

## REVERBERATIONS EXHIBITION ORGANIZED BY ZARAGOZA CITY OF KNOWLEDGE FOUNDATION

### Artist Biographies

**Campos Marta Pérez (ES)** is a master candidate at Interface Cultures, Art University Linz (AT) and is currently carrying out research for her master thesis at IAMAS: Institute of Advanced Media Arts and Sciences (JP). With a background in Fine Arts, her main interest is on human communication and the interference that occurs in our verbal exchanges. [www.martapcampos.com](http://www.martapcampos.com)

**Cannet Mar (ES) and Guljajeva Varvara (EE)** is an artist duo formed in 2009. Their work is often inspired by the digital age and addresses social changes and the impact of the technological era. Varvara & Mar are also fascinated by kinetics and participation, which are integral parts of their work. [www.varvarag.info](http://www.varvarag.info)

**Casado Guillermo (ES)** is a physicist, coder, and digital artist. He specializes in interactive systems and new media and is interested in researching links between different knowledge fields, building connections through the alternate use of technology and how interactive technology can bring science closer to society in a creative way. [www.peripecio.com](http://www.peripecio.com)

**CEFCA Foundation (ES)** is an institution of the Government of Aragón, whose activities focus on the technological development and operation of the Astrophysics Observatory of Javalambre (OAJ) and on its scientific exploitation. The main research lines of CEFCA are Galaxy Evolution and Cosmology. [www.cefca.es](http://www.cefca.es)

**Comelles Edu (ES)** is a sound designer, musician, and curator. He is currently involved in several individual and collective projects ranging from sound art, soundscapism, and experimental music. [www.educomelles.com](http://www.educomelles.com)

**de los Ríos Jaime (ES)** is founder of the open laboratory of Art and Science ARTEK [Lab]. His work focuses on the intersection of these disciplines and systems science, especially regarding the mechanisms, rhythms and natural patterns, and collective intelligence. [arteklab.org](http://arteklab.org)

**Edwards María Ignacia (CL)**. The artist's work has its origin in her efforts to be an active observer of the world, investigating different phenomena and the relationship to human beings. Her work has been exhibited in Chile and internationally. She received the "Art for Science" award from the National Commission for Scientific and Technological Research (CONICYT) in Santiago, Chile.

**Giganto Azucena (ES)** is a graduate in Fine Arts from Universidad Complutense in Madrid and a multimedia artist. Her main tool for investigation and expression is image in movement, particularly in digital media and new technologies. She has her own design company that specializes in motion graphics and FX. [www.azuzen.com](http://www.azuzen.com)

**Lapoire Cécile (FR)** is a data scientist and research scientist who has worked at CERN (The European Organization for Nuclear Research) in Geneva for 4 years. She holds a PhD in experimental particle physics from the University of Marseille and has worked on the ATLAS detector, a general-purpose

detector at the Large Hadron Collider (LHC). She is currently working as a data scientist at Infinite Analytics, a startup based in Boston, US.

**Latorre Santiago (ES)** uses his voice, saxophone, and electronics to break the gravity, make you float, and take you on a trip around the Cosmos. After a few years composing music for dance, theater, and videoart he released *Órbita*. This album took him on tour in the USA, Japan, and China, and to festivals like Sónar or LEM. [www.santiagolatorre.com](http://www.santiagolatorre.com)

**Pazos Andrea (ES)** studied Digital Art at Pompeu Fabra University. She is a creative artist currently working at the Media Lab of Manchester Metropolitan University, UK. [www.andreapazos.com](http://www.andreapazos.com)

**Psarra Afroditi (GR)** is a multidisciplinary artist working with e-textiles, DIY electronics, and sound. Her artistic interest focuses on concepts such as the body as an interface, contemporary handicrafts and folk tradition, pop iconography, retrofuturistic aesthetics, and the role of women in contemporary culture. [www.afroditipsarra.com](http://www.afroditipsarra.com)

**Ropp Jürgen (AT)** is currently in the Master's program at the Interface Cultures department of the Art University Linz (AT) and has a background in media technology and design. His artistic work is based on the intersection between art and science with the purpose of communicating scientific research discoveries and the implied issues to a broader audience. [www.juergenropp.at](http://www.juergenropp.at)

**Sanmartín Óscar (ES)** is an illustrator and designer. His works include fields such as magazine and record covers, theater set design, and films. He has participated in many exhibitions. [www.oscarsanmartin.com](http://www.oscarsanmartin.com)

**Sicilia Carlos (ES), Martín Luis (ES), Gállego Alejandro (ES), and Frisón Luis (ES)**, are four engineer friends who enjoy DIY technologies. *Open Curiosity* is their latest creation.