



Based upon his training as an architect, [REDACTED] combines a wide variety of topics in his work.

His activities in the areas of 3D modeling and visualization, stage design, graphic design, digital media and architecture are complemented by experiences in academic teaching in computer-aided design, cultural studies, drawing and visual languages, web science and interactive art, as well as by working as the program coordinator of the visual culture module, managing a large computer laboratory, writing theoretical texts, curatorial work in the context of exhibitions and lecture series as well as the creation of digital media art projects.

The combination of these elements enables him to relate theoretical and practical questions in his work in order to explore the potential of artistic approaches at the intersection of art, science and society.

In recent years, his work has been shaped by the ever increasing degree of interdisciplinarity with colleagues from sociology, economics, law and computer science and the resulting interdisciplinary discourses, which is reflected in the multi-year editorial and editing of an online journal on the subject of the web and digitization.

In his artistic work, he pursues the concept of not only developing an artistic approach for „tangible“, digital tasks, but also demonstrating the added value of art for technical and economic projects.

On a practical level, his work is characterized by the conception, design and implementation of various formats of knowledge transfer such as exhibitions, publications, competitions and computer-based work.

Due to the diversity of his activities, he is not only characterized by his ability to anchor projects artistically and theoretically in different discourses. As a generalist, he is able to do everything himself by hand, from the conception to managerial, organizational support up to the technical implementation, while drawing a large, interdisciplinary arc.

Professional Qualifications

Programming in Processing	Lecturer 2020/21	Timebased Media University of Art and Design, Linz
Art Director, Programming, Interface Design, Exhibition Design	Commissioned 2019/20	„Treeversity“ Ars Electronica Festival
Interaktive Art Projects	Lecturer 2019/20	Timebased Media University of Art and Design, Linz
Interdisciplinary Methodologies	Lecturer 2016-2020	Webscience Johannes Kepler University, Linz
Creativity Techniques	Lecturer 2015-2020	Digital Business Management JKU Linz / FH Steyr
Interdisciplinary Projects	Univ.Assistant 2012-2020	Webscience Johannes Kepler University, Linz

Off- / Online Journal Web & Digitalisation	Herausgeber Editorial 2015-2020	Into the Web intotheweb.at
Open Media Award	Organizer 2019	Cooperation with AEC
Master Program Web Art & Design	Program Coordinator 2011-2021	Webscience UFG Linz / JKU Linz
Project-management	Senior Project Manager 2010-2011	Interactive Media Solutions Vienna
Nude and Architecturals Drawing	Lecturer 2009-2015	Drawing and Visual Languages Inst. for Art and Design Technical University Vienna
Digital Projects	Visiting Scholar 2005	Design Computing and Cognition University of Sydney
Art and Design	Assistant Prof. 2004-2009	Inst. for Art and Design Technical University Vienna
Modul Visual Culture	Program Coordinator 2006 -2007	Technical University Vienna
Architecture Professional	Owner 2003-2007	Snap Architecture
Cultural Studies/Visuelle Kultur	Lecturer 2002 - 2004	Technical University Vienna
Medien-, VR-, Computergrosslabor	Leitung 2000 -2004	University of Stuttgart
Visualisierung, 3D Modeling, Computer Aided Design	Lecturer 2000 - 2021	Universität for Applied Arts, Vienna
Radiosendung	Text, Moderation 1995	Radio Orange
Bühnenbild, Lichttechnik	Freelancer 1995	Independent Theater Wien
Vortragsreihen zur digitalen Kunst und Gesellschaft	Organizer 2000 - 2003	„Electronic Lounge“, „Salon Helga“
Diplom der Architektur	2000	University of Stuttgart
Computervisualisierung und Modeling	Freelancer 1994 - 2000	
Architekturpraxis	Employed Work 1991 - 1996	Diff. Architecture Offices Vienna

Skills

Kompetenzen

Art Director
Lectorship, Editorial, Publisher
Masters Programm Director
Project Management
Exhibitions and multi-media Scenography
Project Design & Concept
Programm Coordination
Director, Computer Lab (160 Computers, 1-Wall-Cave)
Organization of Competitions, Exhibitions and Lecture Series
Theoretic Essays & Works (Essays, Vorträge, Radiosendungen)
Media Art (interactive, audio-visual Installations, generative Art)
Architecture (Competitions, Building)
Visualisations (Commissioned works)
Interactive & Digital Storytelling
Programming
3D Modelling

Lehre

Programming
Interaction Design
Virtual & Visual Culture
CAD & 3d Modelling, Animation
Drawings und Visual Languages [Nude- und architectural Drawings]
Interactive Media & Art in public space
Interdisziplinäre Projekte
Interaction Design
Creativity Techniques
Interdisciplinary Methodologies

Skills

Code: Processing, Max/Msp, Tcl/Tk, Java, Javascript
3D Modelling: form·Z, Maya
CAD: Archicad, Vectorworks
Graphic Design / DTP: Photoshop, Indesign, Illustrator
Org: MS Office, Web CMS, Database

Projects

- 2021 **Head in the Clouds**, Outdoor Exhibition Study
- 2020 **Treeversity**, interactive Data Visualisation
- 2017 **Ultima Sun**, record cover & music video
- 2013 **Stand Still**, interactive Installation
- 2012 **Broken Land**, music visualisation
- 2012 **Splitter**, live VJ tool / performance
- 2011 **imCompact**, imBox, product design (IMS)
- 2011 **Opernball**, multimediale scenography (IMS)
- 2011 **Rasterize**, generative software development
- 2010 **Pirates**, game concept for multitouch tables
- 2010 **Grid 7**, , generative software development
- 2010 **Medea** , interactive instruments in music therapy
- 2010 **Infection**, audiovisuelle Installation
- 2010 **Cut/Out**, style.aut shop, Museumsquartier, Wien
- 2009 **Ocean One**, interactive „Natural Environment“
- 2007 **Stroem**, interactive spatial composition
- 2007 **Sonah**, interactive music visualisation
- 2006 **Untitled**, animated painting, with Katherina Mair
- 2006 **Archeology of an Instant**, interactive historical urban landscape
- 2006 **Cube**, renovation, Wien
- 2003 **Thenneberg**, terraced housing estate
- 2003 **Tullnerbach**, family home
- 2003 **Hernals**, family home, Wien :: SNAP architecture
- 2001 **LibrarX**, Library of the information age
- 1999 **Uzume**, VR-Environment, research collaboration with Gemeinböck P.
- 1998 **Museum of Modern Art**, competition, Salzburg
- 1997 **Incident**, Videoinstallation
- 1997 **Kyoto 2000 - A future Vision of Kyoto City**, competition
- 1995 **Alle Mörder - Anton Wenzel Grosz**, stage design & lighting

Exhibitions und Lecture Series (Organizer)

- 2019 **OMA - Open Media Award**, Concept & Organizer
Video Art Award *about the Web*
- 2014-20 **IntoTheWeb - Off-/Online Journal Web and Digitalisation**,
Golive / Presentation
- 06/2010 **Zwischenräume - Robotic installation, -performance**
Museumsquartier Wien, production management for Robococo
- 09/2006 **8 Grad + - Exhibition of interactive installations**
Unterstinkenbrunn, Niederösterreich
- 05/2006 **space.matters - Exhibition of interactive installations**
SOHO in Ottakring, Ragnarhof, Wien
- 12/2005 **Echo - Exhibition of interactive installations**
SOHO in Ottakring, Ragnarhof, Wien

- 08/2005 **Space Invaders** - Vernissage & Exhibition - Digitalisation of Urban Space, University of Sydney
- 09/2004 **Diffusion** - Exhibition of interactive installations
- 11/2003 **Elevated Space** - Exhibition of video installations
Ars Electronica Festival , Ars Electronica Center, Linz
- 04/2003 **Mirror Maze** - Vernissage & Exhibition of experimental, digital works, Electronic Visualisation Lab, Chicago
- 01/2003 **Raumframes** - international student award on Space and Film
Stuttgart
- 2000-03 **Electronic Lounge** - Lecture Series Digital Culture
Stuttgart
- 2000-01 **Salon Helga** -Lecture Series Digital Culture
Universität für angewandte Kunst, Wien

Exhibitions own Works

- 09/2020 **Ars Electronica Festival** - JKU Campus, Linz, A
„Treeversity“ - Interactive Data Visualisation
- 09/2013 **Electro Nerds Convention** - Seifenfabrik Graz, A
„Stand Still“ - Interactive Multi-User Installation
- 09/2012 **Moozak** - experimental electronic music festival, Wien, A
project retrospective
- 09/2012 **Ars Electronica Festival**, - Brucknerhaus, Linz, A
„Broken Land“ - music visualisation for ‚Songs of Milarepa‘ v. Philip Glass
world premiere
- 03/2012 **sound:frame** - Festival for Audio-Visual Art, Wien, A
„Splitter“ - Concert. Live VJ Performance
- 09/2012 **Moozak** - experimental elektronik music festival, Wien, A
„Infection“ - live sound recognition & -visualisation
- 12/2010 **Generative Art Conference** - Mailand, I
„Stroem“ - Live Performance
- 03/2010 **sound:frame** - Festival for Audio-Visual Art, Wien, A
„Infection“ - Raumklanginstallation
- 05/2009 **Computational Aesthetics** - 5th International Symposium on Computational Aesthetics in Graphics, Visualization, and Imaging, Victoria, CAN
- 03/2009 **sound:frame** - Festival for Audio-Visual Art, Wien, A
„Stroem“ - interactive space installation
- 11/2008 **DesignCinema Conference 2008** - Istanbul, TR
Group Exhibition

- 05/2008 **Wir haben alle ein Motiv** - Unterstinkenbrunn, Austria
Group Exhibition
- 1997 **Scanscapes**, Wien, A
„Incident“ - Videoinstallation
- 1997 **Kyoto 2000** - A future Vision of Kyoto City, Tokyo, JPN
Group Exhibition

Lectures and Publications

Catalogues

- 12/2020 Proceedings GA Conference, Milano - Treeversity
- 03/2020 Catalogue Ars Electronica Festival - Treeversity
- 12/2010 Infection, Proceedings Generative Art Conference, Milano
- 03/2010 Infection, Catalogue, sound:frame 2010
- 05/2009 Stroem, Proceedings Eurographics Workshop on Computational Aesthetics
in Graphics, Visualization and Imaging
- 03/2009 Stroem, Catalogue, sound:frame 2009,
Festival for Audio-Visual Art, Wien
- 01/2009 Tasarım ve Sinema Konferansı 2008: Ortamdan Yana,
Rezension in: „XXI“ Design Magazine, Turkey

Texts, Editorial

- 09/2020 Into the Web 06, Online Magazine - Publisher
- 09/2019 Into the Web 05, „Open Media Award“, Online Magazin / Katalog - Publisher
- 09/2018 Into the Web 04, On-/Offline Magazin - Herausgeber
- 09/2017 Into the Web 03, „Mensch, Maschine, Leben“, On- / Offline Magazin - Publ.
- 09/2016 Into the Web 02, „Kontrolle“, On- / Offline Magazin - Publisher
- 09/2015 Into the Web 01, On-/Offline Magazin - Publisher
- 09/2014 Into the Web 00, On-/Offline Magazin - Publisher
- 08/2005 Echo, Radio Broadcast, Radio Orange, Vienna
- 07/2005 Bønk, Radio Broadcast, Radio Orange, Vienna
- 2004 Reverse Space, Essay in: Virtuelle Kulturen - Körper, Räume, Medien
- 2004 Diffusion, Essay in: Ars Electronica Catalogue
- 2003 Lspace, Essay in: Code - The Language Of Our Time, Ars Electronica Cat.

Lectures

- 09/2014 IKT Trends, Österr. Computer Gesellschaft, panel discussion
- 06/2010 Zwischenräume - Robococo, inaugural adress
im Museumsquartier, Wien
- 09/2005 Space Invaders, University of Sydney,
- 11/2003 Elektronische Konstruktionen, Visual Culture, TU Wien
- 12/2001 Digital Architecture + Virtual Reality, Univ. Stuttgart
- 03/2001 The Journey to Mnemosyne, Goldsmiths College, London
- 12/2000 Virtual Culture, Universität Stuttgart