

Pierre Marchand

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français/english

Developer of new and collaborative graphic design tools
Senior graphic designer for web and print
Leader of Open Source initiatives

C++, PHP, Javascript, Python

Typography, PDF manipulation, cartography, multimedia

PROGRAMMING

Scribus (as team member)

Desktop publishing software written in **C++**, based on **Qt** & a variety of libraries dealing with image processing, colour management, text layout, PDF manipulation...

Fontmatrix

Font management program for Linux and Mac. **C++**, **Qt**, **Freetype**, **ICU**

PoDoFo

PDF manipulation library, wrote imposition utility and prototyped a PDF reader.

C++ standard library, **Qt**, **Lua**

Fonzie

A complete solution for font production and experiments from analog material.

C++, **potrace**, **Freetype**, **Tesseract**

LiteralDraw

Educational program introducing students to page description languages.

FuzzyRug

Pattern creation for carpets, commissioned by product designer Diane Steverlynck.

WEB

citoyenparent.be

As part of Speculoos graphic design agency and based on their in-house framework made of **PHP**, **XML** & **XSLT**, in charge of on-line subscriptions and baby-sitting management module.

rugmountain.net

Complete **PHP** solution for this website reporting on the rug-mountain project.

labtolab.org

Redesigned MediaWiki-based web site. **PHP**

q-o2.be

Redesigned this experimental music and sound art workspace's blog, and managed content migration. **Wordpress**, **PHP**

soundsofeurope.eu

Developed a complex, geographically integrated publishing platform for this European initiative. **Wordpress**, **PostGIS**

jmoxfam.be

Working with Speculoos to deliver Oxfam an online sticker composition module. **PHP**, **Facebook API**

AXIA

Tailored a portfolio application on top of **Symfony** for an interior architecture agency (not published yet).

Lazy Landscape

Self initiated research on web development taking shape as an online coding platform. **PHP**, **Python**, **Javascript**

GRAPHIC DESIGN + CREATIVE

V/J12 art & media festival

Co-designed the logo and identity typeface. Brussels, 2009

Dingbats Liberation Fest 4

Co-designed an exhibition involving a new piece of software. Nancy, 2010

Make Art festival

Designed an art installation to visualise the mechanics of the Nancy software. Poitiers, 2010

Tot Later

Co-designed a novel. 2011

Univers Else font

Re-designed a historical Fluxus iconic typeface, commissioned by Speculoos to act as the guiding visual concept for "Architectures Wallonie-Bruxelles". 2011

!Co LAPse KoDe

Developer for an experimental performance integrating dance, text, live video and music feed on stage. 2011

CARTOGRAPHY

Africa fast-forward

Designed maps of Africa to be presented as an installation at Atomium. Brussels, 2009

La selec

Co-designed a map of Brussels for la médiathèque, using the magazine's articles to replace the city's toponymy. Brussels, 2010

Travelogue

Mapping Performing Arts Mobility in Europe, commissioned by SPACE. Brussels, 2011

DELIVERED WORKSHOPS

ABC, on collaborative typeface design. LGM, Brussels, 2010

Dingbats Liberation Fest, on collaborative typeface design. CASCO, Utrecht, 2010

Asian records, multiple workshops dedicated to open source publishing tools. Saigon & Cantho, 2011

Fonzie, on computed typeface design. ERG & Lacambre, Brussels, 2010

LiteralDraw, on digital graphics. ERG, Brussels, 2011

Scribus/OIF, on publishing with open source software in West Africa. Bamako, 2011

Department 21, on collaborative design. RCA, London, 2011

!Co LAPse KoDe, on computing an art performance. Marginalia+Lab, Belo Horizonte, 2011

Silex-lex, introduced illustrators to open source software. Brussels, 2011

Our reading machine, on experimenting with a book scanner. V/J13 festival, Brussels, 2011

Digital matter, on manipulating digital graphic paradigms. Pietz Wart institute, Rotterdam, 2011

TALKS

Delivered talks in the areas of integrating software and publishing in Montréal, Wrocław, Nantes, Weimar, Saigon.