

Sommige informatie is alleen beschikbaar in het Engels

ROB BOTHOF

Rob Bothof (1977) works as a creative coder, artist, inventor / engineer and all round technical problem solver, covering an exciting blend of commercial, technical, artistic and non profit projects. His artistic work emerges in the crossfire between art and science, is primarily focused on technology and encompasses a broad range of interests, such as machine interaction, instrument building, autonomous systems, video games, sound design, improvisation, animation and procedural generation. Rob enjoys working together with a broad variety of companies, institutions, visual-artists, graphic designers, architects and musicians.

WEBSITES

www.robbothof.com

SOCIAL MEDIA

www.instagram.com/rob_bothof/

www.facebook.com/superrobber

soundcloud.com/robber/

soundcloud.com/club-res

www.twitch.tv/rrrroobbbbeeeerrrr

MAAKT DEEL UIT VAN KUNSTENAARSINITIATIEF / COLLECTIEF / BROEDPLAATS

RadioTonka, Club-Res

OPLEIDINGEN

2000 - animatie / interactieve media Rotterdam,

2005 Willem de Kooning Academie Diploma
behaald

1996 - Computer Science Tu Delft

1998

TENTOONSTELLINGEN

2024 Ostraka Oyfo Techniekmuseum
Hengelo, Nederland sound sculpture
[Duo](#)

2024 Quantum Mirror Kunstfort, Vijfhuizen
Vijfhuizen, Nederland Instrument
[Groep](#)

PROJECTEN

2022 Needs Must Den Haag, Nederland Theater
production

- 2023 CUBE Zsolnay Light Art Pécs, Hongarije
Light sculpture
[Groep](#)
- 2022 Kunstpodium Oyfo Techniekmuseum
Hengelo, Nederland Piano / Forte,
sound sculpture,
[Duo](#)
- 2021 State of Amplitude Quartair The Hague,
Nederland Rewire festival 2021
[Groep](#)
- 2020 From Typography to Grammatography
Print Gallery Tokyo, Japan sound
[Duo](#)
- 2019 Manifesta 12 Manifesta Palermo, Italië
[Groep](#)
- 2018 Science of Sound, DordtYard
Dordrecht, Nederland
[Groep](#)
- 2018 Lumina, Festival da Luz, Cascais,
Portugal
[Groep](#)
- 2017 Locating ArtScience The Grey Space in
the Middle The Hague, Nederland
TodaysArt 2017
[Groep](#)
- 2017 Islamic Art Festival, Sharjah, Verenigde
Arabische Emiraten
[Groep](#)
- 2016 Lightinstallation Auditorium Onze
Ambassade The Hahue, Nederland
[Groep](#)
- 2016 Novas Frequências, Rio de Janeiro,
Brazilië
[Groep](#)
- 2016 Kikk Festival Namur, België
[Groep](#)
- 2016 Panorama Contium Panorama Mesdag
The Hague, Nederland
[Groep](#)

OPDRACHTEN

2024 SampleSlicer MK3 Ginkosynthese Den

PRIJZEN EN STIPENDIA

2007 startstipendium 2007 / 2008 Fonds BKVB,

Haag, Nederland Software and
electronics for musical instrument
[www.ginkosynthese.com/product/14469588/sampleslicer-
mkiii](http://www.ginkosynthese.com/product/14469588/sampleslicer-mkiii) Uitgevoerd

Amsterdam Nederland

- 2024 Waiting for Cows Affect Lab
Amsterdam, Nederland Video
installation / Creative coding /
Hardware development Uitgevoerd
- 2023 Ostraka Mike Rijnierse Hengelo,
Nederland software, motion control and
sound design Uitgevoerd
- 2020 SoundHouse SoundHouse Nederland
60min soundtrack
- 2019 World Progress Platform Purpose+
Nederland data visualization
Uitgevoerd
- 2019 From Typography to Grammatography
Underware Tokyo, Japan sound design
Uitgevoerd
- 2019 Polytope Ludmilla Rodrigues São Paulo,
Brazilië sound design Uitgevoerd
- 2019 Lichtinstallatie Auditorium Galerie West
Den Haag, Nederland Uitgevoerd
- 2018 Knowledge Cloud KIMO Nederland data
visualization Uitgevoerd
- 2016 sonic manifestations AudioDH The
Hague, Nederland music piece
Uitgevoerd
- 2015 The Original Chicken and her Egg Nico
Brandsen Amsterdam, Nederland
Animation Uitgevoerd
- 2012 Jiří Kylián Jiri Kylian Den Haag website
and video production Uitgevoerd

ARTISTIEKE NEVENACTIVITEITEN

- 2024 - Teacher KABK, Non Linear Narrative
2024
- 2021 - -- Mentoring and Coaching for various Art
and Technology related projects Loopt
nog
- 2017 - Guest Teacher KABK, Techweek / IST /

2023 Lectures

2017 - Guest Teacher, Artez, Hackaton
2020

2015 - -- Head of RadioTonka Loopt nog

2007 - -- Organizer for local events and concerts
in The Hague Loopt nog

2004 - -- Music performances with different
collectives Loopt nog



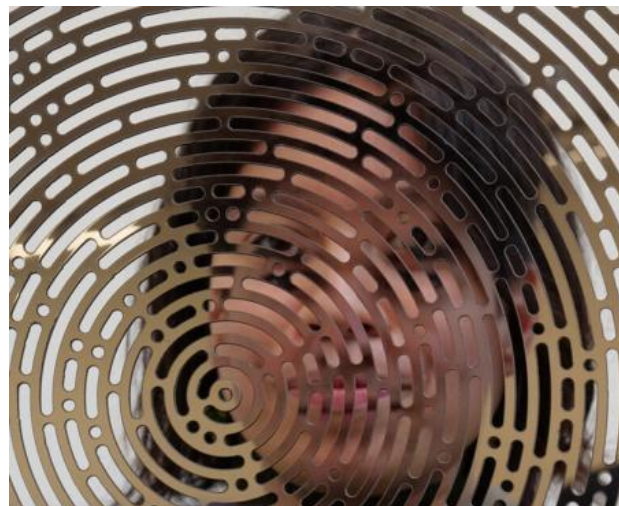
2025-002, 2025
Ink on Paper, 44 x 62



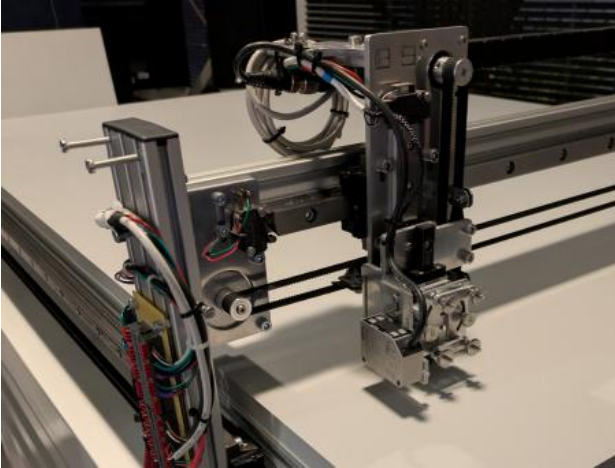
2025-001, 2025
Ink on Paper, 44 x 62



SampleSlicer, 2024
Software / electronica, 16HP



Quantum Mirror, 2024
Creative coding



Drawing Machine, 2024
Software / hardware design, 180 x 120 x 100 cm



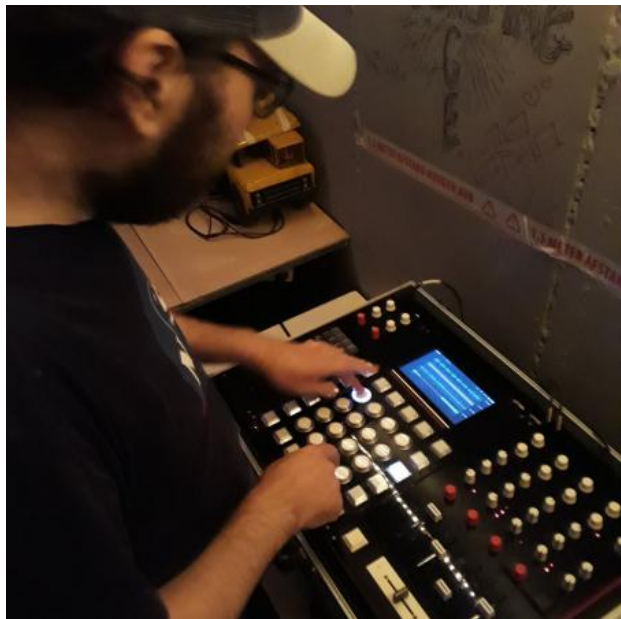
Sino, 2021
geluidsinstallatie / sculptuur / instrument



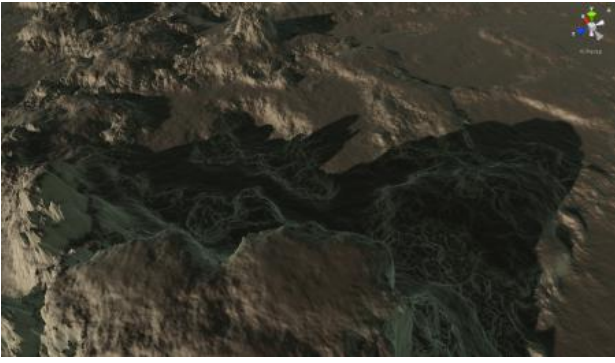
Time Bandit, 2019



Light Installation, 2018
hardware / software



RMC, 2018



Landshape Generator, 2018
code / software