

ABOUT ME

24 | May | 1993

1000 Brussels

Belgium

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janeveraert.be

instagram.com/janeveraert_

behance.net/jeveraert

LANGUAGES

Dutch

English

French

Mother tongue

Academic (IELTS C2)

Conversational

SKILLS

Generative design

Interaction design

Data visualization

Information design

Full-stack development

Creative coding

(Rapid) prototyping

Makerspace fluency

Experience design

Int. Installation production

SOFTWARE

Processing

Openframeworks

Touchdesigner

Madmapper

Godot

Affinity/Adobe

Blender

Arduino & electronics

Ollama, Pinokio

Generative prototyping

Generative toolkit

Node-based visual development

Projection mapping

Game prototyping

Graphical software

Visual prototyping

Hardware prototyping

AI tools and softwares

EDUCATION

Don Bosco Halle

2008

Multimedia

TSO

Erasmus Hogeschool

2012

Multimedia / Art and technology

Professional bachelor

LUCA School of Arts

2022

Media & information design

Academic bachelor

LUCA School of Arts

2025

Media & information design

Master

EMPLOYMENT

BBDO

2012

Internship development

Beyond.io

2015

Internship installation engineering

Happiness saigon

2015 - 2016

Application prototyping

Iminds/imec

2016 - 2020

Research & application engineer

Erasmus hogeschool

2020 - now

Lecturer development

Physical interaction design

Freelance

2020 - now

Installations & data design

CTRL + ALT

2022 - now

Founder

Installation engineer



Hi,

Over the past decade, I've expanded my work into a multidisciplinary practice, creating in both the digital and physical realms. Through developing prototypes, designing installations, teaching, and learning, I've invested into the ability of translating complex information, stories, and data into engaging, tangible experiences.

With coding as the primary tool for creating expressions and experiences, I explore the crossing between algorithmes and design solutions, with both analog and digital results.

In recent years, I've learned to maintain a rigorous approach to research, breaking down topics to their core research questions, designing custom tools, frameworks and methods to answer complex questions. Both at Imec and LUCA, I learned to adapt a research mindset and found decisions into tests, data and research.

Whether it's low-cost rapid prototyping or large-scale immersive installations, I'm a jack-of-all-trade, a versatile generalist, quickly adapting to new software and hardware, acquiring the necessary new skills to achieve ambitious results..

SELECTED PROJECTS

Committed by Matthijs De Block

Fastspace - 2020

AI & interaction artwork, in the Kiel park in antwerp, tracking the extraordinary paths of hikers using on-the-edge AI and data visualization.



Committed by Bike for brussels | with CTRL + ALT

Bright Brussels - 2023

Data driven light sculpture, displaying the evolution of bike countings through Brussels. Soundscape, and realtime visualization of countings allowed the audience to see four years of progress in Brussels' mobility.



Committed by Playfield

Press play - 2021

Interactive theatre play, in which the audience can decide the direction of the play using controllers. All data was gathered, analysed and exploited locally, with bidirectional communication with sound and light engineers.

Open call - district 09 | with CTRL + ALT

Collectie van Gent - 2023

Exposing museum collections to a broader audience through AI annotation, sorting, and exposing of the entire collection. Allowing the audience to select a favorite piece, add to a community driven collage, and print out their contribution.





Comissioned by JEF, Arts & Public | With CTRL+ALT

AI Atelier Arcade - 2025

AI Atelier Arcade is an interactive installation where children aged 9 and up can create and play their own video game, with support from artificial intelligence. The AI acts as a creative assistant, helping to come up with weird and quirky storylines and generating matching visual assets.

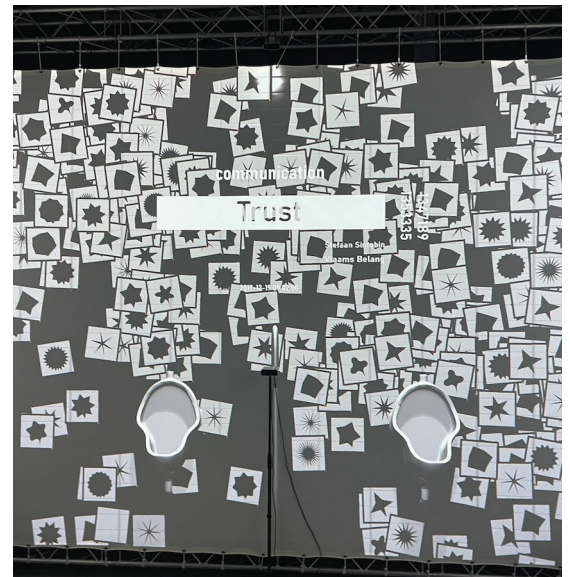


Data Icon - 2024

Our opinions are shaped by the news we consume. Statistics in articles often serve as final arguments, yet they pass through multiple layers of subjectivity: in collection, interpretation, writing, and finally in our own use. We rely on journalists to verify data, but fast news cycles reduce complex stats to a sentence. These simplifications carry layered interpretations we rarely unpack.

Empathy Vending Aid - 2025

What is empathy worth to us? What if social media algorithms slowly strip it away? Repetition without context dulls our response, numbing our empathy. This speculative design object lets visitors sell a piece of their empathy, mimicking social media mechanics.



Writings on the wall - 2024

All conversations in the flemish parliament, reformulated as graffiti bathroom banter.

