creative coding	Concepting
Architecture	Technical design
Prototyping	ML/AI
R&D	Game dev
Team leading	DevOps
Workshops	Webdev