



Dear



Maiden



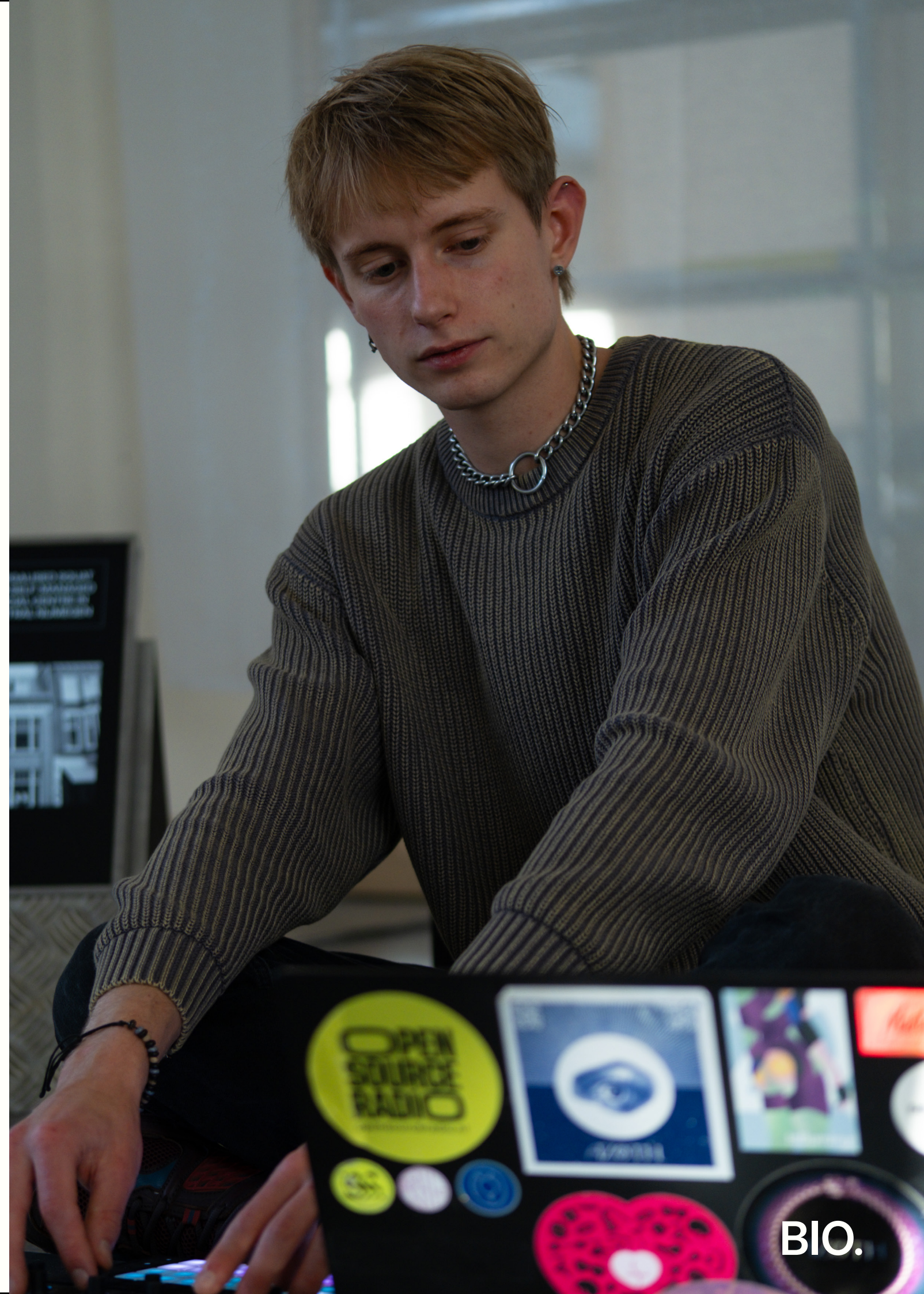
# Bio.

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Daan Walder (he/him, b. 1999, Nijmegen, The Netherlands) is a social designer and new media artist based in Nijmegen. His work spans installation, computational art, performance, and digital media, creating experimental environments that invite reflection on identity, connection, and our place within larger ecosystems.

Walder holds a Bachelor's in Interaction Design from the Utrecht School of the Arts and a Master's in Social Design from the Design Academy Eindhoven. His recent projects, including STOOZENDERS, Solum Venum, and Scopium, explore urban gentrification, queer heritage, environmental impact, and the intersections between human, natural, and artificial intelligence. By combining research, immersive audiovisual experiences, and interactive technologies, he investigates how we sense, understand, and engage with complex systems and consciousness beyond the human.

As co-founder of Stichting AZOTH, he also brings his approach into community contexts, fostering queer nightlife, educational programs, and collaborative art events. Across his work, Walder positions design as a tool for critical reflection, ecological awareness, and collective imagination.



## Nijmegen - The Netherlands

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My practice moves across web and graphic design, interactive installations, scenography, and audiovisual experiments, always looking for ways to connect technology with social and cultural urgencies.

My fascination with digital technologies began early, building websites as a teenager and later expanding into 3D modeling, game design, creative coding, and computational art. This curiosity continues to drive me. I treat tools like TouchDesigner, openFrameworks, and web technologies not just as media but as opportunities to question how design can reconfigure public space, culture, and identity.

At the heart of my practice lies a commitment to communities and collective storytelling. I believe in designing with people, not just for them. I create works that uplift, disrupt, and invite participation. Whether it takes the form of an interactive installation, a storytelling website, or an educational workshop, my goal is to design spaces and systems that foster connection, exploration, and empowerment, turning design into a platform for imagination and social change.

## EDUCATION & QUALIFICATIONS

Design Academy Eindhoven  
MA Social Design (Cum laude)  
2023 - 2025

HKU University of Arts Utrecht  
BA Interaction Design (Cum laude)  
2017 - 2021

Fontys University of Applied Sciences  
Minor Embrace Technology, Entrepreneurship & Creativity  
2019-2020

HAN University of Applied Sciences  
Propedeuse BA Communication & Multimedia Design  
2016 - 2017

Cambridge English Language Assessment  
C1 Advanced Qualification / Cambridge English  
2016

## SKILLS & INTERESTS

### Artistic & Conceptual

- Immersive installation design
- Artistic research and practice based inquiry
- Concept development and speculative design
- System thinking and relational aesthetics
- Spatial dramaturgy and audience experience design
- Translating complex theoretical frameworks into experiential work

### Technical

- Creative coding for interactive systems
- Generative systems design
- AI integration in artistic workflows
- Machine learning experimentation
- Sensor integration and data driven installations
- Electromagnetic signal capture and translation
- Antenna and hardware prototyping
- Real time data processing
- Interactive audiovisual systems
- Rapid prototyping and iterative development

### Software & Tools

- TouchDesigner
- Processing / p5.js
- Arduino
- Python
- Machine learning frameworks
- AI image and data models
- Adobe Creative Suite
- 3D modelling tools

### Version control and collaborative workflows

- Research & Development
- Experimental prototyping
- Non linear production workflows
- Technical research in immersive technologies
- Practice based knowledge production
- Documentation of artistic research
- Translating research into public presentation
- Collaboration & Professional

WORK EXPERIENCE

Co-Founder & Creative Director  
Stichting AZOTH, Nijmegen  
2022 - Present

Web Designer & Artist  
Verborgen Verhalen, Nijmegen  
2025 - Present

Workshop Facilitator - Media & Technology Education  
Groeisaam Primair Onderwijs, Druten  
Jan 2025 - Present

Web & Graphic Designer  
Stichting Nachtburgemeester, Nijmegen  
Sep 2024 - Dec 2024

Web & Graphic Designer  
SOA Testje, Amsterdam  
Sep 2023 - Mar 2024

Web & Graphic Designer  
Utrecht Queer Culture Festival, Utrecht  
Sep 2024 - Dec 2024

Web Designer  
Ruud van Doorn, Amsterdam  
Sep 2024 - Dec 2024

Graphic Designer  
Movisie, Arnhem  
Sep 2024 - Dec 2024

Interaction Designer(Internship)  
Digital Society School, Amsterdam  
Jan 2020 - Dec 2020

EXHIBITIONS & SHOWS

Dutch Design Week  
Microstad (Eindhoven, NL)  
Oct 2025

Schemerlicht Festival  
Goffertpark (Nijmegen, NL)  
Oct 2025

TOEN Festival  
Brebl (Nijmegen, NL)  
Oct 2025

Expeditie Nyma  
De Vasim (Nijmegen, NL)  
Sept 2025

Queer Utopias  
Hubert (Nijmegen, NL)  
Sept 2025

Dutch Design Week  
Microlab (Eindhoven, NL)  
Oct 2024

Gelderse CMK-dag  
De Zwitsalhal (Apeldoorn, NL)  
May 2024