

KEVIN CLEVER

USER: Kevin Clever
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> Open for collaborations, commissions and talks.



[PROFILE] > cat profile.txt

I build real-time worlds for the stage. As a creative technologist, software architect and digital artist I bring Unreal Engine, XR tracking and local AI into theatre, opera, dance and installations, and I write the tools that run them, like CUE, my cue-based show controller for Unreal Engine 5. Since 2015 I have worked in game VFX, XR prototyping and enterprise web architecture, so I am as much at home in a rehearsal room as in a code review.

[CAREER] > cat career.log

- [2024 - now] **Creative Technologist @ freelance, Dortmund**
- > Real-time 3D, XR tracking and AI visuals for theatre, opera, dance and installations: Assembled Worlds (Phoenix des Lumières, 2026), becoming resonance (ORBIT, Cologne, 2026), Göttingen (MiR Gelsenkirchen, 2025), Flowers of Evil (2025), Breath'In You (residency, 2025).
 - > Author of CUE (Clever Unreal Engine), a cue-based show controller for Unreal Engine 5, now in first alpha.
- [2022 - now] **Head of Technology & Digital Art @ Queeres Theater Kollektiv, Dortmund**
- > Technology and digital art for every production, from Tanz der Krähen (2023) to NeuroQueer Vortex (2025): show control with CUE, SteamVR/LiveLink tracking and a fully local AI pipeline for voices, images and video.
 - > Design and development of the collective's website, queerestheater.de.
- [2023 - 2024] **Software Developer, 3D & Interaction on the Web @ evrbit GmbH**
- > Architect and frontend developer of AR Galaxy, an XR-ready launch site for a major smartphone brand: 3D interface, AR mode and a physics-based pinball machine (three.js, WebGL, WebAR).
- [2021 - 2023] **Software Developer & IT Consultant @ Conciso GmbH**
- > Frontend architect and full-stack developer in a Scrum team for a healthcare portal (Angular, Java/Spring Boot, Keycloak, Docker, Cypress, Gatling), plus client work on a personality-analysis SaaS, weather-station monitoring and a product configurator.
 - > Workshops on frontend architecture and architecture reviews for client teams.
- [2016 - 2020] **Co-Founder & Head of Design @ Petricore Systems UG, Düsseldorf**
- > Co-founded the studio in 2016 with five friends (first as Gametology UG); led design, art direction, lighting and shaders. XR research and rapid prototyping: room-scale VR, mobile AR and HRTF audio in Unreal Engine 4 (C++) and Unity (C#).
 - > VR training for thyssenkrupp and MANN+HUMMEL, winner of the thyssenkrupp Beyond Conventions challenge 2018 and 2019; Exhib.io (2020), Talent::Profile (2019).
- [2015 - 2016] **3D & VFX Artist @ Gametology, Essen**
- > Hover Cubes: Arena (Deck13, Steam Early Access 2016): visual effects, HLSL shaders, performance profiling and procedural arenas, from UDK to Unreal Engine 4.
- [2012 - 2016] **B.Sc. Computer Science (Game Design) @ Mediadesign Hochschule Düsseldorf**
- > Faculty of Digital Media, graduated with a focus on procedural synthesis. Alongside: IT consulting for SAP systems.

[SELECTED_WORK] > ls /work --featured

Every record links to its full log with credits and media on clevereffects.com.

- [2026.09] **ASSEMBLED_WORLDS.gls1** Phoenix des Lumières, Dortmund · DEW21-Museumsnacht 2026
Ten-minute immersive projection show from the KoLab Days hackathon. My chapter: a licence-free GLSL renderer in Python and OpenGL for a 9788 × 2552 px canvas.
- [2026] **CUE.uplugin** **ALPHA** CUE: Clever Unreal Engine · plugin for Unreal Engine 5.6
Show control like a lighting desk: numbered cues that store state, Vive and LiveLink tracking, OSC and a browser remote. Grew out of Subterranean Deception, The Unknown Flesh and NeuroQueer Vortex.
- [2026.04] **BECOMING_RESONANCE.vr** Miriam Rieck & Nicolas Berge · ORBIT Festival, Cologne
VR music-theatre game in which the visitor's voice is the controller. Unreal Engine programming: VR world, OSC control, FMOD sound.
- [2025.11] **NEUROQUEER_VORTEX** Queeres Theater Kollektiv · JunkYard Dortmund
Intermedial crime story in front of an interactive LED wall: real-time UE5 forest, SteamVR/LiveLink tracking and live show control with CUE.
- [2025.11] **SYNESTHESIA.mp4** **▶ VIDEO** Music video sequence in NeuroQueer Vortex, with Mario Bierhoff
Between two scenes, CUE takes the stage into a camera journey through the show's real-time UE5 worlds, set to music by Mario Bierhoff, and then fades into the next scene.
- [2025.07] **GOETTINNEN.opera** MiR.LAB · Musiktheater im Revier, Gelsenkirchen
Feminist cyber-operetta: Vive-tracked singers conjure real-time effects in TouchDesigner and Unreal Engine, plus live AI visuals.
- [2024.12] **THE_UNKNOWN_FLESH** Queeres Theater Kollektiv · JunkYard Dortmund · on tour 2025
How AI imagery depicts gender diversity: interactive LED wall and a fully local AI pipeline (TTS, Stable Diffusion, Hunyuan). Reviewed by Die Deutsche Bühne.
- [2024.10] **SUBTERRANEAN_DECEPTION** Queeres Theater Kollektiv · Theater Fletch Bizzel, Dortmund
Queer sci-fi horror in a real-time cave world driven by repurposed VR tracking, with the first CUE prototype. Shown at NEXT LEVEL 2024, later cut into a feature film.
- [2016.05] **HOVER_CUBES_ARENA.exe** Gametology · published by Deck13 · Steam Early Access
Competitive first-person parkour racer: visual effects, HLSL shaders and procedural arenas.

More in the archive: queerestheater.de · [this portfolio](#) (Angular, three.js, GLSL) · [Flowers of Evil](#) · [Breath'In You](#) · [Tanz der Krähen](#) · [AR Galaxy](#) · [Exhib.io](#) · [Talent::Profile](#).

[TALKS_ & WORKSHOPS]

- [2025.11] **Kleiner Freitag: Bias und KI** · talk at Kino im U, Dortmunder U
- [2025.10] **NeuroQueer Vortex: Show & Tell** · szene machen! 2025, Theater im Depot, Dortmund
- [2025.04] **Mechanized Garden** · Mini-Tech-JAM at MiR.LAB, Gelsenkirchen (workshop lead)
- [2024] **NEXT LEVEL Festival** · showcase of Subterranean Deception
- [2021-23] **Frontend architecture** · workshops and reviews for client teams

[STACK]

REAL-TIME	UDK · Unreal Engine 4/5 (C++, Blueprint, Niagara, LiveLink, World Partition, Slate) · Unity (C#) · TouchDesigner
XR & I/O	SteamVR / OpenXR Vive trackers · OSC · FMOD · ARKit / ARCore · WebXR · ESP32 · MQTT
GRAPHICS	GLSL · HLSL · three.js / WebGL · OpenGL · procedural generation
SOFTWARE	TypeScript · Angular · React · Node.js · Java · Spring Boot · Quarkus · Python · C# · C++ · SQL · REST
DEVOPS / QA	Docker · AWS · Jenkins · CI/CD · Keycloak · Git · Cypress · Gatling · Jest · JUnit
METHODS	Hexagonal architecture · TDD · Scrum · Kanban · UX and gamification
AI	Stable Diffusion · Hunyuan · local TTS · multimodal LLM pipelines
CREATIVE	ZBrush · Blender · Autodesk · Photoshop · After Effects · Premiere · Audacity · FFmpeg