

RICHARD VAN 'T HOF

I am an audiovisual and digital creator with a specialization in editing and creative front-end development. With analytical and curious eyes, I easily manage to find new insights and patterns in large amounts of information and use them to produce creative end products.



Portfolio

www.therichard.space

Email

hello@therichard.space

Location

Rotterdam, NL

Projects (selection)

Concert Recording Joia

Production, camera and editing
2024

Video recording for Rotterdam singer and theater maker Joia Rath with singer Noortje Flettermann as opening act. This resulted in the complete concert registration and social media content.

Over Roze Gesproken

Assembly & concept development
2023

Edit and concept development for a documentary about how four Rotterdam LGBT elders claimed space for their identity. Official selection for The Netherlands Film Festival 2023.

Extract-FX plugin

Development
2023-2024

I developed a Premiere plug-in to save clip effects outside the clip. This saves a day of preparation for color correction. Built with Adobe Extendscript and Typescript.

Him/Hair

Edit
2023

Co-editor for an experimental documentary in which filmmaker Eloi Genrich shows the importance of being able to feel connected as a trans person. Official selection for Queer Film Festival Utrecht 2023.

Come Undone

Edit
2022

Edit of music video for the song "Come Undone" for the Belgian band UMM.

De Zelfoptimalisator

Edit
2021

Editor for documentary in which filmmaker Yorben den Hartog questions the constant self-improvement pressure from social media by testing whether he really becomes the perfect person if he follows all the platforms' advice for a month.

Richard Hotline

Design & development
2019-2024

Richard Hotline is a playful service as a protest against the expectation of immediate response and always having to be connected. A special website that people had to visit to reach me after which the message appears on my desk via a receipt printer. Built with NodeJS, Firebase and Python. More info: hotline.therichard.space.

Experience

Owner

Richard Space, Rotterdam
2022 - present

As a freelancer, I worked mainly on audiovisual projects and graphic design. This resulted in, among others, the projects Over Roze Gesproken, Him/Hair and Come Undone.

Front-end developer & designer

Bytecode Digital Agency,
Delfgauw
2017 - 2022

I worked on graphic design, UX/UI design and front-end development in React. In particular, I worked on the design and elaboration of the corporate identity and various brand assets such as the website and photography as well as webinars and Christmas cards.

Intern Future Internet Lab

Wageningen, Amsterdam
2020

Visualizing and communicating their complex vision for technology called the "Public Stack." This resulted in a '[Roadmap Digital Future](#)' for the Dutch Parliament and the website 'publicstack.net'.

Education

Audiovisual Design (2017 - 2022)
VWO (2012 - 2017)

Willem de Kooning Academy, Rotterdam - Minor: Visual Culture
Theaterhavo/vwo, Rotterdam - Profile: Economy & Society

Extracurriculars

Co-founder & Chairman
AV Hub, Rotterdam
2022

Study association for the Willem de Kooning Audiovisual Design Major that seeks to promote cooperation between students with the Rotterdam film industry.

- Led the organization of the kick-off event for the entire AV department.
- Set up the initial organizational structure and digital infrastructure so that a large group of people could easily collaborate with each other.
- Was responsible for leading meetings and liaising with the school.

Skills

Software

- Photoshop
- Illustrator
- InDesign
- Premiere Pro
- After Effects
- XD
- Lightroom
- Davinci Resolove
- Logic Pro
- Figma
- Sketch
- Madmapper
- Resolume Arena
- MacOS, Linux, Windows

Development

- HTML/CSS (SASS)
- Typescript
- Python
- NodeJS
- React
- NextJS
- styled-components
- Framer Motion
- Git
- Firebase
- P5.js
- Docker

Languages

- Dutch: native language.
- English: Fluent in speech and writing.

Interests

Hobbies

- Boulderling
- Running
- I am currently teaching myself *live programming* through Tidal Cycles and Hydra to generate live algorithmic music and visuals.