

CV of Marc Boon

Tagline *Problem solver and mediator between art & technology.*
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 The Netherlands
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Email marc@marcboon.com
Born Amsterdam, April 20th, 1961
Nationality Dutch

EDUCATION

1980-1984 Delft University of Technology,
 Faculty of Industrial Design.
 1979-1980 Delft University of Technology,
 Faculty of Electro technical Engineering.

WORK EXPERIENCE

2007-now marcboon.com
 Karma MultiMedia changed its name to marcboon.com on October 1st, 2007. The focus changed slightly over the years to concentrate mainly on consultancy for new media art projects, hardware and software development, and leading workshops on technical topics for artists and students.

2001-now nonbreakingspace, Amsterdam.
 Founding board member of a non-profit organization offering media artists support with fundraising, project management and technical realization of projects.

1996-now Karma-MultiMedia, Amsterdam.
 Free-lance software development, web design and electronics design for commercial businesses, cultural institutions and artists.

1995-1996 Multin Technology Group, Zoetermeer.
 Senior designer embedded systems.
 Project manager for electronic product development.

1987-1995 Product Partners, Delft.
 Designer of electronics and software for embedded systems.
 Project manager.

1985-1986 Pronto!
 Design and production of electronic jewelry.

1985 Delft University of Technology,
 Faculty of Industrial Design.
 Student assistant electronic design.

1981-1985 Innovative Design Delft v.o.f.
 Co-founder of three-man company active in the field of electronic design and software.

PROJECTS

- 2009 I dove you, Amsterdam
A project conceived by Teun Castelein, where pigeons deliver love messages to citizens of Amsterdam. Pigeons are ringed with RFID tags and deliver messages upon arrival at specially designed pigeon sheds at various locations in the city, which are equipped with RFID readers and a large LED text marquee where the messages are displayed.
With Teun Castelein, Sylvain Vriens, and Stijn Bertens.
Supported by Liefde in de stad and Mediafonds.
<http://idoveyou.nl>
- 2009 RFID sniffer and RFIDuino workshops
A series of workshops where people built the RFID sniffer and RFIDuino under my guidance. Workshops were held at Mediamatic in Amsterdam, FabLabs in The Hague and Utrecht, in Berlin at HardHack and xxxxx_micro_research, and in Vierhouten at the Hacking at Random festival.
<http://www.mediamatic.net/page/73240/en>
<http://www.mediamatic.net/page/77611/en>
<http://hardhack.org/>
<http://www.1010.co.uk/org/workshop.html>
<http://cabfablab.nl/?p=191>
<http://protospace.nl/content/rfid-sniffer-workshop>
<https://har2009.org/program/events/46.en.html>
- 2009 RFIDuino
A plugin board for the popular Arduino single-board computer, which lets Arduino read and write 13.56 MHz Mifare RFID tags. RFIDuino is offered as a DIY kit, including all parts, and a open-source software library for Arduino.
<http://rfid.marcboon.com/#category=2>
- 2008 Guest lecture and workshop at CMD, Breda
A guest lecture on RFID followed by a soldering workshop, where a group of 3rd and 4th year students of the Communication and Media Design department of the Avans Hogeschool in Breda build my RFID sniffer.
<http://www.cmd-breda.nl>
- 2008 Social RFID hackers Camp @ PICNIC '08
In the days immediately preceding this years' PICNIC conference in Amsterdam, Mediamatic set up another heavy duty Hackers Camp where I was guiding a group of 30 hackers and designers from across the globe playing with RFID. By the end of the conference, 8 unique installations using RFID and social networking were deployed.
<http://www.picnicnetwork.org/page/22432/en>
<http://www.mediamatic.net/page/47109/en>
- 2008 TOKO RFID workshop
A workshop organized by TOKO and hosted by V2 in Rotterdam, about creative use of RFID technology. Other speakers were Iris Douma and Le van der Veen.
During the workshop, 10 participants build my RFID sniffer after a short introduction in RFID and the background of my RFID sniffer.
<http://dewar.nl/toko/>
- 2008 Localisms, Museum De Paviljoens, Almere
A sound installation based on the award-winning website soundtransit.nl. The installation is a physical embodiment of the website. Using specially designed Network Audio Players, RFID tags, and slideprojectors, the visitor of the gallery experiences a personal sonic journey, which is permanently stored on the website. With Sara Kolster.
<http://depaviljoens.nl>
<http://flickr.com/photos/okaras/sets/72157607112641167/>
<http://marcboon.com/audioplayer/>
- 2008 DIY Electronic Circuit Workshop, Mediamatic, Amsterdam

- Leading a workshop in making electronic circuits with the FabLab 3D milling machine. Participants use the FabLab to design and build a small electronic circuit (a micro TV transmitter) from start to finish.
<http://www.mediamatic.net/artefact-26212-en.html>
- 2008 Hella Haasse museum
Online virtual museum on the life and work of celebrated Dutch author Hella S. Haasse. The museum was opened by the 90 year old author herself, during an opening ceremony at the Public Library of Amsterdam. The website is based on a custom Content Management System, using XML/XSL technology.
In collaboration with Sara Kolster and Ines Gall.
<http://hellahaassemuseum.nl>
- 2008 Cultuur Lokaal, Gouda
Co-mentoring an international group of MA students who are investigating new opportunities for collaboration of three cultural institutions in the city of Gouda with (in)formal local networks. The project is initiated by Waterwolf laboratories, Haagse Hogeschool lectoraat Society and ICT and The Patchingzone, and supported by VPRO, Brekend Vaatwerk, Erfgoed Nederland, and Syntens.
<http://patchingzone.net>
- 2007 RFID sniffer
Design of a low-cost portable device to detect 13.56 MHz RFID tags, commonly found in ID-cards, public transport passes, library cards, loyalty cards etc. Open-source hardware project aiming to raise awareness about RFID technology and its deployment.
<http://rfid.marcboon.com>
- 2007 RFID & Physical Computing Hackers Camp @ Picnic '07, Amsterdam
Technical project manager of RFID workshop organised by Mediamatic during Picnic '07, an annual media and communications conference. During the workshop 6 installations using RFID technology and social networking were designed and build by an international team of 25 artists/hackers/designers.
<http://www.picnicnetwork.org/artefact-5665-en.html>
- 2007 *Point Blank*, Wp Zimmer, Antwerpen
Custom image browser software (in Flash) for theatre performance by Edit Kaldor, with shows in Belgium, Germany, Italy, The Netherlands and France.
<http://www.wpzimmer.be>
- 2007 Victorian Circus III, De Brakke Grond, Amsterdam
Trouble shooter and tech guru during 5-day workshop where Dutch and Belgian artists worked together to create interactive kinetic objects. Organized by De Brakke Grond and META.
<http://www.youtube.com/watch?v=szAEnOimnL0>
- 2007 Frutti di Mare, Amsterdam
Server-side (Java) and client-side (Flash Actionscript 3) programming for online multiplayer game.
<http://fruttidimare.com>
- 2006 Unga Toys, Amsterdam
Consulting and brain-storming for electronic toy development.
<http://www.ungatoys.com>
- 2006 Universes in Universe, Berlin
Migration of existing website to open-source CMS eZ-publish.
<http://universes-in-universe.de>
- 2005 Cultural Partnership Mapping, Singapore
Participation in the Vision Group Meeting, helping to plan the creation of a portal for cultural exchange between Asia and Europe.

- On invitation by the Asia-Europe Foundation.
<http://www.asef.org>
- 2005 Sound Transit, Amsterdam
Online travel planner for making a virtual audio journey, based on field recordings from around the world. Sounds are uploaded by visitors of the website and archived in a searchable database.
In collaboration with artists Sara Kolster and Derek Holzer.
<http://soundtransit.nl>
- 2005 In Camera, Montalvo, California
Real-time interactive theatre/storytelling using pan/tilt/zoom cameras controlled by visitors of the website. Captured stills and accompanying lines of text are archived in a database.
In collaboration with artist Isabelle Jeniches.
http://www.9nerds.com/isabelle/in_camera
- 2005 Nice clock, Amsterdam
Electronic clock showing only 'nice', symmetrical hours.
Commissioned by artist Jochem van der Spek.
- 2005 Soundscape FM, Berlin
A website exhibited during Transmediale.05 in Berlin, enabling visitors to upload field recordings of sounds found in the Berlin area. The sounds are also streamed on the internet and broadcast by a local FM radio station.
In collaboration with artists Derek Holzer and Sara Kolster.
<http://berlin.soundscape-fm.net>
- 2005 Eneco, Rotterdam
Software for the control of beamers in a video installation by Dutch artist Jochem van der Spek.
- 2004 Zoom11, Amsterdam
Video installation in the form of a coin-operated telescope, equipped with a Linux-based computer playing movies, connected to a live website.
<http://zoom11.info>
- 2004 V2_Lab, Rotterdam
Research and development of 3D tracking system.
<http://lab.v2.nl/~mboon>
- 2004 Universes in Universe, Berlin
System for management of banner ads on the website of Universes in Universe.
Management interface based on week planner.
<http://universes-in-universe.de>
- 2004 Auto Recycling Nederland, Amsterdam
Modification of existing Flash presentation for use in kiosks with touch screen.
<http://www.arn.nl>
- 2004 SMART Project Space, Amsterdam
Flash website, in cooperation with Yariv Alter Fin (graphic design) and Peter Koster (system design).
PHP/MySQL backend, Flash front-end. Makes extensive use of XML for content delivery with on-the-fly translation to HTML for indexing by search engines.
<http://www.smartprojectspace.net>
- 2003 ISEA (Inter Society for Electronic Arts), Amsterdam
Database with front-end for member administration in PHP/MySQL.
- 2003 Content-management system for Universes in Universe, Berlin.

- Full custom online CMS based on a PHP/MySQL database which seamlessly fits to an existing static website of 2500 pages.
Universes in Universe is a non-profit organization which disseminates information about contemporary art from non-Western countries by publishing current info on artists, art institutes, exhibitions, bi-annuals etc. In the mean time the website has grown to over 5000 pages.
<http://universes-in-universe.de>
- 2003 Jumbo, Amsterdam
Electronic design and building of prototype of a talking board game (Bob the Builder), using a voice chip and PIC microcontroller.
- 2002-2003 PIAK Electronic Design, Culemborg
Software modules for PIC microcontrollers (I2C and CAN-bus).
- 2002 Flash website for film project by artist/filmmaker Dan Oki.
The website contains an online movie editor, enabling visitors to create their own version of the movie, based on film stills and self-written subtitles. The film *Oxygen4* premiered in October 2003.
<http://www.oxygen4.org> (currently offline)
- 2002 *Or Press Escape*, Gasthuis Theater and DasArts, Amsterdam.
Custom software (stubborn text editor) for theater show *Or Press Escape*. Written and directed by Edit Kaldor (HU). The show has toured with great success for two years in various countries in and outside of Europe.
<http://www.theatergasthuis.nl/producties/02/12/escape.html>
- 2001-2002 davidstill.org
Database design and PHP programming for online identity project. Exhibited at 'de Paviljoens', Almere.
<http://davidstill.org>
- 2001 *Mouchette's Last Birthday Party*, theatre De Balie, Amsterdam.
A net.art show by Mouchette, held at De Balie on December 14, 2001. Design and presentation of a custom web mix tool, written in JavaScript, for the live mixing of web content.
<http://www.mouchette.org/birthday/>
- 2001 Innovative Design Delft
Design of a high-speed (2.5 Gbit/s) optical network interface for the monitoring of internet traffic on the backbone of internet service providers. Hardware design and 6-layer printed circuit board layout.
<http://idd.nl/ft/>
- 2001 interstory.org
Multi-user online storyboard, in collaboration with artists Dan Oki and Sandra Sterle, commissioned by Kunstgebouw, Rijswijk.
Flash website based on PHP/MySQL database and Java server.
Exhibited in Gorkum and Leiden, and online. Later used by Dan Oki during workshops at the Split film academy in Croatia.
<http://www.interstory.org>
- 1998-2001 mouchette.org
Collaboration with the artist since 1998, responsible for all Flash, PHP and JavaScript programming. MySQL database with elaborate mailing system. Mouchette is a famous online personality who has won several international awards.
<http://mouchette.org>

SKILLS

Natural languages:

Dutch (native) and English fluent, French and German at working level. Learning Mandarin Chinese.

Programming languages:

C/C++, Java, Javascript, Python, HTML/CSS, XML/XSL, PHP, MySQL, Flash Actionscript 2/3. Assembly language for a multitude of microcontrollers.

Familiar with Windows, Mac en Linux platforms.

Electronics:

Many years of experience in the design of complex electronic systems, both analog and digital.

Management and collaboration:

Project planning, budgeting, and coordination, out-sourcing and reporting.

Multi-disciplinary thinking and collaboration.