

Some information on this page is only available in Dutch

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/rrrroobbbbeeeerrr

MEMBER OF ARTISTS' INITIATIVE/COLLECTIVE/INCUBATOR

RadioTonka, Club-Res

EDUCATION

2000 - animatie / interactieve media Rotterdam,

2005 Willem de Kooning Academie diploma

1996 - Computer Science Tu Delft

1998

EXHIBITIONS

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

2024 Quantum Mirror Kunstfort, Vijfhuizen
Vijfhuizen, Netherlands Instrument
[Group](#)

2023 CUBE Zsolnay Light Art Pécs, Hungary
Light sculpture
[Group](#)

PROJECTS

2022 Needs Must Den Haag, Netherlands Theater
production

- 2022 Kunstpodium Oyfo Techniekmuseum
Hengelo, Netherlands Piano / Forte,
sound sculpture,
[Duo](#)
- 2021 State of Amplitude Quartair The Hague,
Netherlands Rewire festival 2021
[Group](#)
- 2020 From Typography to Grammatography
Print Gallery Tokyo, Japan sound
[Duo](#)
- 2019 Manifesta 12 Manifesta Palermo, Italy
[Group](#)
- 2018 Science of Sound, DordtYard
Dordrecht, Netherlands
[Group](#)
- 2018 Lumina, Festival da Luz, Cascais,
Portugal
[Group](#)
- 2017 Locating ArtScience The Grey Space in
the Middle The Hague, Netherlands
TodaysArt 2017
[Group](#)
- 2017 Islamic Art Festival, Sharjah, United
Arab Emirates
[Group](#)
- 2016 Lightinstallation Auditorium Onze
Ambassade The Hahue, Netherlands
[Group](#)
- 2016 Novas Frequências, Rio de Janeiro,
Brazil
[Group](#)
- 2016 Kikk Festival Namur, Belgium
[Group](#)
- 2016 Panorama Contium Panorama Mesdag
The Hague, Netherlands
[Group](#)

COMMISSIONS

- 2024 SampleSlicer MK3 Ginkosynthese Den
Haag, Netherlands Software and
electronics for musical instrument
[www.ginkosynthese.com/product/14469588/sampleslicer-
mkiii](http://www.ginkosynthese.com/product/14469588/sampleslicer-mkiii) finished

AWARDS AND GRANTS

- 2007 startstipendium 2007 / 2008 Fonds BKVB,
Amsterdam Netherlands

- 2024 Waiting for Cows Affect Lab
Amsterdam, Netherlands Video
installation / Creative coding /
Hardware development finished

- 2023 Ostraka Mike Rijnierse Hengelo,
Netherlands software, motion control
and sound design finished

- 2020 SoundHouse SoundHouse Netherlands
60min soundtrack

- 2019 World Progress Platform Purpose+
Netherlands data visualization finished

- 2019 From Typography to Grammatography
Underware Tokyo, Japan sound design
finished

- 2019 Polytope Ludmilla Rodrigues São Paulo,
Brazil sound design finished

- 2019 Lichtinstallatie Auditorium Galerie West
Den Haag, Netherlands finished

- 2018 Knowledge Cloud KIMO Netherlands
data visualization finished

- 2016 sonic manifestations AudioDH The
Hague, Netherlands music piece
finished

- 2015 The Original Chicken and her Egg Nico
Brandesen Amsterdam, Netherlands
Animation finished

- 2012 Jiří Kylián Jiri Kylian Den Haag website
and video production finished

SECONDARY ART-RELATED ACTIVITIES

- 2024 - Teacher KABK, Non Linear Narrative
2024

- 2021 - -- Mentoring and Coaching for various Art
and Technology related projects On-
going

- 2017 - Guest Teacher KABK, Techweek / IST /
2023 Lectures

- 2017 - Guest Teacher, Artez, Hackaton
2020

2015 - -- Head of RadioTonka On-going

2007 - -- Organizer for local events and concerts
in The Hague On-going

2004 - -- Music performances with different
collectives On-going



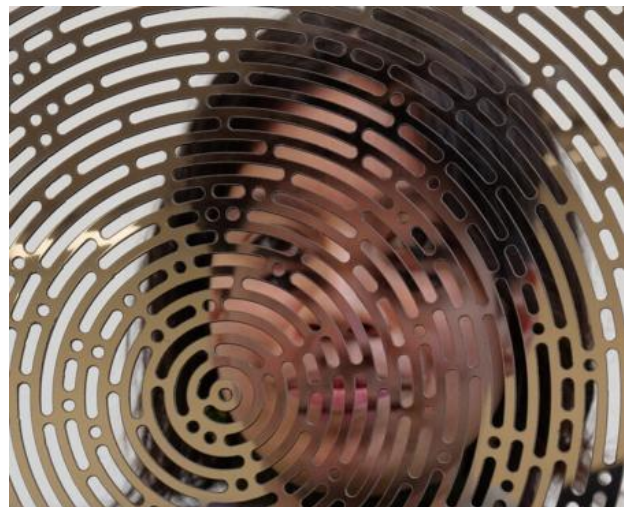
2025-002, 2025
Ink on Paper, 44 x 62



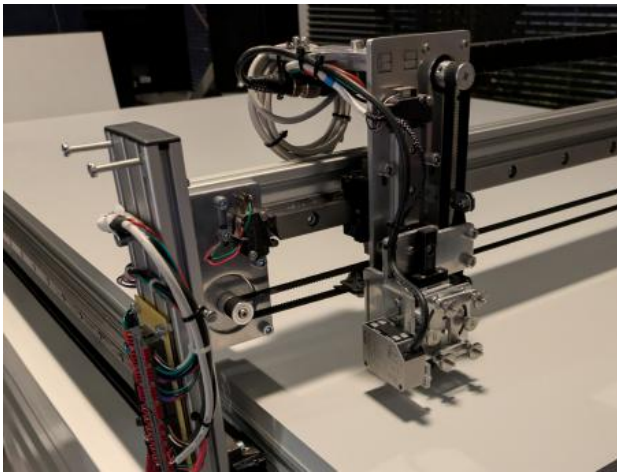
2025-001, 2025
Ink on Paper, 44 x 62



SampleSlicer, 2024
Software / electronica, 16HP



Quantum Mirror, 2024
Creative coding



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



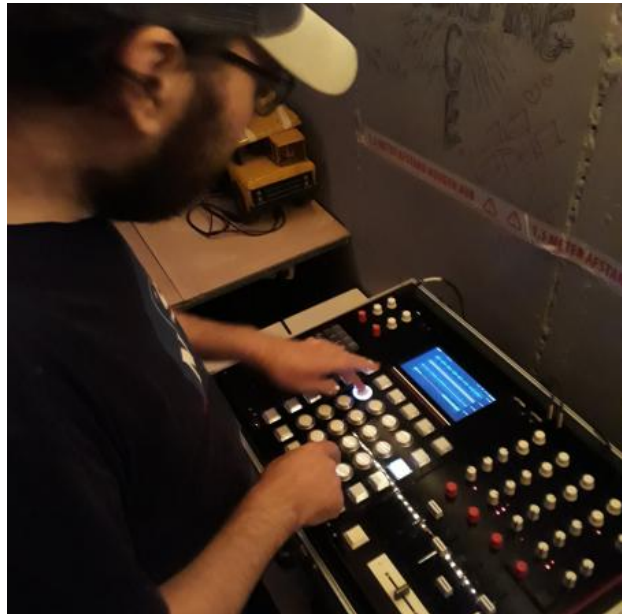
Sino, 2021
geluidsinstallatie / sculptuur / instrument



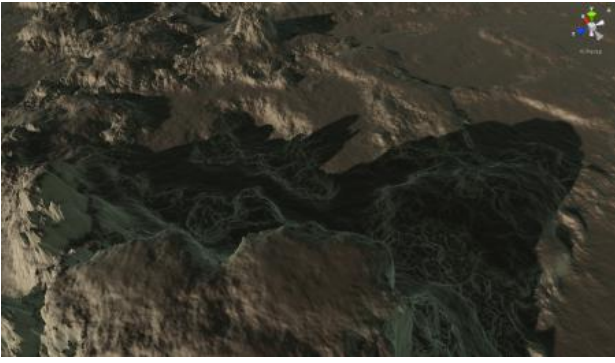
Time Bandit, 2019



Light Installation, 2018
hardware / software



RMC, 2018



Landscape Generator, 2018
code / software