

HUMANS NEED NOT APPLY EXHIBITION AT SCIENCE GALLERY DUBLIN

Artist Biographies

Ajna Radames (BR) is a media artist and educator with a background in physics, mathematics, and computation. He has been using technology as a platform of experimentation, using public spaces, human interaction, and machines interaction. In 2015 he was awarded an AiR residency at Autodesk and was the recipient of a VIDA 15.0 Production Incentive award from Fundación Telefónica. Currently, he is a Researcher Artist in Residence at FACT Liverpool, helping the development of FACTLab. www.radames.in

Ben-Dror Adam (ZA/NZ) was born in South Africa and is currently living in New Zealand where he is studying Fine Arts at Elam School of Fine Arts while working at the multidisciplinary design studio Alt Group.

Bolink Merijn (NL) is a sculptor whose sculptures are typically based upon real objects, like a bicycle, a stuffed dog, or a cigarette. He makes new versions of these objects, trying to understand what they are, hoping to discover something magic in the process of transition, or even something mystical. He once cut his own piano in pieces to make two copies. Bolink is inspired by the idea that all matter is on its way to becoming something else and that we humans can only interact with that matter for a relatively short time, trying to make sense out of what we experience.

Dumitriu Anna (UK) is an artist whose work fuses craft, technology, and bioscience to explore our relationship with emerging technologies. She is a visiting research fellow and artist in residence in the Department of Computer Science at University of Hertfordshire, and an honorary research fellow at Brighton and Sussex Medical School.

The Amsterdam-based artist couple **Driessens & Verstappen** (Erwin Driessens and Maria Verstappen, NL) have worked together since 1990. After their studies at Maastricht Academy of Fine Arts and Rijksakademie in Amsterdam, they jointly developed a multifaceted oeuvre of software, machines, and objects. Driessens & Verstappen attempt an art in which spontaneous phenomena are created systematically. In addition to working with natural generative processes, the couple develops computer programs for artificial growth and evolution. driessensverstappen.nl

Fall-Conroy Blake (US) is an artist and self-taught mechanical engineer. He has a BFA in sculpture from Cornell University. As a mechanical engineer he works in industrial robotics, where he designs and fabricates remote-controlled robots that climb vertical surfaces. As an artist, Blake's art-making practice is conceptually motivated, commenting on a wide range of issues from consumerism and the American spectacle, to surveillance and technology. blakefallconroy.com

Heaney Libby (UK) is an artist, researcher, and a lecturer at the Royal College of Art. She has a background in quantum physics and works at the intersection of art, science and technology. libbyheaney.co.uk

Hersan Thiago (BR) used to design circuits and semiconductor manufacturing technologies. Now, he is more interested in exploring non-traditional uses of technology and their cultural affects. He has participated in residencies at Impakt in Utrecht, Hangar in Barcelona, and the Hacktory in

Philadelphia. He has worked at a robotic toy design studio in San Francisco, and along with Radamés Ajna, helped start FACTLab in Liverpool in 2015. thiagohersan.com

Lee- Delisle Seb (UK) is a digital artist who likes to make interesting things from code that encourages interaction and playfulness from the public. Notable projects include *Laser Light Synths*, LED emblazoned musical instruments for the public to play, and *PixelPyros*, the Arts Council funded digital fireworks display that toured nationwide. He won the Lumen Prize Interactive Award in 2016 (Laser Light Synths), 3 Microsoft Critter awards in 2013, and won a BAFTA in 2009 for his work as Technical Director on the BBC interactive project *Big and Small*. <http://seb.ly>

Lopes Pedro (PT) is a researcher who constructs muscle interfaces that read and write to the human body. Pedro's work is a philosophical investigation of HCI as in Human-Computer Integration, rather than merely "interaction". Instead of envisioning technological dystopias based on the divide between human and machine, Pedro's works instantiate working prototypes in which the interface and the human become closer. Lopes's work stems from a line of research published at top-tier scientific venues alongside Patrick Baudisch and his colleagues Robert Kovacs, Alexandra Ion, and David Lindlbauer. hpi.de/baudisch/projects

Lovejoy Dave (US) has worked as an artist and designer since the 1980s. His early career in graphic design supported an extensive arts education at several schools and studios, focusing on ceramics and design. He has curated at the Spring Arts Gallery since 2009. Known primarily for his assemblage and installation work, Lovejoy repurposes existing artifacts and fragments, arranging them to form new compositions.

Mager Isabel (DE) is an investigative and critical designer based in the Netherlands. Recent work interrogates design at the intersection between culture and structures of power. Mager empirically analyses the complex social systems and mechanisms of design through objects, installations, articles, and performances within design and academic contexts. In 2016, upon completion of the BA program at the Design Academy Eindhoven, Mager was resident at Uproot Rotterdam alongside Studio Makkink & Bey. isabelmager.info

May Alex (UK) is an artist exploring a wide range of digital technologies, most notably video projection onto physical objects, interactive installations, performance, and video art. He is a visiting research fellow and artist in residence in the Department of Computer Science at University of Hertfordshire.

Meyer Ted (US) is a nationally recognized artist, curator, and patient advocate who helps patients, students, and medical professionals see the positive in the worst life can offer. Ted's 18-year project *Scarred for Life: Mono-prints of Human Scars* chronicles the trauma and courage of people who have lived through accidents and health crises. Ted seeks to improve patient/physician communications and speaks about living as an artist with illness. He is Artist in Residence at USC KECK School of Medicine, Visiting Scholar at the National Museum of Health and Medicine, and TED main stage speaker. tedmeyer.com

Oades's Lorraine (CA) sculpture/installations incorporate time-based media such as sound, video, and film in order to invite viewers to engage physically with the work and explore their creative potential. For Oades, art making is a performance-based activity where the process of time is implicit

in the final artwork. She teaches in the Intermedia: Video, Performance and Electronic Arts Program at Concordia University.

Paz Saron (IL), experience designer and head of the New Media Department at the Musrara School of Arts and **Markfeld Zvika (IL)**, Uber maker; senior lecturer in the New Media Department at the Musrara School of Arts, form together **ForReal Team**, an experience design studio, creating new and exciting platforms that connect the virtual and the actual, mastering a variety of cutting edge technologies and molding them into enticing concepts in order to create tailor-made interactive experiences. forrealteam.com

Peach Martin (CA) was responsible for the programming and electronic design of *Self Typing Machines*. Martin is a technician, tinkerer, programmer, and musician based in Montreal. Over the past twenty years, Martin has helped artists realize electronic and interactive artworks involving analog and digital circuitry, incorporating various sensors, microcontrollers, and software. loades.ca

Shimshony Itamar (IL) holds a BFA and an MFA from the Bezalel Academy for Art and Design. He is a versatile artist working mainly with video and sculpting. His recent body of works examines the influence of life and technology on art, using a critique approach saturated with humor and irony. Shimshony has exhibited in solo and group exhibitions in Israel and abroad. He teaches at Bezalel Academy at the Department of Screen Based Art and the Department of Industrial Design. itamarshimshony.com

Smith Gillian (US) is an assistant professor of Art+Design and Computer Science at Northeastern University. Her research focuses on computational creativity, computational craft, and gender in games and technology. She is particularly interested in treating generative design as a way to formalize the creative process, bridging the divide between the digital and the physical, and exploring the relationship between computational thinking and craft practices.

Varvara & Mar (EE, ES) have been working together as an artist duo since 2009. They have exhibited their art pieces in a number of international shows and festivals. In 2014 the duo was commissioned by Google and Barbican to create *Wishing Wall* for the *Digital Revolution* exhibition. The artist duo locates itself in the field of art and technology and deals with the new forms of art and innovation. They use and challenge technology in order to explore novel concepts in art and design. Research is an integral part of their creative practice.

Zhou Shanshan (CN/NZ) was born in China and is currently working as a freelance designer in Wellington, New Zealand.