

CV

Name: Stian Remvik

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Essential work

[GumGun mobile game](#)

[BITWaves music composition app](#)

[Portfolio home page](#)

[Sonarc game prototype for PC/Mac](#)

Work and projects

2021	Web game using javascript (in development).
2021	"Judge Me" by artist Jingyi Wang. UI-design of voting system for web.
2021	VR art project with artist Kim Hankyul (in development with Unity and Oculus Quest 2).
2021	"Etchings of Coastal Sites" sound and video installation in collaboration with Andrea Urstad Toft, Craig Wells and Omar Johnsen.
2021	Nordøyane website digital platform for art and history. Design and WordPress development.
2020	Live animation accompanying music by "Lux Passerine" . Also live stream of concert.
2020	"BITWaves" update 2.4 (design and programming of BIT20's music composition app).
2020	BEK Archive , extension to bek.no. Design and CSS.

2020	" The Mapper " by Åsne Eldøy. Automatic live mixing of cameras and live stream of installation.
2020	" Sonarc " artistic computer game prototype for PC/Mac in collaboration with sound artist Espen Sommer Eide.
2019	Physical interface for playing bug sounds for Naturhistorisk Museum in Bergen using arcade buttons, Arduino and Max (Cycling 74).
2019	"Bergen Gå" iOS and Android app for Bergen Kommune. Design and programming.
2019 ->	" Verktøykassen " workshop series held at BEK. Various computer based technical themes like programming and Arduino.
2019	" The White Train " by artist Bjørg Taranger. Video mapping on windows.
2010 - 2018	Personal assistant for wheelchair user through Uloba.
2018	" GumGun " mobile game, design and programming.
2018	"Siljustøl", design and programming of iOS and Android app for KODE Museum Harald Sæverud Siljustøl (not released).
2018	" Post Capitalistic Auction " by Jingyi Wang. Front-end user interface design and programming.
2017	" BITWaves2 " design and programming of BIT20's music composition app.
2017	" Words Images Thoughts Objects " by Vilde Salhus Røed. iOS and Android app design and programming.
2017	" Harmonic Connection " interactive installation exhibited at Prøverommet Landmark.
2016	" The Magic of Seven " by artist Gitte Sætre. Developing network solution for synchronised multiscreen video.
2016	Controlling light with sound signals with artist Sofie Jansson.
2015	Controlling light and video with sound signals with artist Kjersti Sundland.
2015	" BITWaves " design and programming of BIT20's music composition app.
2014	" Neighbours " animation/installation exhibited at Pikselfestivalen 2014 in Bergen.
2013	" Bergen Reads " technical development and design of installation with the public library in Bergen.

2013	" Late into the night, and all the other nights " by artist Asbjørn Hollerud. Programming (Max - Cycling 74) interactive animation.
2013	" Cubes " code based (Max - Cycling 74) animation exhibited as part of Play is Soulfood in Mexico.
2011	" Hush! " interactive animation exhibited at Borggården USF Verftet in Bergen.
2010	" The Sound of Pictures " audio/visual experiment in form of a three dimensional pyramid sculpture.
2008	" The Mask " identity movie (vignette) for NRK3.
2005 - 2007	Graphic designer Artic Reklamebyrå (advertising agency).
2005 - 2006	Graphic designer Hulen Bergen (rock club).

Education

2007 - 2010	Bachelor in Design and Visual Communication, Bergen National Academy of the Arts.
2003 - 2005	Certificate of Apprenticeship in Graphic Design, MI (NKF), Bergen.

Design skills:

- UX Design, UI Design, Interaction Design, Graphic Design, Game Design, Web Design, Typography, Animation, Photography

Technical skills:

- macOS, Windows 10
- C++, C#, Objective-C++, HTML, CSS, Javascript
- Cocos2d-x, Unity, openFrameworks, Arduino, Raspberry Pi, Max (Cycling 74), VDMX
- Xcode, Android Studio, Visual Studio, Unix Terminal, Git
- Adobe, Sketch, Figma, OBS

Personal skills:

- Creative, Positive, Collaborative, Curious, Fast learner, Loves great user experiences!

Languages:

- Fluent Norwegian and English

Hobbies:

- Playing music (guitar, bass)
- Plants and gardening
- Playing computer games
- Hiking

References:

- Lars Ove Toft - Director at BEK (922 85 861 - lars.ove.toft@gmail.com)
- Trond Lossius - R&D Coordinator at BEK (959 22 613 - trond@trondlossius.no)