



NATHAN GUO

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OBJECTIVE

MA. Nathan Guo, is a media artist, an interaction designer, a maker, and a researcher. Entangled with media art, he drives his creativity and curiosity into an exploratory path by developing original user experience and engagement. His artworks involve #ludicInterface #poeticHacking #mediaRhetoric #criticalDesign #interactivity #statusQuo

EXHIBITION

- 2017 **Back to Now**, U10 Art Gallery, Belgrade, Serbia
- 2017 **Nach.Schau**, Energie AG, Linz, Austria
- 2016 International **New Media Art Symposium**, Sichuan, China
- 2016 **Lab30 Media Art Festival**, Augsburg Kunstlabor, Germany
- 2016 **Interface Culture Exhibit**, Ars Electronica 2016, Linz
- 2016 **Digiarc**, Taiwan National Museum of Fine Arts, Taiwan
- 2016 **E-Bonsai Workshop**, Taiwan National Museum of Fine Arts
- 2016 Ars Electronica Center, **Interface Pop-up Exhibition**, Linz
- 2016 **Generative Algorithms** Exhibition, Darbast Platform, Tehran
- 2015 **Post Post** Exhibition, Ars Electronica 2015, Austria
- 2015 Coded Intimacy, **Crossing Europe Festival** 2015, Austria
- 2015 **The Wrong Media Art Biennial**, Online
- 2014 **Maker Faire**, Munich, Germany
- 2014 **Music Kapella**, BB15 Gallery, Linz
- 2014 **Push Conference**, Munich, Germany
- 2014 **Interface Culture Exhibit** Ars Electronica Festival, Linz
- 2013 **Inhabited Interface**, BB15 Gallery, Linz
- 2013 **Art & Science** Workshop by Roy Ascott, Shanghai Biennial
- 2013 **Hack for Air**, Interactive Beijing
- 2012 **3rd Art & Science** International Exhibition, Beijing
- 2012 **Creators' Project**, Ullens Center for Contemporary Art, Beijing
- 2012 **Beijing Design Week**, Millennium Museum of Digital Arts
- 2011 **Beijing Maker Carnival**, Millennium Museum of Digital Arts
- 2011 **Translife New Media Art Triennial**, National Art Museum of China, Beijing

EDUCATION

MA, University of Art and Design Linz
BA, Renmin University of China
Guest Study, Academy of Media Arts Cologne
Exchange Study, Taiwan University of Arts
Research Residency, Institute of Advanced Media Arts and Sciences, Japan

SKILLS

Interaction design, MAX/Msp, vvvv
Physical computing, Arduino, RaspberryPI
Graphic Design, Adobe CC
Front End, HTML/CSS, Javascript, Bootstrap
Generative Design, Processing
3D Design, Rhino, Maya, Sketchup
App/Web Design, UI/UX Mockup/Research

LANGUAGES

English-Professional (IELTS 7.0)
German-Sufficient (B2 Level)
Chinese-Native Proficiency

HOBBIES

Ping-Pong
Bike Touring
Jogging
Swimming

PUBLICATION

- 2017 News and blog Ars Electronica on Chinese Wechat official account
- 2016 Proceedings, **Audio Mostly** Interaction Sound Conference, Norrköping Sweden
- 2016 **Master thesis**, University of Art and Design Linz, Austria
- 2016 Interviews on The **Art Newspaper**, Issue 41. In the era of new media art, who is exploring the future? Who is giving orders?
- 2016 22nd International Symposium of Electronic Arts (**ISEA**), Hong Kong;
- 2014 Essay on 2016 Ars Electronica Festival, published on **Art China**
- 2015 **ISMAR** IEEE conference of Mixed Reality, Fukuoka, Japan;
- 2014 Essay on 2014 Ars Electronica Festival, published on **Art China**
- 2013 Interview articles with Johannes Grenzfurthner, Time's Up, Victoria Vesna, within the frame of **Make+**, Shanghai, China
- 2012 Work included in Catalogue of **Beijing Design Week**
- 2012 Work included in 3rd **Symposium of Art and Science**, Tsinghua University
- 2011 Work included in **Translife New Media Art Triennial** Exhibition Catalogue.

WORK

- 2016-now UX Designer, Nexperts, Hagenberg, Austria
- 2016-2016 Campus Exhibition Assistance, Ars Electronica Festival, Linz
- 2014-2016 Visual Designer, Kotki visuals, Romania/Austria
- 2012-2013 Instructor, Creatica Education, Hongkong
- 2012-2012 Manager, Beijing Makerspace, China
- 2009-2010 Digital Designer Lenovo, Beijing, China

HONORS & AWARDS

- 2015 Art Prize of the Energie AG
- 2012 Winner of First Hackathon of China
- 2012 Most Popular DIY Maker Project, China 1st Maker Carnival
- 2011 Valuable Design Award, Sony ExploraScience Center