

C.V. Maria Vera van Embden Andres

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Contact details:

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I currently work as an architect on the design and development of challenging art projects for Studio Drift, Amsterdam. I'm now looking to work for a small/medium art studio in London. I will be available in London from January 2017.

Work experience

2015 - today Leader Project Development - Studio Drift
2014 - today Owner - Maria Vera Design & Engineering
2014 - 2014 Production & development - Vincent de Rijk
2013 - 2013 Assistant curator - SHAU Rotterdam
2012 - 2013 Project Coordinator - Jelle Feringa, RobArch2012
2009 - 2010 Research on structural optimisation of dome structures using evolutionary computation
2008 - 2012 Student Assistant Hyperbody & Building Technology, Delft University of Technology

Education:

2012 MSc Architectural Engineering, Delft University of Technology, grade 8/10
2010 Graduate semester, SCI-Arc, Los Angeles
2009 BSc Architecture, Delft University of Technology
2003 BSc semester, Psychology, University of Utrecht
2002 Gymnasium, Praedinius Gymnasium, Groningen

Skills:

Technical project management, architectural design, concept development, technical research, technical drawing, 3d visualisation, presentation skills, prototyping, model making, production management of complex installations; making the impossible possible :)

Reference:

Lonneke Gordijn, Studio Drift

(additional references available on request)

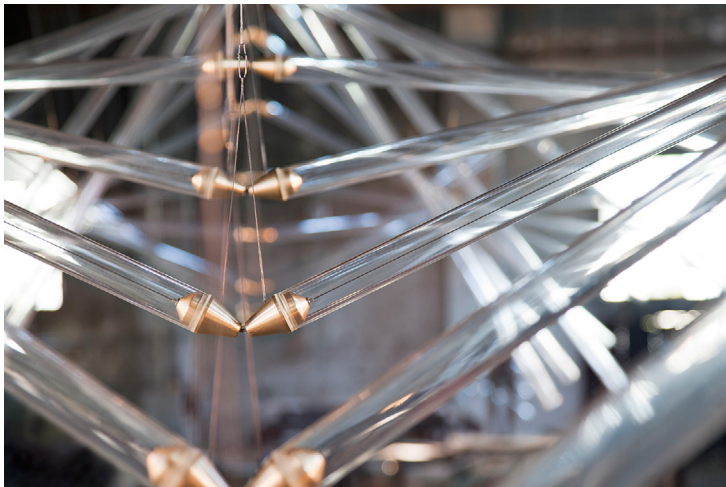
Find attached an impression of six selected projects.

digital version of this document is available at: www.mariavera.com/cv

STUDIO DRIFT / IN 20 STEPS

In 20 Steps is a kinetic sculpture developed for Venice Art Biennale 2015. Forty glass tubes are suspended from the ceiling using cables, hinges, bronze cones and hangers. These “birds” are operated by twenty motors, pulleys, homing sensors, programmed to move in natural patterns based on natural wing movements.

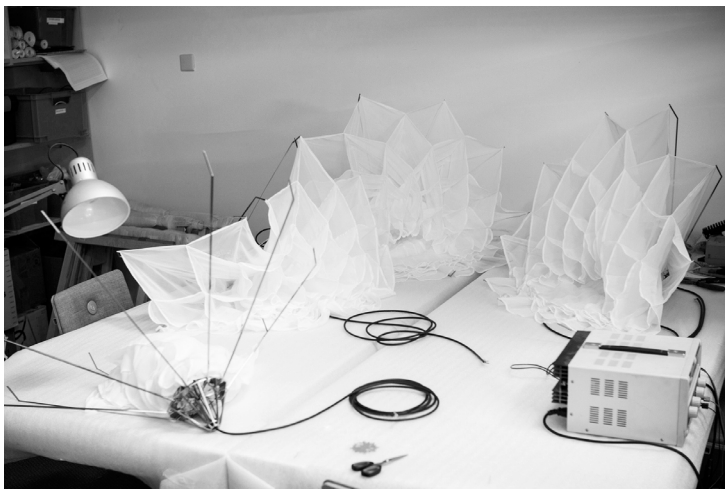
role: project coordination, design, technical development, prototyping, production planning, installation
status: realised



STUDIO DRIFT / VARIATION ON SHYLIGHT

A large scale variation of the Shylight project where 30 kinetic lamps form a field of opening & closing flowers. RGBW light sources and custom designed colored fabric work together to create subtle natural transformations in the sculpture. This is an interactive installation that responds to people in the space below.

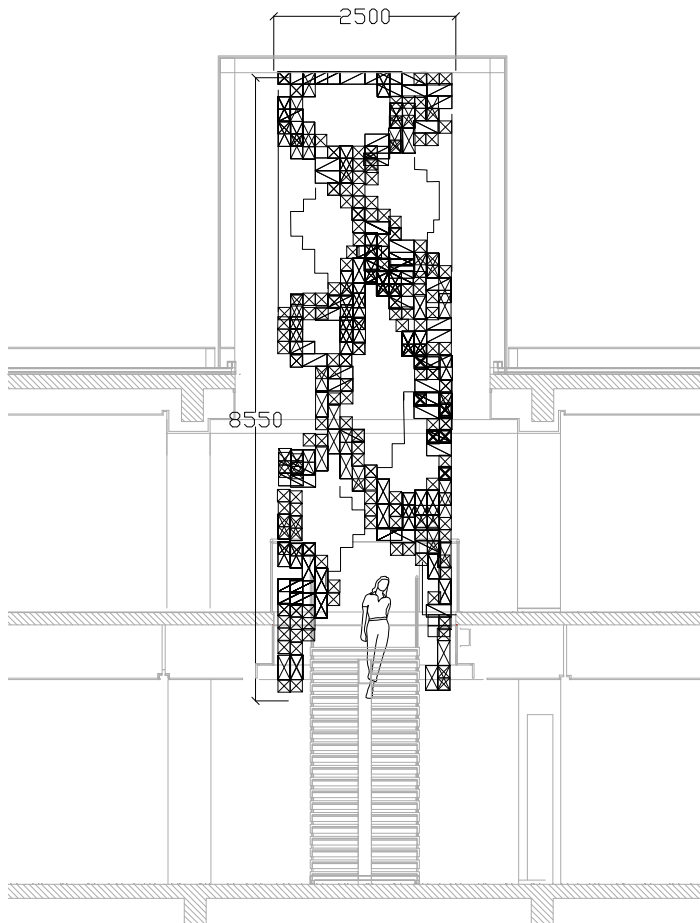
role: coordination of technical development, prototyping, concept development color schemes and interactivity
status: in development



not to be disclosed

Development of self-supporting modular system composed out of very light and stiff components. Fluorocarbon wire is hand woven to define the surface of the sculpture. The total structure covers 60m². Its organic shape is optimized by parametric software and structural analysis.

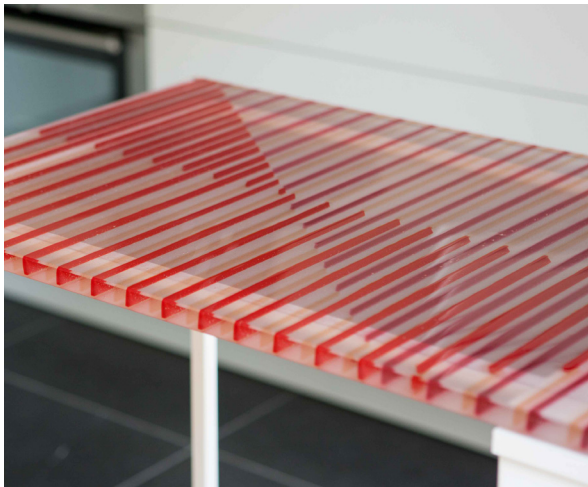
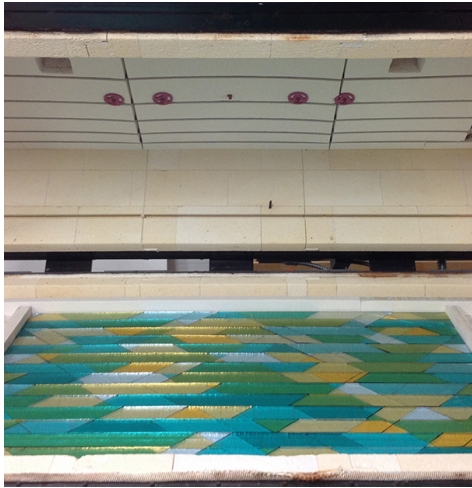
role: design, technical development, prototyping, project coordination, production planning
status: developed



COLOR & LIGHT / PRIVATE COMMISSIONS

A series of custom made interior furniture with elements of fused glass. The glass is handcut according to predefined patterns, fused, waterjet cutted, sandblasted and glued into the furniture.

role: design, production of glass parts
status: realised

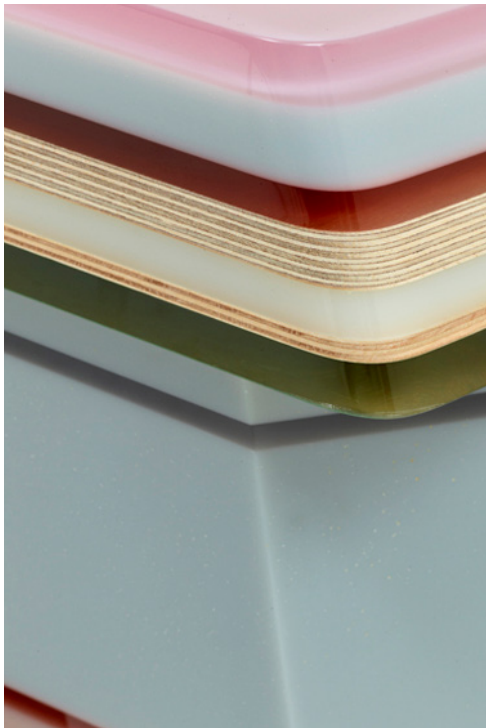


HELLA JONGERIUS / GEMSTONE TABLES

Experimental production of Gemstone tables at Vincent de Rijk production studio. Meticulously casted, glued, cut and sanded objects consisting out of multiple layers of cast polyester and multiplex.

role: prototyping, production

status: realised



JELLE FERINGA | ROBARCH 2012

Development of robotic diamond wire cutter and organisation of relating workshop for RobArch Conference. We built a double curved wall of sand stone blocks, and designed and prepared styrofoam formwork for a concrete pavilion. In collaboration with Hyperbody, TU Delft.

role: project coordination and support of development
status: realised

