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Education:

2021. December, **PhD**, Digital Arts & Experimental Media, University of Washington, WA, United States
2017. June, **MA**, Media Art, Academy of Media Arts Cologne, Germany
2015. June, **MA**, New Media Arts, Liepaja University, Latvia
2014. Media Art & Design, Bauhaus University, (Erasmus exchange program), Germany
2013. June, **BA**, New Media Arts, Liepaja University, Latvia

Professional experience:

2024.27. March **Multimedia Technologies and Digital Art Adjunct Professor**, the Art Academy of Latvia, Latvia
2023.1. September **Multimedia technology and 3D modeling and animation teacher** at Valmiera Design and Art School, Latvia
2023.1. March – 1. July **Art Director**, Riga Design and Art High School, Latvia
2017. September—2021. December **Teacher/ Teacher assistant** at DXARTS, University of Washington, WA, United States
2016. — 2017. **Interactive system lecturer** at Art Academy of Latvia, Latvia
2015. September — 2017. February **3D system lecturer** at University of Liepaja, Latvia
2015. January — 2017. September **chairman and project coordinator** at E-Lab, electronic art and media center, Latvia
2014.13. — 16. August, **3D game workshop teacher**, Latvia
2013. May, **Audio-video workshop lecturer** at festival Raflost, Iceland

Exhibitions:

2024.
22. November – 25. January 2025 Suszarnia Gallery at CK Browar B, Wloclawek, Poland
17. October – 8. November Forum Gallery at Nicolaus Copernicus University, Torun, Poland
5. October – UART Media Fest, Kiev, Ukraine
26. February – 3. March Valmiera International Media Art Festival, Latvia
12. January – 30. July "Neo-Materialities", Le Cube Garges, France
2023.
3.-5. November "Artissima", Torino, Italy
21. September – 11. November "SensUs". Augmented Nature-Culture", Riga, Latvia
16. August – 17. September "SensUs". Augmented Nature-Culture", Karlsruhe, Germany
08. June – 30. July "Retrospectopia", Liepaja Museum, Liepaja, Latvia
2022.
17. - 21. October "International Image Festival", Manizales, Columbia
15. October—4. December 5th Annual PASA Festival at:
BitEden Space, Seoul, Korea
INTERPARK BlueSquare, Seoul, Korea
Lotte Center, Hanoi, Vietnam
LG Discovery Lab, Seoul, Korea
Incheon Airport, Incheon, Korea
5. August "Extinction", The Syzygy Project, online
2021.
15 December—2022 January "Extended Reality", The Park next to National Library of Latvia, Riga, Latvia
24. September—12. November "Postsensorium", National Library of Latvia, Riga, Latvia
12.—16. July "9th Conference on Computation, Communication, Aesthetics & X" Graz, Austria
20. June "Computational Measurements of Machine Creativity", online, United States
2020.
21. Mai "AMRO" festival, online, Austria

22. February—1. March "Abstract Mind" CICA Museum, Korea
- 2019.
6. July—22. September "UN/GREEN", Latvian National Art Museum, Latvia
28. May—2022. 10. Oktobris MAK Austrian Museum of Applied Arts, Design Lab, Austria
- 2018.
- 17.—29. October, "Skana", Salzamt Linz, Austria
11. August—10. September "KLANG", Tallinas street block, Riga, Latvia
6. July—9. September "100 In Latvian Art", Mark Rothko Art Center, Daugavpils, Latvia
7. June—14. September, "Jak lesy myslí / V houštině vztahů", OGV gallery, Jihlava, Czech Republic
- 1.—15. June, "Robotonica", Amsterdam Tolhuistuin, Netherlands
20. May—8. June "Machine Wilderness", Amsterdam Amstelpark Glazen Huis, Netherlands
23. February—20 May "The Future State", The Exhibition Place Arsenals, Latvia
- 6.—10. February Biennial "Experimenta", Grenoble, France
- 2017.
- 21.—29. October "Dutch Design Week", Eindhoven, Netherlands
17. September—2018.18. May "Robotonica", Gallery Amsterdam, Amsterdam, Netherlands
09. September—21. October "Data.logs", RIXC gallery, Riga Latvia
- 21.—23. August, "Balance Unbalance", Plymouth, United Kingdom
- 8.—11. June "ArtVilnius", Vilnius, Lithuania
- 13.—17. January, "Art's Birthday Bunker Party", Kulturbunker, Cologne, Germany
- 2016.
17. October—December, "Higenisti", Liepaja Museum, Liepaja, Latvia
30. September—"Science night", Liepajas University, Liepaja, Latvia
18. August—04. September, "RAM", RIXC gallery, Riga, Latvia
01. July—25. September, "Weather or Not", MU Gallery, Eindhoven, Netherlands
- 09.—11. May "Balance Unbalance", Manizales, Columbia
- 2015.
07. Oct.—07. November, "North. Transformative Ecologies", RIXC gallery, Riga, Latvia
- 19.—30. August, "Transformative Ecologies", Maison du Design, Monsa, Belgium
- 12.—28. June, "Virtuosi", Veca ostmala 54, Liepaja, Latvia
- 20.—24. May, "Virtuosi", KIBLA media center, Maribor, Slovenia
17. April—17. May, "Virtuosi", RIXC gallery, Riga, Latvia
- 2014.
- 18.—31. August, "Cafe Europe", Spikeri Cafe Europe, Riga, Latvia
- 09.—21. August, "Marodatieris", Contemporary Jurkalne, Jurkalne, Latvia
- May—October "Venice Architecture Biennial", Venice, Italy
09. July "Rundgang", Bauhaus Uni, Weimar, Germany
- 2013.
17. October—24. November, "Synthetic nature", Madona museum, Madona, Latvia
23. August—22. September, "Synthetic nature", RIXC gallery, Riga, Latvia
28. June—5. July, "BIOS", Ideju Bode T. Breiksa street 45, Liepaja, Latvia
- June, "Sklandrausis", Alejas street 18, Liepaja, Latvia
- 2012.
- "Kurzemes pieturas", Latvia
- 27.08.—30.09. Cesu Exhibition House
- 23.07.—26.08. Aluksnes History and Art Museum
- 09.06.—22.07. Madonas museum exhibition hall
- 15.04.—27.05. Talsu regional Museum
- 2011.
- Transience at Galleria Huit Photography Open Salon, Arles, France

Publications:

2023. "Art of the Future of Seeds in the Arctic" – *Polar Journal*
 2022. "Green Revisited: Encountering Emerging Naturecultures in Art and Research" – RIXC, Latvia
 2022. "Jauno Mediju Māksla: Saglabāšana un Reprezentācija" – RIXC, Latvia
 2022. "Leonardo" Graduate Abstracts Database – [Read](#)
 2021. Conference Proceeding "xCoAx 9th Conference on Computation, Communication, Aesthetics & X" – [Read](#)
 2018. "Nakotnes valsts" – Latvian National Museum of Art [Read](#)
 2017. "Dezeen" – [Read](#)
 2017. "Make8elive" Issue 10, Woodpecker
 2017. "Neural" Review – Italy [Read](#)
 2016. "We Make Money Not Art" – [Read](#)
 2016. "Transformative Ecologies" – RIXC, Latvia
 2016. "ARTiculaAction" Interview – [Read](#)
 2015. "We Make Money Not Art" – [Read](#)
 2014. "UNWRITTEN" Venice Architecture Biennial Latvian Catalog
 2012. "Transience" Photography Catalog – France
 2012. "Output Awards 15" – Netherlands
 2011. "Output Awards 14" – Netherlands

Public presentations (conferences, symposiums):

2023.22. September, RIXC Art And Science Festival "Crypto, Art and Climate", Latvia
 2020.14. June, New Media Artworks + Their Future Lives, Seattle Art Fair, Washington, United States
 2018.8. February Low Tech, Biennial Experimenta, France
 2017.24. May, Woodpecker – Future of the Forests, META – Digital Creativity, NRW – Forum, Germany
 2016.30. September, Woodpecker – Future of the Forests, RIXC Open Fields conference, Latvia
 2016.11. March, ReEnergy future of the electricity, Art and Science seminar in I/O Lab, Norway
 2015.21. August, Water future and Cloud Farming in Cafe Europe 3D Biolab, Belgium
 2015.22. May, Personal experience in Art at KIBLA media center, Slovenia
 2014.25. January, Image trans-coding whit Santa Mazika and Reinis Nalivaiko in Riga Art Space, Latvia
 2013. September, Creative Organizations in RIXC Renewable Futures conference, Latvia

Commissioned work:

2024 – 2025

Creative Technologist, The Latvian War Museum, Latvia

Developed custom media players with interactive features and alpha overlay using Python and Raspberry Pi. Designed interactive installations involving Arduino, sensors, and actuators, where children build block structures that trigger vibrations, causing the structure to collapse. Built a contact microphone installation that amplifies sound in response to children's movements through the space.

Creative Technologist, Choreographers IevaKrish, Latvia

Created an AI-driven performance system using Python, Natural Language Processing (NLP), and custom language datasets to enable real-time interaction between performers and AI.

Designer & Technical Artist, "Mundeus" by Anna Fisere

Programmed dynamic 3D visuals using Python and Blender, generating animated textures and shapes for an electroacoustic composition.

2023 – 2024

Artist & Creative Technologist, Valmiera Media Art Festival Interactive Performance, Latvia

Developed a large-scale outdoor light and 16-channel interactive sound installation using PureData, Arduino, and grandMA2. Created a motion-responsive indoor installation where performers triggered sound and visuals wirelessly using PureData, Arduino, and sensors.

Live Visuals, Latvian Design Awards Ceremony, Splendid Palace, Latvia

Designed and implemented live visuals for the event, enhancing the overall experience with dynamic video.

Designer & Technical Artist, "Laika Radītās Rētas" by Dzīvības Asns

Programmed and animated 3D shapes and textures using Python and Blender for a video.

Selected Earlier Projects

Interactive System Designer, Latvian Cinema Museum Exhibition "Film / Human / Century" (2016)
3D Animation for Liepaja Museum Exhibition "Liepaja → Halifax → New York" (2015)
HCI Designer, Interactive Games, Latvian Museum of Natural History (2015)
Creative Technologist, Venice Architecture Biennale, Latvian Pavilion (2014)
Software developer for audio interactive video for Toms Aunins (2014)
Real-time Data Visualization, White Night Event, RIXC (2013)
Software developer for audio interactive video for Toms Aunins (2013)
Liepaja Theater video engineer for theater show "Trīs draugi", Latvia (2012)

Scholarships / Fellowships

2020.—2021. Antoinette Wills Endowed Scholarship, United States
2020. In the Innovation Promotion Fellowship Target Program, State Culture Capital Foundation, Latvia
2019.—2020. Frank L. and Catherine D. Doleshy Endowed Fellowship, United States
2017.—2019. The State Culture Capital Foundation (VKKF) stipend for studies at The University of Washington, Latvia
2016.—2017. The German Academic Exchange Service (DAAD) funding for studies in KHM, Germany

Honors & Awards

2024. Grand Prix at 2nd International Digital Art Biennial THE ONE
2020. UNCG International Sustainability Short Film Competition 2020, United States
2020. design prize "Zealous Stories" United Kingdom
2018. "Senotopia" honorable mention, Beethoven Foundation Bonn, Germany

Skills:

Technical Skills

- *Programming & Scripting:* Python, PureData, vvvv, SuperCollider, HTML, CSS
- *Embedded Systems & Interaction Design:* Raspberry Pi, Arduino, Sensors, Actuators
- *3D & Animation:* Blender, 3ds Max, Projection Mapping
- *Multimedia & Visuals:* Generative Art, Real-time Data Visualization, Video Editing
- *Sound & Music Integration:* Multichannel Audio, Ambisonics, Contact Microphones

Fabrication & Prototyping

- *Digital Fabrication:* 3D Printing, Laser Cutting, PCB Layout Design
- *Material Work:* Woodworking, Clay, Gypsum, Fiberglass, Soldering
- *Physical Computing:* Interactive Installations, Kinetic Art

Soft Skills

- Communication & Teamwork
- Adaptability & Problem-solving
- Leadership & Project Coordination
- Active Listening & Collaboration

Language:

- Latvian – native
- English – fluent
- German – basic