

PIERRE DEPAZ

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EDUCATION

- 2015 **Masters of Fine Arts**
| NYU Tisch School of the Arts | USA
- 2014 **Masters Media Studies**
| Institut d'Études Politiques Lille | FRA

WORK

- 01.19 - now **Lecturer - NYU Berlin**
| Interactive Media Arts
- 09.18 - 12.18 **Guest Lecturer - SciencesPo**
| Enjeux des Cultures du Numérique
- 09.18 - now **Research Fellow - Filmuniversitaet Konrad Wolf**
| Creative Technologies
- 08.16 - 08.18 **Lecturer of Interactive Media - NYU Abu Dhabi**
| Creative & Critical Programming
- 05.16 - 08.16 **Technical Direction - Whitney Museum of American Art**
| Software Development & Site-specific installation
- 01.16 - 09.16 **Video Designer - Foxy Films**
| Theater video production and mapping
- 09.15 - 05.16 **Lead Software Designer - Empathetic Media**
| Design and development of AR and VR applications
- 01.15 - 05.16 **Production Assistant - MoMA PS1**
| Production and technical installation of live events

GRANTS

- 2019 **NYC Data Through Design**
- 2018 **Société du Grand Paris - Numériscope**
- 2018 **PULSAR Digital Arts Prize - Finalist**
- 2018 **NYU Abu Dhabi - Arts & Humanities Research Grant**
- 2017 **NYU Curriculum Development Challenge Fund**
- 2015 **Tisch Interdepartmental Grant**
- 2015 **Concordia University TAG Residency**
- 2015 **Tisch Interdepartmental Grant**
- 2014-15 **Tisch Graduate Scholarship**

- 02.19 **Creative Coding Through Jacques Rancière**
| CTM Research Day - Berlin
- 01.19 **Computational Languages**
| Scope Sessions - Berlin
- 04.18 **The Web Browser in Experimental Poetry**
| Canadian Literature Symposium - Ottawa
- 11.17 **Politics in Digital Media**
| Youth Arab Media Leadership - Abu Dhabi
- 10.17 **Theatre et Nouveaux Medias en Egypte**
| Cahiers Interdisciplinaires de Recherche en
Communication Audiovisuelle - Paris
- 05.17 **Re:action? Software for Political Protest**
| Re: publica - Berlin
- 01.17 **Digital Layers Among Us**
| DLD Conference - Munich
- 12.16 **Computer Simulations as Political Manifestos**
| Goethe Institute - Karlsruhe
- 10.16 **Machine Language**
| Serpentine Galleries - London
- 10.15 **Political Philosophy in Digital Simulations**
| Philosophy of Computer Games - Berlin
- 08.15 **Aesthetics of Procedure in Interactive Software**
| Sound, Images and Data - New York City
- 06.15 **Simulating Life**
| First Person Scholar - New York City
- 08.14 **Player Fiction in Sports Simulations**
| SCOS 2014 - Utrecht
- 07.14 **"I don't get it": Critical Reception of Bientot l'Ete**
| Digital Games Research Association - Salt Lake City

EXHIBITIONS

- 03.19 **Below, Just A Point**
 - | Data Through Design - NYCv
- 11.18 **Des Bris de Facettes**
 - | Prix Pulsar - Paris
- 08.18 **Seen**
 - | Zoenoteka - Berlin
- 06.18 **Rewriting**
 - | FILE - Sao Paulo
- 11.17 **Zoetrope**
 - | NYUAD Open Studios - Abu Dhabi
- 07.17 **16:9**
 - | NetViews - New York City
- 06.17 **Encoded Artists**
 - | Maraya Arts Center - Sharjah
- 04.17 **Human Rights in the Age of Mechanical Keyboards**
 - | At A Distance - Madison
- 03.17 **Utsusemi**
 - | University of Florida - Gainesville
- 09.16 **<cl!ck/>**
 - | Gowanus Loft - New York City
- 06.16 **Synaesthesia Playground**
 - | Spektrum NYC - New York City
- 05.16 **Circle Around**
 - | Cairotronica - Cairo
- 04.16 **SimBorder**
 - | AntiAtlas des Frontieres - Brussels
- 10.15 **Hand_Made**
 - | Cameo Gallery - New York City
- 09.15 **Extinction**
 - | Nuit Blanche - Paris
- 07.15 **Skype Heartbreak Show**
 - | The Chimney - New York City
- 07.14 **Treason**
 - | Brick Theater - New York City