LUIZ GUSTAVO FERREIRA ZANOTELLO

Born on the 8th of April 1986 in Jundiaí, Brazil.
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SHORT BIO

I'm an artist, researcher and educator investigating poetic ecologies of translation between space, language and the digital. I am a PhD Candidate at the HfK Bremen and Leiden University and was an artist resident of the European Media Art Platform. I was Assistant Professor for New Media at the UdK Berlin for six years, and have exhibited at the Museum of Contemporary Art in Zagreb, the Museum of Applied Arts in Vienna, the Personal Structures Biennial in Venice, and Cidade das Artes in Rio de Janeiro.

TIMELINE

10.2021 -	<u>PhD Candidate in Artistic Research</u> at University of the Arts Bremen (Research Fellow) in *cotutelle* with the Academy of Creative and Performing Arts (Leiden University + Royal Academy of Art) Funded by the *Studienstiftung des deutschen Volkes* (10.2023 onwards). Project: *"The work of abyss and time: towards an emancipatory poetics of knowledge and critical autoethnographic practices of research within media art".* Supervision: Prof. Dr. Andrea Sick, Prof. Dr. Anke Haarmann.
10.2017 - 09.2023	<u>Assistant Professor (*Künstlerischer Mitarbeiter*) for New Media</u> at Berlin University of the Arts. Berlin, DE. Co-teaching the project-based class of *"New Media"* with Prof. Joachim Sauter, Guest. Prof. Jussi Ängeslevä and Guest Prof. Agnes Meyer-Brandis. Teaching of a practice-and-theory course on Critical Media and Artistic Research with new technologies. Participation in the academic administration, selection committees, and the organization of events and student exhibitions.
10.2018 - 07.2021	<u>Artistic career hiatus</u>: intermitent part and full-time palliative caretaking for my late wife.
10.2017 -	<u>Self-employed Media Artist</u> in Berlin. Berlin, DE.
10.2016 - 09.2017	<u>Tutor for *"Media Theory"* and *"Interaction & Spatiality"*</u> at University of the Arts Bremen. Bremen, DE.
10.2014 - 09.2017	<u>Master of Arts in Digital Media</u> at University of the Arts Bremen. Bremen, DE. Funded by the DAAD (*German Academic Exchange Service*). Project: *"A Habitat of Recognition: on reading and writing, on record and paradox".* Supervision: Prof. Dr. Andrea Sick, Prof. Dennis Paul, Prof. Ralf Baecker.
06.2014	<u>Moved to Germany (Cologne, Bremen, Berlin).</u>
04.2013 - 06.2014	<u>Interaction Designer and Project Manager</u> at D3.do, Spaces & Creatures. São Paulo, BR.
01.2009 - 03.2013	<u>Freelance Motion Designer and Developer</u> at Lobo.cx, Vetor Zero, Estúdio Mol, Editora Abril. São Paulo, BR.
04.2008 - 07.2012	<u>Founder and honorary member</u> of CADUNESP, student union at São Paulo State University. Bauru, BR.
02.2007 - 07.2012	<u>Bachelor of Arts in Design</u> at São Paulo State University. Bauru, BR. Project: *"Nama: relational design between the Tangible, the Virtual and the Incorporeal".* Supervision: Prof. Dr. Dorival Campos Rossi.
01.2006 - 12.2008	<u>Internship in Web Design and Development</u> at Beta ID, MSTech, Lobbus. Bauru and São Paulo, BR.
01.2004 - 12.2005	<u>Part-time mini-jobs on IT</u> (programming and teaching). Jundiaí, BR.
2001 - 2003	<u>Gymnasium + Technical Education in Information Technology</u> at Divino Salvador College. Jundiaí, BR.
04.1986	<u>Born in Jundiaí, Brazil.</u>

ARTISTIC/ACADEMIC PUBLICATIONS

2024   <u>Tempo e Tempo.</u> Transmedia installation. gnration. Braga, PT.

2024   <u>Drifting words and worlds.</u> Lecture-performance, dérive. European Cultural Centre. Venice, IT.

2024   <u>From the abyss to the afterglow: On the practice of vibrant contemplation as a mode of artistic research.</u>
Exposition (article). In Journal of Artistic Research 32. Online. https://doi.org/10.22501/jar.1744157

2024   <u>A distance below measure.</u> Transmedia installation. Städtische Galerie. Karlsruhe, DE.

2024   <u>Palavra à deriva: Amanhã.</u> Transmedia installation. Personal Structures Biennial. Venice, IT.

2024   <u>A onça que sondava voz.</u> Transmedia installation. Gesellschaft für Aktuelle Kunst. Bremen, DE.

2024   <u>Variantology of a Distance.</u> Book chapter. In *nearly all types of honey crystallize* (pp 18-39).
The Dynamic Archive. Printed and online. https://doi.org/10.26017/tda-p-

2023   <u>Becoming Tropical.</u> Lecture-performance. Royal Royal Conservatoire The Hague. The Hague, NL.

2023   <u>A knot in Motion.</u> Web art and video. Akademie Schloss Solitude. Bremen, DE.

2023   <u>Through the third margin.</u> Performance. Gesellschaft für Aktuelle Kunst. Bremen, DE.

2023   <u>Choreography for the unknown.</u> Mixed media installation. Gesellschaft für Aktuelle Kunst. Bremen, DE.

2022   <u>Every Abyss is a poem yet unfinished.</u> Mixed media installation and performance. Dauerwelle. Bremen, DE.

2022   <u>New hypothesis for Baucis.</u> Mixed media installation. Gallery Circa 106. Bremen, DE.

2021   <u>Teatime: On Dislocated Discourses and Silent Parliaments.</u>
Book chapter. In I. Kukric, & A. Sick, *The Dynamic Archive 03* (pp 121-151). University of the Arts Bremen.
Round table (2020) at The Dynamic Archive, Circa 106. Bremen, DE.

2020   <u>On Reading and Writing, on Record and Paradox: An Imaginary Habitat of Recognition.</u>
Book chapter. In A. Sick, D. P. Paul, & R. Baecker, *Reenactments in Kunst, Gestaltung, Wissenschaft und Technologie* (pp 220-335). Textem Verlag.

2019   <u>Inspecting Material Unconsciousness.</u> Photographic research. The Dynamic Archive.

2018   <u>The burst: copper litanies.</u> Machinic installation.
With support from Goethe-Institut, KIKK Festival, Les Abattoirs de Bomel.

2018   <u>Outlier Manifesto.</u> Manifesto, printed publication.
In A. Sick, *NEVERTHELESS. 17 Manifestos*. Textem Verlag.

2017   <u>A Habitat of Recognition.</u> MA Thesis, kinetic installation, artistic research.

2016   <u>The Aerographer.</u> Kinetic installation, artistic research.

2015   <u>The New Velocity.</u> Interactive installation, design research.

2015   <u>Data aesthetics and the role of narration in generative artefacts.</u>
Scientific article in M. Tramontano, *V!RUS (n. 11)*. University of São Paulo.

2015   <u>Towards the Ungraspable.</u> Manifesto, printed publication.
In A. Sick, *20 Manifestos.* University of the Arts Bremen.

2015   <u>Hafenkante.</u> Mixed media installation, speculative design research.

2015   <u>10 Million Volts.</u> Installation, with Mariana Basso.

2014   <u>Love Project.</u> 3d Printed objects and interactive installation at D3 / Spaces & Creatures.

2014   <u>SoDA Generative Plotter.</u> Generative design, robotics, at D3 / Spaces & Creatures.

2012   <u>Nama.</u> BA Thesis, artistic research, interactive installation, at São Paulo State University.

2011   <u>N.A.V.E.</u> Generative map application, interactive installation, at FILE Festival 2011 & 2012.

EXHIBITIONS AND PERFORMANCES

2024   <u>Tempo e Tempo.</u> Solo exhibition. gnration. Braga, PT.

2024   <u>Hydromedia.</u> Group exhibition. Technische Sammlungen Dresden. Dresden, DE.

2024   <u>Scenes of Resistance and Transformation: Performing in Artistic Research.</u> European Cultural Centre. Venice, IT.

2024   <u>Hydromedia.</u> Group exhibition. Städtische Galerie Karlsruhe. Karlsruhe, DE.

2024   <u>Personal Structures.</u> Biennial. Group exhibition. Palazzo Mora. European Cultura Center. Venice, IT.

2024   <u>Nearly all types of honey crystalize.</u> Group exhibition. Gesellschaft für Aktuelle Kunst. Bremen, DE.

2023   <u>Lange Nacht der Bremer Museen.</u> Performance. Gesellschaft für Aktuelle Kunst, Dauerwelle. Bremen, DE.

2023   <u>A leap in three degrees.</u> Solo exhibition. Gesellschaft für Aktuelle Kunst, Dauerwelle. Bremen, DE.

2022   <u>Halbe Halbe.</u> Group exhibition/performance. Gesellschaft für Aktuelle Kunst, Dauerwelle. Bremen, DE.

2022   <u>From within, from afar, all at once.</u> Group exhibition. Gallery Circa 106. Bremen, DE.

2020   <u>Instability.</u> Group exhibition. Fiber Festival. Tolhuistuin. Amsterdam, NL.

2020   <u>Version Room.</u> Online exhibition. Gallery Circa 106. Bremen, DE.

2018   <u>Machines are Not Alone.</u> Group exhibition. Museum of Contemporary Art. Zagreb, HR.

2018	Ein Archiv von Hitze und Kälte. ACC Galerie. Group exhibition. Bauhaus 100. Weimar, DE.
2018	(Un)natural Encounters. Group exhibition. Galerie Herold. Bremen, DE.
2018	Proklamation, Ja!. Group exhibition. University of the Arts Bremen. Bremen, DE.
2018	Digital Provocateur. Group exhibition. The Wrong Festival. Cidade das Artes. Rio de Janeiro, BR.
2017	LAB30. Group exhibition. Kulturhaus Abraxas. Augsburg, DE.
2017	(Un)natural Encounters. Group exhibition. Galeriji Doma kulture Studentski grad. Belgrade, RS.
2017	Prima Materia. Group exhibition. Fiber Festival. Looiersgracht 60. Amsterdam, NL.
2017	INIT. Group exhibition. European Media Art Festival. Hase29. Osnabrück, DE.
2017	Hochschultage. Group exhibition. University of the Arts Bremen. Bremen, DE.
2017	Dark Science. Group exhibition. Transmediale/CTM Vorspiel. Spektrum. Berlin, DE.
2016	Fine Tuning of Marble. Group performance. Resonate Festival. Kinoteka. Belgrade, RS.
2016	Hochschultage. Group exhibition. University of the Arts Bremen. Bremen, DE.
2016	Love Project. Group exhibition. Dubai Design Week. Dubai Design District. Dubai, UAE.
2016	Hacks + Hoaxes. Group exhibition. Galerie Herold. Bremen, DE.
2015	Re-Flux. Group exhibition. ISWC 2015. Osaka, JP.
2015	20 Manifestos. Group performance. Jahresausstellung 15. Domshof. Bremen, DE.
2015	Hochschultage. Group exhibition. University of the Arts Bremen. Bremen, DE.
2015	New Bremen New Cairo. Group exhibition. Immigration Office. Bremen, DE.
2015	"M". Love is a Muscle. Group performance. Theater Bremen. Bremen, DE.
2015	"M". Love is a Muscle. Group performance. Schwankhalle Bremen. Bremen, DE.
2014	Love Project. Exhibition. Galeria Baró. São Paulo, BR.
2013	Conecta. Group exhibition. Tech Art Lab. The Wrong Festival. Rio de Janeiro, BR.
2013	Sonic Fabric. Group exhibition. Museum of Applied Arts Vienna. Vienna, AT.
2012	FILE Festival. Group exhibition. Oi Futuro. Rio de Janeiro, BR.
2012	FILE Festival. Group exhibition. Centro Cultural Fiesp. São Paulo, BR.
2011	Festival do Minuto. Traveling group exhibition. Various cities, BR.

PRIZES, RESIDENCIES AND SCHOLARSHIPS

2024	EMAP: European Media Art Platform
	gnration. Creative EU Programme. Braga, PT.
2024	Hydromedia: seeing with water
	Karlsruhe University of Arts and Design (HfG), Creative EU Programme. Karlsruhe, DE.
2023-26	PhD Scholarship (Promotionsstipendium)
	Studienstiftung des deutschen Volkes. Bonn, DE.
2023	Crystal Room: Artistic Residency
	Gesellschaft für Aktuelle Kunst (GAK Gesellschaft für Aktuelle Kunst). Bremen, DE.
2022	Web Residency: »Magical Hackerism or The Elasticity of Resilience«
	Akademie Schloss Solitude. Stuttgart, DE.
2022	Neustart Kultur Stipendium: Modulo D: Digitale Vermittlungsformate
	Deutschen Künstlerbund. Berlin, DE.
2021	Bildende Kunst - Recherchestipendium 2021
	Berlin's Senate Department for Culture and Europe. Berlin, DE.
2020	Stipendien-Sonderprogramm der Senatsverwaltung für Kultur und Europa
	Berlin's Senate Department for Culture and Europe. Berlin, DE.
2019	Jury Selection: Japan Media Arts Festival Award: Art Division
	Project "A Habitat of Recognition". Japan's Agency of Cultural Affairs. Tokyo, JP.
2018	Dieter-Frese Stiftung Preis 2018 (first place)
	Project "A Habitat of Recognition". University of the Arts Bremen. Bremen, DE.
2018	Artistic Residency in Speculative Design
	Grant by Goethe-Institut, KIKK Festival, Les Abattoirs de Bomel. Namur, BE.
2017	Hochschulpreis Digitale Medien 2017 (first prize)
	Project "The Aerographer". University of the Arts Bremen. Bremen, DE.
2017	Nominee: German Design Award
	German Design Council. Frankfurt am Main, DE.
2017	Artistic Residency at MAiR - Media Artist in Residency
	Grant by Ministry of Culture of Serbia, University of the Arts Bremen. Prolom Banja, RS.

2015   Hochschulpreis Digitale Medien 2015 (first prize)
        Project "*Hafenkante*". University of the Arts Bremen. Bremen, DE.
2014-16 DAAD Scholarship for Masters Studies in the Arts (Studienstipendien für Künstler)
        German Academic Exchange Service. Bonn, DE. Rio de Janeiro, BR.
2007-08 PROEX Scholarship for Assistant Researcher
        São Paulo State University. Bauru, BR.

TEACHING, TALKS AND ENGAGEMENT

2024   Scenes of Resistance and Transformation, curation and organization. European Cultural Centre. Venice, IT.
2024   Electromagnetic listening, workshop held at University of the Arts Bremen.
2023   Knotting motion, performance-lecture and workshop held at Akademie Schloss Solitude.
2023   New Media: Compost & Cosmos, course taught with Prof. Meyer-Brandis at Berlin University of the Arts.
2023   Critical Media: Earthing our way back, course taught at Berlin University of the Arts.
2022   New Media: Carte Blanche, course taught with Prof. Ängeslevä at Berlin University of the Arts.
2022   Critical Media: Matters of Thinking, course taught at Berlin University of the Arts.
2022   New Media: Carte Blanche, course taught with Prof. Ängeslevä at Berlin University of the Arts.
2022   Critical Media: Time Apparatus, course taught at Berlin University of the Arts.
2022   New Media: Legacy, course taught with Prof. Ängeslevä at Berlin University of the Arts.
2021   Artist talk, online lecture and interview at *Maestría Diseño Interativo* at University of Buenos Aires.
2021   Critical Media: New Wilderness, course taught at Berlin University of the Arts.
2021   Artistic Research: Gravitating the Unknown, course taught at University of the Arts Bremen.
2021   New Media: Island of Things, course taught with Prof. Ängeslevä at Berlin University of the Arts.
2020   Critical Media: Designed Uncertainty, course taught at Berlin University of the Arts.
2020   New Media: Concretely Unimaginable, course taught with Prof. Ängeslevä at Berlin University of the Arts.
2020   Critical Media: Micro/Macro, course taught at Berlin University of the Arts.
2020   New Media: Expanding Spaces, course taught with Prof. Sauter at Berlin University of the Arts.
2019   Electronic Media: Poetics of Repetition, course taught at Berlin University of the Arts.
2019   New Media: Media Minimalism, course taught with Prof. Sauter at Berlin University of the Arts.
2019   Electronic Media: Nomadic Cartography, course taught at Berlin University of the Arts.
2019   New Media: Orientation, Navigation, Information, with Prof. Sauter at Berlin University of the Arts.
2019   Jury of Digital Media Hochschulpreis 2019, at the University of the Arts Bremen.
2018   Autonomous Relations, participation on panel at Museum of Contemporary Art in Zagreb.
2018   Electronic Media: Automate! Multiply! Accelerate!, course taught at Berlin University of the Arts..
2018   New Media: Carte Blanche, course taught with Prof. Sauter at Berlin University of the Arts.
2018   The Burst, artist talk at the Centre Culturel de Namur.
2018   Critical Media: Machinic Diffractions, course taught at Berlin University of the Arts.
2018   New Media: Mirror - Material, Medium, Metaphor, with Prof. Sauter at Berlin University of the Arts.
2018   The Electronics Laboratory, course at Berlin University of the Arts.
2018   Makin Kin: on Digital Materiality, talk at University of the Arts Bremen.
2017   Electronic Media: Things that Learn, course at Berlin University of the Arts.
2017   New Media: Artificial Intelligence, course taught with Prof. Sauter at Berlin University of the Arts.
2017   The Non-Human Interference Task-Force, workshop taught at Berlin University of the Arts.
2017   Monday Meetups: On Artificial Intelligence, mediation of study group at Berlin University of the Arts.
2017   My Dream of a Mechanical Duck, workshop taught at University of the Arts Bremen.
2017   Media Theory, tutoring within the class of Prof. Dr. Andrea Sick at University of the Arts Bremen.
2017   Interaction & Spatiality, tutoring within the class of Prof. Dennis Paul at University of the Arts Bremen.
2016   Physical Computing with Arduino, workshop taught at University of the Arts Bremen.
2016   Digital eruption, artist talk at the Belas Artes University in São Paulo.
2016   Prototyping as Prosthesis for Thinking, lecture at Fablab Bremen.
2016   Physical Computing with Arduino, workshop taught at University of the Arts Bremen.
2013   Design & Collectivity, guest talk at São Paulo State University.
2011   Megafônicas Bauru, organization of round-tables event at São Paulo State University.
2010   Design Education, mediation of round-table at São Paulo State University.
2010   Emergence: the network dynamics applied, workshop taught at Federal University of Paraná.
2009   Megafônicas Bauru, organization of round-tables event at São Paulo State Künsersity.
2008   Pro-activity and the Student Movement, workshop taught at São Paulo State University.

SUPERVISION AND PARTICIPATION IN GRADUATION BOARDS

2024   Alberto Harres, "*Terra Inscrita*", MA Digital Media, HfK Bremen.

2023   Vinzenz Aubry, "*Conjunktion*", Art & Media (Diploma), UdK Berlin.

2023   Juan Pablo Gaviria Bedoya, "*Como los soles*", Art & Media (Diploma), UdK Berlin.

2023   Fang Tsai, "*Nahweh: the unreachable*", Art & Media (Diploma), UdK Berlin.

2023   Özcan Ertek, "*Devil's Rope: Between Refuse and Refuge*", Art & Media (Diploma), UdK Berlin.

2022   Florentin Aisslinger, "*Living with matter: the agentic potential of waste*",
MA Visual Communication, UdK Berlin.

2022   Dawoon Park, "*Summersnowglobalism*", MA Visual Communication, UdK Berlin.

2022   Natalia Rivera, "*Interconnected Nature*", MA Visual Communication, UdK Berlin.

2021   Niklas Söder, "*Rituelle Objekte: Eine Untersuchung von Objekten als Medien zwischen Kulturen und Zeiten*",
MA Visual Communication, UdK Berlin.

2021   Robert Schnnüll, "*Attributable Technologies*", MA Visual Communication, UdK Berlin.

2021   Merani Sarah Schilcher, "*Künstlerische Positionen zur De(kon-)struktion*",
BA Visual Communication, UdK Berlin.

2020   Theresa Reimann-Dubbers, "*Screen Capture: How we can understand screen capture as a document
and a practice with which to construct meaning within the contemporary environment*",
MA Visual Communication, UdK Berlin.

2020   Bruno Gola, "*Bruto*", Art & Media (Diploma), UdK Berlin.

2020   Frederik Brodbeck, "*Gaming the system: Hacking (video games) as artistic counter-practice*",
MA Visual Communication, UdK Berlin.

2020   Cristopher Höhn , "*Simulation and the Image: Virtuelle Autonomien*",
MA Visual Communication, UdK Berlin.

2020   Piet Schmidt, Möve: an exploration of the design space of machine kinesics",
BA Visual Communication, UdK Berlin.

2019   Alix Stria, "*In Google we trust: how bias in algorithms leads to discrimination*",
BA Visual Communication, UdK Berlin.

2018   Simon Weckert, "*Zapfenstreich (Human-out-of-the-loop)*",
MA Visual Communication, UdK Berlin.

2018   Hsiao Li-Chi, "*Coffee and Kitty*", Art & Media (Diploma), UdK Berlin.

2018   CHEN Hsiangfu, "*Illusions of the city*", Art & Media (Diploma), UdK Berlin.

2018   Astrid Kraniger, "*Retold*", Art & Media (Diploma), UdK Berlin.

SELECTED PRESS FEATURING

2024   In my mother tongue, Time and Weather are the same
interview at "*European Media Art Platform*". Braga, PT.

2024   What are you actually doing...?
interview at "*University of the Arts Bremen*". Bremen, DE.

2023   Rain. Carrier of Stories and Sounds.
interview and online article at "*Akademie Schloss Solitude*", Alejo Duque. Stuttgart, DE.

2023   A knot in motion: on the accident of rain
project feature at "*Creative Applications Network*", online. London, UK.

2023   As máquinas vão substituir os artistas?
opinion/mention within online magazine, "*Revista Gama*" (*NEXO*), Leonardo Neiva. São Paulo, BR.

2023   Como funcionam as Inteligências Artificiais que criam imagens
opinion/mention within printed magazine, "*Revista Superinteressante*", Maria Clara Rossini. São Paulo, BR.

2018   Luiz Zanotello: the digital is now more material than ever
interview at "*CLOT Magazine*", online, Bilge Hasdemir and Dr. Meritxell Rosell. London, UK.

2018   Device_art 6.018: Machines Are Not Alone | Strojevi nisu sami
interview at "*Channel HTV3*", croatian national television. Zagreb, HR.

2018   Residenzprogramm Spekulatives Design 2018
interview and short documentary for and at "*Goethe Institut*", online. Namur, BE.

2018   Habitat of Recognition – Reading and writing of Earth's landscapes
at "*Creative Applications Network*", online, Filip Visnjic. London, UK.

2018   Luiz Zanotello desmantela minerales con máquinas para rastrear un nuevo materialismo digital
article at "*Dis-Up!*", online, Paulina Cáceres. Santiago, CL.

2018   The Aerographer, spatial anxieties
        article at "*NEURAL Magazine*", Issue Nb. 59, print, Alessandro Ludovico. Milan, IT.

2017   Graphic Art Colony for Youth
        interview at "*Radio Television of Serbia*". Prolom Banja, Belgrade, RS.

2016   Highlights and Favourites of 2016 of the Creative Applications Network
        citation at "*Creative Applications Network*", online, Filip Visnjic. London, UK.

2016   The Aerographer - groundless air and a place inside the clouds
        article at "*Creative Applications Network*", online, Filip Visnjic. London, UK.

2015   Luiz Zanotello's New Velocity machine plots the position of a phantom island
        article at "*Dezeen*", online, Emma Tuccker. London, UK.

2015   The New Velocity o el enigma de Isla Arenosa
        article at "*Experimenta*", online, Carmen Aldama. Madrid, ES.

2015   The New Velocity – The faulty consistency of cartography
        article at "*Creative Applications Network*", online, Filip Visnjic. London, UK.

2013   Nama: An Open Source Textile Interface
        article at "*Fashioning Tech*", online, Syuzi Pakhchyan. Los Angeles, US.

2013   A Piece Of Cloth That Conjures Light And Sound
        article at "*Fast Company Design*", online, Kyle Vanhemert. New York, UK.

2013   Controlling sound and projections with a piece of high-tech cloth
        article at "*The Creators Project*", online, Abdullah Saeed. New York, US.

LANGUAGE SKILLS

Portuguese (mother tongue)

English (high professional proficiency)

German (intermediate professional proficiency)

Spanish (basic understanding)

MAIN TECHNICAL SKILLS

Creative coding (Open Frameworks, Processing, Arduino, Supercollider, Java, Python and C++).

Physical computing (electronic prototyping, PCB production, basic knowledge of electronic engineering).

Rapid prototyping (3D Printing, Laser Cutting, CNC Milling technologies).

Graphic design (Adobe InDesign, Photoshop, Illustrator, basic illustration skills, good Typography and Layout skills).

Product design (Fusion 360, Autodesk 123d Design, good knowledge of materials and ergonomics).

Motion design (Adobe After Effects, Premiere, basic Cinema 4D, basic traditional animation skills).

Web/UX design (HTML/CSS, Javascript, PHP, P5.js).

Basic skills on digital and analog photography and video (capture, editing, post-production).

REFERENCES

Prof. Dr. Andrea Sick
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Professor for Media and Cultural Theory
Vicedirector for Artistic Research and International Affairs
University of the Arts Bremen (HfK Bremen)

Prof. Ralf Baecker
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Professor for Experimental Design of New Technologies
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Artist in Berlin

Guest Prof. Jussi Ängeslevä
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Former Guest Professor for Digital Media
Berlin University of the Arts (UdK Berlin)
Former Creative Director at ART+COM

Guest Prof. Agnes Meyer-Brandis
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Berlin University of the Arts (UdK Berlin)
Artist in Berlin

Prof. Dennis P Paul
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Professor for Interaction and Spatiality
University of the Arts Bremen (HfK Bremen)
Interaction designer and new media artist in Bremen

Prof. Dr. Dorival Campos Rossi
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Professor for Multidisciplinary Experiences
Coordinator of the specialization program in Digital Games
São Paulo State University (UNESP)