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Born: 16/08/1981
Nationality: Danish

- Employment**
- CITA - Centre for Information Technology and Architecture** PhD Fellow
The PhD project extends the interdisciplinary Sapere Aude funded "Complex Modelling" project specifically researching integrative development strategies for nonlinear computational design models. The project is supervised by Prof. Mette Ramsgaard Thomsen (KADK) and Prof. Mark Pauly (EPFL). Feb 2014–Present, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen, Denmark
- Aedas Architects - Research & Development Group** Computational Designer
Developer on competition and commissioned projects: computational modelling, spatial analysis and automation. Introduced Python/Grasshopper to the group, established internal development blog/wiki. Projects: Polish Embassy, RIBS, Doha Metro, GEMS, Euston Crossing, French School, Green Block Astana. Jul 2011–Feb 2014, Stockholm, Sweden and the Aedas London Office, United Kingdom
- CITA - Centre for Information Technology and Architecture** Research Assistant
Researcher and designer on projects exploring advanced modelling and material behaviour. Introduced Maya/Nucleus across the CITA team, teaching and dissemination, online presence and marketing. Projects: Persistent Model Nr.1, DevA, Distortion, Thaw, Dermoid, Reef, Designing with Deformation. Dec 2009–May 2011, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen, Denmark
- Education**
- Master of Science in Engineering in Architecture & Design**
Department of Architecture, Design & Media Technology, Aalborg University
Specializing in Digital Design, Thesis Grade: 12 (ECTS: A), Grade point average: 10,8
2005–2008, Aalborg, Denmark
- Advanced Design Visualization Course**
Umeå Institute of Design, Umeå University
2006–2007, Umeå, Sweden
- Bachelor of Science in Engineering in Architecture & Design**
Department of Architecture, Design & Media Technology, Aalborg University
Bachelor Grade: 10 (ECTS: B), Grade point average: 9,6
2002–2005, Aalborg, Denmark
- Freelance**
- CITA & RMIT Spatial Information Architecture Laboratory** Designer/Developer
Part of the core design and development team on the ongoing "Dermoid" series of installations
2011–Present, KADK, Copenhagen, Denmark and RMIT University, Melbourne, Australia
- Philip Beesley Architects & CITA** Exhibition Designer/Manager
Project management and maintenance of the Sargasso Fields and Sargasso Cloud installations
Sep–Dec 2009, Pluto Festival, Opwijk, Belgium and COP15 Climate Summit, Copenhagen, Denmark
- JAJA Architects & Shift Control** Digital Designer
Behavioural flow/flocking simulation and visualization on Nørreport Station competition
June 2009, Copenhagen, Denmark
- Søren Robert Lund Architects** Visualization Specialist
Rendering and 3D modelling on aquarium competition
Dec 2008, Copenhagen, Denmark
- NoRA - Venice Biennale Pavilion Team** Designer/Visualisation Specialist
Concept and design development, 3D modelling and visualization, fabrication strategies, realization
Sep 2005–Aug 2006, Aalborg University, Aalborg, Skagen, Denmark, Venice, Italy
- Universitarium Design Team** Graphic/Exhibition Designer
Exhibition design, graphics, web, layout and print for science exhibition for children
Feb–Jul 2005, Aalborg University and Cultural Counsel, Aalborg, Denmark
- Struer Museum & KPF Arkitekter** Visualization/Graphic Designer
3D modelling and rendering for extension and renovation of Struer Museum
2004–2005, Struer, Denmark
- Teaching**
- SIAL/RMIT University** Guest Lecturer
Led workshop on complex modelling for master/Phd students, post grads and professionals
May 2013, Design Research Institute, RMIT University, Melbourne, Australia
- TU Delft - Hyperbody Research Group** Guest Lecturer
Led workshop on urban and architectural qualities of movement and visibility structures
Nov 2011, Architecture Faculty, Delft University of Technology, The Netherlands

KTH - School of Architecture External Lecturer

Co-taught course on representation in an urban context to third year students
Sep 2011-Jan 2012, Royal Institute of Technology, School of Architecture, Stockholm, Sweden

CITA - Royal Danish Academy of Fine Arts, School of Architecture Assistant Lecturer

Co-taught master students in four workshop studios as part of Mark Burry guest professorship
2010-2011, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen, Denmark

Department of Architecture, Design & Media Technology External Lecturer

Head of Digital Maps master course in 3D modelling, rendering, post production etc.
Jan-Mar 2009, Aalborg University, Aalborg, Denmark

Department of Architecture, Design & Media Technology Guest Lecturer

Head of advanced rendering, compositing and post production to master students
Sep-Oct 2008, Aalborg University, Aalborg, Denmark

Designing and Inhabiting Virtual Environments Teaching Assistant/Group Leader

Led and co-taught student group as part of Digital Design conference and workshop
Jul 2008, Faculty of Architecture, University of Ljubljana, Slovenia

Department of Architecture, Design & Media Technology Teaching Assistant

Assistant on first year course in 3D modelling, animation and rendering
Feb-May 2005, Basis year education, Aalborg University, Denmark

Publications **Structural Analysis and Optimisation of a Computationally Designed Plywood...** Co-Author

Proceedings of eCAADe 2014 - Fusion: Data integration at its best
Sep 2014 (accepted paper), Northumbria University, Newcastle UK

Topological Infrastructure Analysis of the Built Environment Main Author

Proceedings of EAEA11 2013 - Envisioning Architecture: Design, Evaluation, Communication
Sep 2013, Politecnico di Milano, Milan, Italy

A New Material Practice: Integrating design and material behavior Co-Author

Proceedings of the 2012 Symposium on Simulation for Architecture and Urban Design
May 2012, San Diego, CA, United States of America

Designing with Deformation: Sketching material and aggregate behaviour... Main Author

Proceedings of the 2011 Symposium on Simulation for Architecture and Urban Design
Apr 2011, Boston, MA, United States of America

Exhibitions **Convergence - Transforming Our Future**

Dermoid III was presented as one of the main pieces of this transdisciplinary design exhibition
May 2013, Design Research Institute, RMIT University, Melbourne, Australia

Copenhagen Design Week 2011

The second iteration in the Dermoid installation series was installed outside in the gardens
Sep 2011, Design Museum Denmark, Copenhagen, Denmark

1:1 Research by Design

Launch of the CITA and SIAL developed, designed and fabricated installation Dermoid
Mar 2011, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen

Lisbon Architecture Triennale

Developed dynamic 3D models and graphics for the CITA exhibition Thicket
Aug-Sep 2010, Lisbon, Portugal

Digital Material

Designed, fabricated and mounted a laser lighting rig for the CITA installation devA
Mar-Apr 2010, ROM Gallery, Oslo, Norway

COP15 Climate Summit: Climate and Architecture Exhibition

Organization, assembly and maintenance of the CITA/Philip Beesley installation Sargasso Fields
Nov-Dec 2009, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen

Pluto Festival

Organization, assembly and maintenance of the CITA/Philip Beesley installation Sargasso Cloud
Sep 2009, The Nijdrop Gallery, Opwijk, Belgium

Experience City

The Performative Architecture Component Design installation is displayed
Aug-Sep 2008, Technical Municipality, Aalborg, Denmark

AD:MT Degree Show Summer Exhibition

Exhibition of the thesis project: The New Materiality of the Social
Jul-Aug 2008, The Utzon Center, Aalborg, Denmark

Venice Architecture Biennale

Launch of the interactive sound and light pavilion NoRA: Nordic Research Application
Sep-Nov 2006, San Servolo Island, Venice, Italy

Relations in Architecture

Exhibition of the fifth semester project "House of Art: A new art hub in Birk"
Jan-Feb 2005, Herning Art Museum, Birk, Denmark

- Workshops **Smart Geometry 2011: Building the Invisible**
Use the Force cluster with Daniel Piker, Andy Payne and Robert Cervellione
Apr 2011, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen
- Digital Crafting IV: Generative Logics**
Agent based explorations in Processing with Roland Snooks, Kokkugia
Jan 2011, Aarhus School of Architecture, Aarhus, Denmark
- Digital Crafting III: Topologies, CNC and Concrete**
Topology optimisation and large scale fabrication of moulds with Asjorn Sondergard, AARCH
Aug 2010, Technical University of Denmark, Copenhagen
- Digital Crafting II: Wood Construction and Joinery**
Parametric "zip-shape" fabrication strategies with Christoph Schindler, schindlersalmeron
Mar 2010, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen
- Environmental Response: Adaptive Performance in Architectural Design**
Embedded technologies and kinetic structures with Michael Hensel, Electrotecture Lab and Area
Jan 2010, Utzon Center, Aalborg University, Denmark
- Responsive Environments: Developing Concepts for Sustainable Architectures**
International summer school with CITA, Philip Beesley Architects and University of Waterloo
Aug 2009, Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen
- Performative Architecture**
Component design installation using developable surfaces with MAPT and Phoam
Aug 2008, Institute of Architecture & Design, Aalborg University, Denmark
- Skills **3D Modelling** Polygon, subdivision, NURBS and solid modelling
Platform: Rhino, Maya, 3ds Max, Solid Works
- Parametric Modelling** Graph based and associative modelling using scripting components
Platform: Grasshopper, RhinoCommon, Generative Components
- Scripting/Programming** Procedural and Object Orientated programming
Platform: Python, IronPython, .NET, Java, Processing, MEL
- Simulation** Physics based dynamics and environmental analysis simulation
Platform: Nucleus, Kangaroo, LadyBug
- CAD** Drafting, documentation and fabrication drawing
Platform: Rhino, AutoCAD
- CAM** Laser cutting, CNC milling and 3D printing
Platform: VisualMill, RhinoCam, AutoCAD
- Model Making** Comfortable working with wood, foam, cardboard, papers, plastics using a range of hand and power tools
- Physical Computing** Knowledge of sensors, actuators and micro-controllers
Platform: Arduino
- Rendering** Physically accurate, vector and NPR rendering
Platform: Mental Ray, VRay, Maya, 3ds Max, Rhino
- Animation** Comfortable in a broad range of animation and rigging techniques
Platform: Maya, 3ds Max
- Graphic Design** Skilled in bitmap and vector imagery
Platform: Photoshop, Illustrator
- Desk Top Publishing** Layout and print work
Platform: InDesign
- Video** Filming, capturing and editing using digital or analogue cameras
Platform: Premiere Pro, CamStudio, Handbrake
- Post Production** Compositing, colour grading, motion graphics, special effects
Platform: After Effects, Premiere Pro
- Web** Designing, coding and publishing websites
Platform: WordPress, Cargo, Flash, Dreamweaver
- Misc **Languages** Fluent in spoken and written Danish and English, conversational Norwegian and Swedish, basic understanding of German
- Drivers License** Danish B-Class