Joana Chicau [PT] is a graphic designer, creative coder, researcher - with a background in classical & contemporary dance - currently based in The Netherlands. She runs a transdisciplinary research project which interweaves media design and web environments with performance and choreographic practices. Chicau has been researching the intersection of the body with the constructed, designed, programmed environment, aiming at in widening the ways in which digital sciences is presented and made accessible to the public. She has been actively participating and organizing events with performances involving multi-location collaborative creative coding/algorithmic improvisation, open discussions on gender equality and activism.

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Education —

2014-2016, Master Media Design and Communication at Piet Zwart Institute in Rotterdam, the Netherlands.

2015: Bauhaus SummerSchool, Architecture /Urbanism: Spatial Poetry, in Weimar, Germany.

2012: Service Marketing and Design Course at the Hanken School of Economics in Helsinki, Finland.

2012: Erasmus exchange at the Academy of Fine Arts in Krakow, Poland.

2011: Course on introduction to fashion design at Saint Martins College of Art and Design, in London, U.K.

2010-2014: Communication Design undergraduate degree at the Faculdade de Belas Artes, Porto, Portugal.

Dance Background —

1997-2010: completed the advanced ll degree of *Cecchetti Classical Ballet,* in the year of 2009, at the academic *Pirmin Treku,* in Porto. During this time at this school, I had performed regularly for big audiences, in venues such as *The Casa da Música, Coliseu Theatre and Rivoli Theatre,* in Porto. Having worked with invited dancers and choreographers from *Gulbenkian* and the *Companhia Nacional de Bailado,* including a long term collaboration with the choreographer *Benvindo Fonseca*.

Currently: attending dance classes at *Dansateliers* [dansateliers.nl/] in Rotterdam, The Netherlands. Regularly attending various workshops to name: a cooperation with *SKVR and Dansateliers,* together with *ICKAmsterdam/ Nicole Beutler* (2015); the workshop Up Pen Down – Huppe Plume Tonne (2015), in Brussels — collaboration between *OSP* and choreographer *Adva Zaka,* linking typography and performance; intensive dance workshops at *Companhia Instável* (2014), in Portugal; and recently joined a *Eshkol-Wachman* notational system and movement workshop at *Vleeshal* (2016) in Middelburg. Also regularly visiting the *If I Can't Dance* archive and events, in Amsterdam, for researching on various performance related topics.

Project Presentations and Performances —

2018: Areté in NY, USA [aretevenue.com/];

2017: International Live Coding Conference in Mexico [iclc.livecodenetwork.org/2017];

2017: Algo~Rythms[https://worm.org/production/algo-rhythms-a-live-coding-event/], in Rotterdam;

2017: XcoaX — 5th Conference on Computation, Communication, Aesthetics & X [www.xcoax.org], in Lisbon;

2017: 4th International Conference on Movement Computing [moco17.movementcomputing.org/] London, U.K.;

2017: LPM: Live Performers Meeting in Amsterdam, The Netherlands [liveperformersmeeting.net];

2017: Choreographic Coding Lab hosted by Motion Bank, FIBER Festival and De Brakke Grond in Amsterdam [choreographiccoding.org/content/8th-choreographic-coding-lab-amsterdam];

2017: Het Nieuwe Instituut: Arts institute for exhibitions, lectures & research on contemporary architecture & design, in Rotterdam [sleepmode.hetnieuweinstituut.nl/en]

2017: Spektrum [spektrumberlin.de/events/detail/exhibition-10-dark-technology-dark-web.html], Berlin.

2017: Panke Gallery part of Transmediale: festival for media art and digital culture, in Berlin, Germany [www.pankeculture.com & transmediale.de + vorspiel.berlin];

2016: Digital<Dis-Orders> inFrankfurt, Germany [www.normativeorders. net/de/veranstaltungen/nachwuchskonferenzen];

2016: Festival of Algorithmic and Mechanical Movement in Sheffield Institute of Arts, U.K. [algomech.com/2016];

2016: SenseLab 'Speakers Series' in Montreal, Canada [senselab.ca/wp2/];

2016: International Live Coding Conference in Canada [iclc.livecodenetwork.org/2016];

2015: Part of Internet Yami-ichi /Black Market edition in Amsterdam.

Residencies —

2017: "Ways of moving: Butoh", Tokyo, Japan (July-September); in collaboration with Tama University [www.tamabi.ac.jp/english/research]; and Tetsuro Fukuhara choreographer of Butoh-Space Dance [www.ne.jp/asahi/tokyo/sd/N_e.html], with support of the Creative Industries Fund NL [http://stimuleringsfonds.nl/];

2017: Online residency at x-temporary platform [http://joanachicau.x-temporary.org/] with support from CBK Rotterdam;

2016: Residency at MediaLab Prado: Interactive Residencies'16: Creative and Collaborative Uses of Digital Technology, in Madrid [medialab-prado.es/article/choreo-gaphic-coding];

2016: "Ways of moving: Tango", a co-production of Untref/Espacio Nixso and V2_ Lab for the Unstable Media, with support of the Creative Industries Fund NL [www.summersessions.net];

Exhibitions —

2018: Online exhibition "The Theatre of Re_Sources" at Internet Moon Gallery [http://internetmoongallery.com/archive/JoanaChicau/Theatre_of_reSources.html], March 2018;

2017: Nervous Online exhibition at Wrong Biennial [thewrong.org], November-February 2018 in Berlin;

2017: value = "All possible movements and not" aria-label = "Search" [http://www.festivalwhynot.nl], October in Amsterdam;

2017: a web-based work transgressing into the physical space of the exhibition *The House of Dust by Alison Knowles* at CNEAI=, Magasins Généraux [www.whereveryoufindit.net/5-12-of-an-Absent-Body], September-November in Paris;

2016: Libre Graphics Meeting, in London [https://libregraphicsmeeting.org/2016/];

2016: V2_ Lab for the Unstable Media [v2.nl], June, Rotterdam;

Public Lectures and Talks —

2018: Creative Coding Amsterdam, hosted by Fiber;

2018: Intervention#4 Work, Body and Leisure at ArtEZ University of the Arts (Master interior architecture);

2017: Round Table: Panel "Meshworks" at International Live Coding Conference in Mexico;

2017: Artist talk: XcoaX — 5th Conference on Computation, Communication, Aesthetics & X in Portugal;

2017: Participated in the symposium Digital Echoes — Dance Data: libraries and processes at C-DaRE in the U.K.

2016: Artists Symposium at Festival of Algorithmic and Mechanical Movement in Sheffield, U.K.

Curation —

2018: Co-founder of "Netherlands Coding Live" aka "NLCL" ~ a series of live coding sessions, discussion and a lot more organized by live coders based in The Netherlands.

2018: Member of [http://varia.zone/en/] Center for Everyday Technology.

2017-18: Co-organized Algo~Rhythms a series of live coding performances and discussions on issues of inclusion and gender equality within this practices at Worm, Rotterdam;

Work Commissions –

ongoing: Designer Freelancer *(please ask for portfolio for commission based projects).*

2017: Web-designer at support team of e-learning department at TU Delft [https://brightspace-support.tudelft.nl];

2015-2016: Blog writer for the MoneyLab#2 and #3 conference organized by INC [networkcultures.org];

2015-2016: Researcher at the Study Group Meeting at Casco, in Utrecht [www.wearethetimemachines.org];

2015-2014: Collaboration with Publishing Lab at the Institute of Network Cultures in Amsterdam [publishinglab.nl];

2015: Contributed to 'The Multiple Lifes of a Blank Book' at the London Centre for Book for Arts [www.londonbookarts.org].

2014-2015: Graphic designer at Kinetic Vision, in Delft [skopeidigital.com/kv];

2014: Designer Intern at Ritator Design Studio, in Stockholm [ritator.com];

Teaching –

2018: Workshop at deliver: Agile Conference, Austin Texas USA;

2018: Workshop at Integrated Digital Media department at New York University, USA;

2018: Workshop at ThoughtWorks organized by the Volumetric Society in New York, USA;

2018: Workshop at Aarhus University, Software Studies / Aesthetic Programming Course, Denmark;

2018: Workshop in collaboration Replica Institute Berlin [http://replica.institute/#workshops];

2017: Workshop in collaboration with LavaLab, Hackers&Designers and Why Not [lava.nl/lavalab & www.festivalwhynot.nl/];

2016: Series of workshops at MediaLab Prado [medialab-prado.es/article/choreo-gaphic-coding];

2016: Workshop at Willem Kooning Academy, in Rotterdam [www.wdka.nl].

Publications and Press –

2017: Articled published at [http://2017.xcoax.org/xCoAx2017.pdf];

2017: Interview at [https://curatingthecontemporary.org/2017/07/03/in-conversation-with-joana-chicau/];

2016: THE SHOW MUST GO ON; a web piece, published in the new edition of Flee Immediately [fleeimmediately.com/02-danceandcode/dancefloor.html];

2016: Essay published in the publication We Are the Time Machines: Time and Tools for Commoning (WTM) [http://casco.art/bookshop/drawn-in-drawn-out-studying-the-commons];

2016: An article on my project published at TopLap [toplap.org/choreographic-coding];

2016: A review of my project presented at Arts Research Symposium in the U.K. [www.sonicwriting.org/blog/algomech];

Profile at: monoskop.org/Joana_Chicau

Cross field competencies:

Computer Languages – Focus on Markup languages for (responsive) WebDesign and Electronic Publishing; Programming languages as Javascript, and also exploring Python libraries. Knowledgable with Wordpress and Wiki. Regular user of Free and Open Source software (FLOSS), such as Libre Office, Scribus, Gimp for image manipulation, Blender for 3D animations; Audacity for audio; Also competent with most adobe programs: illustrator, indesign, photoshop and premier, as well as, most Microsoft programs. Briefly introduced to with PureData and OpenFrameworks. Currently engaging in web VR and AI javascript libraries.

Natural Languages — Portuguese (mother tongue); Certificate in Advanced English, a Cambridge examination for speakers of other languages (2008) and in (2012) the TOEFL (92/120). Also studied three years of French and able to read and speak Spanish.

Other Skills — Experience with team work and both internal and external communication (with companies and clients); While being part of diverse work environments acquired knowledge in diverse work flows and methodologies, from sprints to scrums, acquainted with coding dojo; as well programming iterations, such as agile, mob, and collaborative coding platforms such as GitHub. Practice in building flow diagrams and wireframes, sketching, prototyping and UX testing with various tools.

Actively involved in collaborative and creative practices, sharing my practical knowledge as well references from both industry and cultural spheres. Regularly participating in worldwide tech meet ups and open source communities. Experience with writing project briefs and grant proposals.

Awards —

2017: Grant Programme for Talent Development by The Creative Industries Fund NL.

2013: First prize of the Centre Mondial de la Paix de Verdun for the Twelfth International Triennial of the Political Poster Show; with the poster entitled: My son, soldier.

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