

LAU BREUKHOVEN



TECHNICAL SKILLS

Programming

- * C++
- * Python
- * Arduino IDE
- * Max MSP
- * TouchDesigner

Audio

- * Sounddesign
- * Spatial Audio Design
- * Live Electronics

Electronics & Prototyping

- * Soldering
- * Microcontroller based hardware
- * systems
- * DIY Electronics
- * Capacitive Touch Systems
- * Hardware Prototyping
- * 3D Modeling
- * Wood & Metal working (CNC, Welding, Lasercutting, Wood turning)

EDUCATION

- * BA Music Technology - Hogeschool voor de Kunsten Utrecht (Sept. 2024 - Current)
- * Specialisations: Creative Systems Design, Audio Design

LANGUAGES

- * Dutch: Fluent (Native Speaker)
- * English: Fluent

ABOUT ME

I am a Creative Technologist and musician currently studying Music Technology at HKU (University of the Arts Utrecht), specializing in Creative Systems Design and Audio Design. My practice explores the intersection of sound, live performance and creative technology through self-built electronic instruments, interactive textiles, audiovisual installations and spatial audio experiences. I combine creative coding, electronics, audio design and prototyping to create engaging artistic experiences.

SELECTED PROJECTS

Rhythm of flour (2025)

Interactive sound installation and performance work commissioned by Quartair and presented during Museumnacht Den Haag and Hoogtij. Designed and built a custom tabletop pickup system and audio installation exploring repetition, rhythm and gradual transformation.

Storybox (2026)

Collaborative installation commissioned by the Amsterdam Public Library. Developed an interactive storytelling system using miniDFPlayers, allowing visitors to listen to community stories through a custom-built physical interface. Up to four users can interact with the installation simultaneously.

PERSONAL INFO

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