

# Pim Tournaye

Creative Technologist & UX Designer

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## Summary

Creative technologist and UX designer working at the intersection of art, code, and human experience. I build interactive systems, data visualizations, and experimental interfaces — from real-time musical improvisers to semantic knowledge gardens. Currently designing public sector services at Deloitte Digital and teaching at NYU Tisch. Open to research positions, creative technology roles, and collaborative projects that bridge technology, art, and science.

## Experience

**Deloitte Digital** Brussels  
UX Designer Sep 2024 – present  
UX Designer and prototyper on public sector projects, designing and testing digital government services. Working across research, interaction design, and high-fidelity prototyping.

**NYU Tisch School of the Arts** Brooklyn, NY  
Research Resident & Instructor Jul 2024 – present  
Research resident at NYU Tisch IMA Low Res (2024–2025), teaching physical computing, creative web development, and NetArt while mentoring thesis students. Now supporting the program seasonally as an instructor.  
<https://itp.nyu.edu/lowres/>

**SEADS**  
Creative Technologist Jun 2021 - Present  
Member of the SEADS Collective, working on ArtScience projects as a creative technologist and artist -  
<https://seads.network/member/Pim>

## Education

**NYU Tisch School of the Arts** Master of Arts - MA  
Jul 2023 - Jun 2024

Selected for NYU Tisch's global IMA program, studying interactive media through immersive intensives in New York, Berlin, and Shanghai with an international cohort.

**Erasmushogeschool Brussel** Multimedia & Creative Technologies  
Sep 2019 - Jul 2022

Specialization in Digital Making - working with microcontrollers and interactive physical systems. Personal goals: artistic work with technology Supplements: AI & Machine Learning, student representation

## Skills

### UX & Design

Figma, User Research, Prototyping, Usability Testing, Interaction Design



### Creative Development

p5.js, D3.js, TouchDesigner, Processing, Generative Algorithms



### Web Development

TypeScript, JavaScript, SvelteKit, Node.js, Git, Docker



## Physical Computing

Arduino, ESP32, Sensor Networks, PlatformIO, LoRa, PCB Prototyping



## Languages

### Dutch

Native or bilingual proficiency



### English

Native or bilingual proficiency



### French

Limited working proficiency



## Certifications

### Startup Bootcamp

NYU Entrepreneurial Institute

Dec 2023

### UX Research

Uxcel

Oct 2024

### UX/UI Designer

Uxcel

Oct 2024

### Product Designer

Uxcel

Dec 2024

## Projects

### Improvisational Syntax

Jan 2024 – Jun 2024

NYU IMA thesis. A virtual improviser in Node.js that learns and mimics a human performer's musical vocabulary in real-time, enabling genuine human-machine co-creation in free improvisation.

Presentation

### word soup

2025 – 2026

10-minute dome video art using NLP to extract semantic properties from Alan Watts and Italo Calvino, visualized as word-agents in a petri-dish simulation. ASCII-rendered, collaborative with Adeline Setiawan.

### Semantic Currents

2025 – ongoing

Data visualization mapping 44 years of NYU ITP thesis projects through semantic similarity – 2,744 projects clustered by meaning, simulated as Physarum slime mold forming pathways between discourse communities.

### Open Improv Collective

Jan 2022 – Jun 2022

Interactive system bridging audience-performer dynamics in improvised music through technology-mediated participation. Nominated for Best Smart Technology Project 2022 at EhB.

Magazine