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Born: 16/08/1981
Nationality: Danish
Civil status: Single w/o children

Academic Background

Master of Science in Engineering in Architecture & Design
Department of Architecture, Design & Media Technology, Aalborg University
2005-2008 Aalborg, Denmark
Specializing in Digital Design, Thesis Grade: 12 (A), Grade point average: 10,8

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
2002-2005 Aalborg, Denmark
Bachelor Grade: 10 (B), Grade point average: 9,6

Physics & Chemistry
Foundation year education, Aalborg University
2001-2002 Esbjerg, Denmark

Project Experience

CITA: Centre for Information Technology and Architecture Research Assistant
Architectural researcher, collaborator, designer, lecturer and author on numerous projects including:
Persistent Model #1, devA, Project Distortion, Thicket, Dermoid (Mark Burry guest professorship),
Reef and Designing with Deformation
2009-2011 Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen, Denmark

Philip Beesley Architects & CITA Exhibition Designer/Manager
Project and team management of the Sargasso Fields and Sargasso Cloud installations
Sep-Dec 2009 Pluto Festival, Opwijk, Belgium, COP15, 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 Lead Designer/Visualisation Specialist
Concept and design development, 3D modelling and visualization, fabrication strategies, realization
2005-2006 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-July 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

Tribeca Tunes, 1000Fryd, Venn Freelance Graphic Designer
Posters, flyers etc. for various musicians and events in Aalborg
2004-2006, Aalborg, Denmark

Teaching Experience

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
July 2008 Faculty of Architecture, University of Ljubljana, Slovenia

Umeå Institute of Design Teaching Assistant
Introductory Mental Ray rendering course for Industrial Design students
Nov 2007 Umeå University, Umeå, Sweden

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

Exhibitions **1:1 Research by Design**

Launch of the CITA / Mark Burry / SIAL 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-April 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 Nijdrop Gallery, Opwijk, Belgium

Experience City

Performative Architecture_Component Design installation is displayed
August-September 2008 Technical Municipality, Aalborg, Denmark

AD:MT Degree Show Summer Exhibition

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

Umeå Institute of Design: Degree Exhibition

Screening of various animations and visuals for degree show and one off ADV show
Jan 2007 and July 2007 Umeå Institute of Design, Umeå, Sweden

Venice Architecture Biennale

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

Relations in Architecture

Exhibition of the fifth semester project "House of Art: A new art hub in Birk"
January-February 2005 Herring Art Museum, Birk, Denmark

Presentations **SimAUD 2011: Symposium on Simulation for Architecture and Urban Design**

Presented the CITA paper "Designing with Deformation" and participated in the conference
April 2011 Boston, MA, United States of America

Smart Geometry 2011: Building the Invisible

Presented CITA research on dynamics based modeling for the Smart Geometry workshop participants
Apr 2011 The Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen

RMIT: Spatial Information Architecture Laboratory

Presented CITA research on dynamics based modeling to master students of Daniel Davis
August 2010 SIAL, RMIT, Melbourne, Australia (via Skype)

Workshops **Smart Geometry 2011: Building the Invisible**

Use the Force cluster, with Daniel Piker, Andy Payne & 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 CITA, 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 CITA, Asjorn Sondergard, AARCH
Aug 2010 Technical University of Denmark, Copenhagen

Digital Crafting II: Wood Construction and Joinery

Parametric "zip-shape" fabrication strategies with CITA, Christoph Schindler, schindlersalmeron
March 2010 Royal Danish Academy of Fine Arts, School of Architecture, Copenhagen

Environmental Response: Adaptive Performance in Architectural Design

Embedded technologies and kinetic structures, with 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 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

Digital and Technical Literacy

3D Modelling Advanced polygon, subdivision, NURBS and solid modelling
Platform: Rhino, Maya, 3ds Max, Solid Works

Parametric Modelling Graph based modelling and procedural scripting
Platform: Grasshopper, Maya Mel, Generative Components (basic)

CAD Drafting and fabrication drawing
Platform: Rhino, AutoCAD

CAM CNC-milling and laser-cutting, basic 3D printing
Platform: VisualMill, AutoCAD

Model Making Comfortable working with wood, foam, cardboard, papers, plastics using
a range of hand and power tools

Physical Computing Basic knowledge of sensors, actuators and microcontrollers
Platform: Arduino

Rendering Advanced physically accurate, vector and NPR rendering
Platform: Mental Ray, Maya, 3ds Max, Rhino

Animation Comfortable in a broad range of animation and rigging techniques
Platform: Maya, 3ds Max

Graphic Design Fully 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 analog cameras
Platform: Premiere Pro

Post Production Compositing, color grading, motion graphics, special effects
Platform: After Effects, Premiere Pro

Web Designing, coding and publishing websites
Platform: Flash, Dreamweaver

Miscellaneous

Languages Fluent in spoken and written Danish and English, conversational
Norwegian and Swedish, basic understanding of German

Drivers License Danish B-Class