

**Matt Gingold** is a media artist, programmer and producer working at the intersection of art, science and technology.

With 20 years professional experience as a media artist and audio-visual designer he has received numerous awards, residencies and commissions, and presented performances and installations all over the world.

As a production manager and technical director he has organised national and international touring exhibitions, theatre and dance shows, facilitated live streaming, conferences and workshops, and handled festival, gallery and venue promotions and bookings.

Gingold's lifelong passion for electronics and computers has led to creative, academic and commercial roles as a hardware and software developer. His specialties are realtime video processing, GPU and embedded optimisation, interactive physical computing and computer vision for gesture recognition and tracking. Expert competencies include c/c++, OpenGL, OpenCV, CUDA, GLSL.

He has significant experience working collaboratively, and on open-source projects, including source control, public API design, documentation and community support via examples, tutorials, workshops and forum contributions and maintenance.

In all these roles he is committed to open and clear communication, collaboration and team building, iterative design, experimentation, evidence based results and critical thinking.

He is also a strong supporter of social justice and diversity, with experience working with indigenous, disabled, LGBTQI+ and other minority and community groups.

Gingold has a Bachelor of Media Arts with Distinction from the Royal Melbourne Institute of Technology and has received two honorary research fellowships in the field of applied computer vision, one at the School for Interactive Art and Technology, Simon Fraser University (Canada, 2012-2014); and one at The Open University (United Kingdom, 2017-2018)

**Commercial software and interactive installation clients:** ABB Schweiz, Melbourne Museum, Australian Centre for the Moving Image, Australian Film Commission, Telstra/Sensis, CSIRO, Hoyts, Ontario Science Centre.

**National and international arts presenters:** Ars Electronica (Austria), Werkleitz (Germany), Medialab-Prado (Madrid/Slovenia), Teatro Mayor (Columbia), MOCA Taipei (Taiwan), Expo Bicentenario (Mexico), Seoul Festival (Korea), Melaka Festival (Malaysia), OneArtSpace (New York), MONA's Festival of Music and Art (TAS), Perth Institute of Contemporary Art (WA), Malthouse (VIC), Sydney Theatre Company (NSW), Carriageworks (NSW), Brown's Mart (NT), National Portrait Gallery of Australia (ACT).

**Awards, residencies and workshops:** Artists with Disabilities Mentorship Initiative (Australia Council for the Arts, 2020/21), Artist-in-Resident at Ars Electronica's FutureLab (Austria, 2012), Media-Lab Prados' Interactivos (Madrid/Slovenia, 2012), CTM Transmedialle Hacklab (Berlin, 2019), Yamaguchi Centre for Media Arts Inter-Lab (Japan, 2008), Aphid's, Atelier Eden OzCo Arts Lab (2011-12), Green Room Award for Best Video Design (Calpurnia Descending, 2014), Prix Ars Electronica Distinction in Interactive Media (It's A Jungle In Here, 2012).

## Education

2017-18: *Research Fellow (Computer Vision, HUI, Machine Learning)*, The Open University, United Kingdom.

2012-14: *Research Fellow (Video, Dance, Machine Learning)*, Simon Fraser University (SFU), Canada.

1997-99: *Bachelor of Media Arts with Distinction*, Royal Melbourne Institute of Technology (RMIT) Australia.

## Employment

2004-2020: *Creative | Technical | Production*, Trace Media, freelance creative, technical and production services for performance, installation and events, including media art, audiovisual, lighting, installation and sound design, software engineering for real-time, embedded and interactive systems, technical, pr/communications and production management. In addition to cultural and scientific collaborations, commercial clients have included ACMI, Melbourne Museum, CSIRO, Hoyts Cinemas, Telstra, ABB Schweiz.

2018 -2019: *AV/Lighting Development & Design*, Tranzept GmbH, research and development of kinetic lighting experiences for clubs, festivals and installations, including hardware and software engineering of embedded LED, DMX, ArtNet, SACN and servo drivers (Berlin).

2017-2018: *Lead Innovation Researcher and Programmer*, Dynaikon, research and development of GPU accelerated computer vision, symmetry analysis and machine learning algorithms for human user interaction in the fields of dance, performance and gesture (London/Berlin).

2004-2010: *Technical Director*, Experimenta Media Arts, organising insurance, transport and staffing for national and international tours, scoping commissions, consulting with artists, costing installations and major public projects, modifying and installing media artworks.

2003-2007: *Teacher/Facilitator*, ACMI Digital Storytelling, working with diverse community groups (eg., the deaf and blind, physically and mentally disabled, prisoners, at risk youth, sexual assault victims) to tell stories about their experience using digital tools.

2003-2009: *Freelance VJ*, many artists and venues, including Terriarki Anarki Saki (2003-7), First Floor (2003-6), Outpost (2006-9), Electundra (2005/8), Victorian Design Awards (2006), Melbourne International Arts Festival (2005/7) and the Big Day Out (2005-8).

1999-2000: *Media Technology Officer*, RMIT Library, scoping, deploying and servicing a 20 computer media-lab aimed at TAFE students studying in the media and design sectors.

1996-1998: *Editor & Advertising Manager*, Farrago Magazine, Melbourne University, advertising sales, editing, writing, design, photography, administration and the politics of free education.

## Production Management and PR/Communications

2020: *Artist\* Led Economy, Nextwave/Blindside*, production management for live streaming UBI symposium.

2020: *Festival 23, Pavillion*, media and public relations for premiere electronic art and music festival.

2019: *Beyond the Valley, Background*, bar area management for electronic music festival.

## Residencies, Grants and Awards

2019: *Club Transmediale Music Hacklab*, Berlin, Germany.

2017-18: *Dynaikon: Computer Vision & Performance R&D Funding*, Innovate UK, London, UK.

2016: *Sonar Innovation Challenge*, Barcelona, Spain.

2015: *European Media Art Residency & Exchange Program*, Werkleitz Gesellschaft, Germany.

2015: *Green Room Award*, Best Video Design (Calpurnia Descending).

2012: *Prix Ars Electronica*, Distinction in Interactive Art (It's a Jungle In Here).

2012: *Ars Electronica Artist-In-Residence*, Novamedia/Australia Council, Linz, Austria.

2012: *Media-Lab Prado Interactivos? '12 Ljubljana*, Ljudmila Slovenia.

2011: *Atelier Edens*, Aphids/Australia Council Arts Lab.

2009: *Aphids' Tactical-Media Residency*, Centre for Interactive Art/PVI, Perth WA.

2008: *InterLab Camp*, ANAT/Yamaguchi Centre for Arts and Media (YCAM), Yamaguchi Japan.

## Exhibitions

2016: *SuperVision*, Triennale der Moderne, Dessau Germany (with dunutztmichnuras).

2016: *Longing & Forgetting*, OneArtSpace, New York (with Drs Thecla Schiphorst & Philippe Pasquier).

2015: *Phase Orkestra*, Move.On. Festival, Werkleitz Gesellschaft, Germany.

2014: *Filament Orkestra*, Perth Institute of Contemporary Art, Perth WA.

2012: *Domače Volt Orkestra*, Media-Lab Prado, Ljudmila Slovenia (with Ben Olsen and participants).

2011: *It's A Jungle In Here*, Melbourne International Arts Festival (with Van Sowerwine, Isobel Knowles).

2012: *Flying Falling Floating*, Museum of Contemporary Art, Taipei Taiwan.

2010: *The Perfect Artist*, National Portrait Gallery of Australia, Canberra ACT.

2009: *Circuit 8*, Melbourne Fringe Commission, simultaneously at 8 artist-run galleries, VIC.

2007: *Ghosts of the Uncivil Head*, Bus Gallery, Melbourne, VIC.

## Stage Productions

2014-15: Production & AV Design, *The Experiment* Sydney, Adelaide and Melbourne International Arts Festivals.

2014: AV Design/System, *Culphurnia Descending (Sisters Grimm)* Malthouse & Sydney Theatre Company.

2014: FX Tracking & Projection System, *Multiverse (Australian Dance Theatre)* The Space, Adelaide SA.

2014: Director/Composer, *ZeroZero (Tony Yapp, Yumi Umiumare)* Melbourne International Arts Festival.

2013: AV System, *Prompter (Sam Fox/Hydrapoesis)* Arts House, Melbourne VIC.

2011: Director/Editor, *Tomb (Balletlab)* Museum of Old and New Art, Hobart, TAS.

2011: AV Design & Composer/Performer, *Eulogy of the Living (Tony Yapp)* Melaka Festival, Malaysia.

2008: Video Design, *The Zombie State (Daniel Schlusser)* Melbourne University Theatre, Melbourne VIC.

2008: Video Design, *Love Monkey (John-Paul Hussey & Kelly Ryall)* Northcote Townhall, Melbourne VIC.

2007-11: AV Design/System, *Great Wall of Books (Well Theatre)* Touring: Macau, Mexico and Korea.

2006: AV Design/System, *Ray of Glass Needles* (P:Media Arts) Nextwave/Dancehouse, Melbourne VIC.

## AV Performances

2019: *CTM Hacklab Performance*, Hebbel am Ufer, HAU2, Berlin.

2015-19: *Lighting & LED Design*, Station Endlos, Tranzsept, Kater Blau, Feel, Artlake, Germany.

2017-18: *LED Installation & Performance*, Bachstelzen/Stelzinger, Chaos Computer Club Congress, Leipzig.

2010: *Roberto Morales*, Live video, robotic instruments and audio-visual collaboration, Mexico.

2006: *Black Arm Band*, Director live camera, Melbourne International Arts Festival, Hamer Hall.

2006: *Fusion Festival (Cabaret at the End of the World)*, Live video performance, Germany.

2003-04: *Floating Point* Curated live AV performance showcases, First Floor (with Keely O'Shannesy).

## Commercial & Cultural Interactive Installation

2016: *ABB Schweiz*, two interactive installations for the corporate re-branding gala event.

2013: *Deep Listening*, Melbourne Museum, Melbourne VIC (permanent installation)

2010: *VoidLove Aphids* Online video documentary exploring dark matter (<http://voidlove.tv>).

2008: *Other People*, AFC development of a video/social networking site.

2009: *ScreenWorlds* ACMI, VoD touch-screens about Australian screen cultures on exhibition until 2019.

2008: *Trading Post*, Telstra/Sensis, Help tutorial content and playback system.

2006: *The Learning Federation*, CSIRO, 6 learning components exploring physics for teenagers.

2005: *Hoyts Cinema*, PIVoD, VoD information touch-screen kiosks at premium Hoyts Cinemas.

2005: *Ontario Science Centre*, PIVoD, 6 interactive installations exploring physics for teenagers.

## Installation & Technical Services

2008: *Playground ++*, Experimenta Media Arts, Sculpture Square, Singapore (ISEA).

2008: *NEW '08*, Australian Centre for Contemporary Art.

2007: *Cinema Paradiso*, Australian Centre for Contemporary Art.

2007-09: *Playground*, Experimenta Media Arts, Touring 6 national venues.

2007: *Baby Love*, Experimenta Media Arts, Carriageworks, Sydney; Awesome Festival, Perth.

2006-07: *Vanishing Point*, Experimenta Media Arts, Touring 11 national venues.

2004-05: *House of Tomorrow*, Experimenta Media Arts, Touring 9 national venues.

2006: *Monkey Bear Robot*, Australian Centre for the Moving Image.

2006: *Visual Arts Program*, Melbourne International Arts Festival, 45 Downstairs & SPAN Gallery

2006: *Under the Radar*, Experimenta Media Arts, FACT.

2006: *Commonwealth '06 (Brian Massumi)*, Australian Centre for the Moving Image.

2006: *Kubrik (Camera construction)*, Australian Centre for the Moving Image.

2005: *White Noise (Ryoji Ikeda)*, Australian Centre for the Moving Image.

2005-06: *Picturing the Old People*, Experimedia, State Library of Victoria; Lyndon Gallery.

2005: *Playengines (Novamedia)*, Experimedia, State Library of Victoria.

2004: *Seoul International Media Art Biennale*, Museum Of Art, Seoul, South Korea.

2004: *Biennial Electronic Arts Perth*, various artists, John Curtin Gallery, Perth.

## **Audiovisual Consultation & Documentation**

2011-16: *Balletlab* – documentation of After, Tomorrow, Aviary, Thumb, Miracle & Amplification.

2011: *Secret/Sacred* – 3D scanning and custom viewer for indigenous artifacts, Australian Museum.

2010-11: *Gapuwiyak Calling* – installation & video design for North East Arnhem Land community.

2010: *Brown's Mart (Darwin)* – public art projection consultation for heritage theatre venue.

2009: *ANZ Digital Screen* – technical consultant for Docklands digital screen development.

2009: *Daniel Crooks* – technical consultation and render farm implementation.

2008: *David Rozetsky* – technical consultation and installation.

2006: *Evolution of Fearlessness*, Lynette Wallworth, Vienna.

2005: *Cross Reference*, Craig Walsh, Yokohama Triennial.

## **Lecturing & Workshops**

2011-2015: *Artist Talks*, Ars Electronica, PICA, CIA, Symbiotica, Werkleitz.

2012: *Physical computing & openFrameworks*, Media-Lab Prado/Ljudmila.

2011: *Introduction to openFrameworks*, CIA Studios, Perth.

2010: *Fringe Mentoring Program*, Mentor for Jemma Woolmore, Melbourne

2008: *Curating Media Art Forums*, OzCo/Experimenta Media Arts, Sydney, Adelaide, Perth

2006: *Victorian University of Technology*, Media Hub, Alternative Media Art Careers Workshop, Melbourne.

2006: *Artist Conversations*, Nextwave Festival, Video performance dialogues, Melbourne.

2005: *Victorian University of Technology*, Media Hub, Programming for Art Workshop.

2004: *Frame Rate (Time Webster)* VJ worksho