

Marieke Van Der Maelen

OBJECTIVE

To combine both high and low technologies to create installation art that reflect experiences and interactions within an urban ecosystem and the symbiotic relationship between artificial and natural biomes.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology

Pittsburgh, PA
May 2021

LOW TECH EXPERIENCE

Art: 1:12 Scale Model Building, 3D Sculpture, Color Matching, Hand Embroidery and Beadwork, Formulating & Maintaining Indigo Dye Vats and Other Natural Dyes, Shibori Dye Technique, Art Conservation of Ethnographic Textiles, Fiber Art and Felting, Pen & Ink Illustrations, Print Making, Paper Making, Paper Engineering
Other: Taxidermy, Carbon Dating

HIGH TECH EXPERIENCE

Electrochromic glass, Augmented Reality, Virtual Reality, 3D Printing, CNC Machine, Nitinol Wire, Biomimetics

Applications: Autodesk Maya, Unity 3D, Adobe Creative Suite, Adobe Premiere, Final Cut Pro

RELEVANT WORK EXPERIENCE

Model Maker, 2012 - Present

House of Paidia

Owner, Fabricator, Consultant

- Developed and built modular 1:12 Scale Models of Atoms, Animal and Plant Cells, Botany Specimens, and working Architectural Models with Solar and Smart Glass Technology for STEM programs in underserved communities, universities, and public schools in Chicago, San Francisco, San Diego, Pittsburgh, and Shanghai
- Established developmentally appropriate engineering and rapid prototyping techniques for pre-college level students through Carnegie Mellon University's Leonard Gelfand Outreach
- Taught Shibori Dye Technique and textile conservation and preservation, mixing natural dyes including indigo, cochineal, madder, and black walnut

PRODUCTION & TEAMWORK

Touring Artist and Producer, 1998 – 2014

Champion Irish Dancer and Production Design

- Developed and designed large scale set design for traveling productions of Irish cultural shows. Developed modular sets and costumes that would withstand rough handling and frequent transportation and that could be easily assembled/disassembled by women. Costumes were customized for rapid costume changes (under 30 seconds), and used haute couture techniques to allow for highly sculptural but functional design.
- Organized between 25 – 100 dancers, musicians, tech crews, and support staff. Acted as liaison between performance staff and venues.

CURRENT RESEARCH

Electrochromic glass, nanocircuitry, vapor deposition technology, biomimetics