# Ada Popowicz
Curriculum Vitae

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## EDUCATION

**International Baccalaureate World School No. 0704**  —  Gdynia (PL) / Sep 2014 - Jun 2017
- Summa Cum Laude Graduate
- Warsaw Model United Nations Delegate
- Odyssey Of The Mind Competition, World Vice-Champion

**Royal Academy of Art (KABK)**  —  The Hague (NL) / Sep 2017 - Jun 2021
BA Graphic Design
- Waag Society & Technology Graduation Award
- Best Dutch Book Designs 2019 Student Jury Member
- Psycholinguistics BA Course (Leiden University)
- Royal Chess Club Organiser

**University of Amsterdam**  —  Amsterdam (NL)
MA New Media and Digital Culture — Sep 2022 - Jun 2023
    Thesis → *Poking the Beast: Prompted Imaginaries of Generative AI*
MA Philosophy of The Humanities — Sep 2022 - Jun 2024
    Thesis → *Framing the Eyes: Generative AI and the Development of Algorithmic Seeing*
- Cum Laude Graduate (GPA 8.7 and 8.5)
- FEM + TECH Reading Group Founder

## EXPERIENCE

**Freelance Designer and Researcher**  —  Amsterdam (NL) / Jan 2017 -Present
Worked on diverse independent projects in research, graphic design, web development, and project management for a range of clients, including creative businesses, music labels, and cultural institutions. Notable clients: ARIAS Amsterdam, Royal Academy of Art The Hague, Martinez Gallery, Eye of Jeronimo, SmoothSail Records.

**UvA Institute for Advanced Study**  —  Amsterdam (NL) / Feb 2023 - Jan 2024
Assistant Researcher
Researched the contemporary AI landscape and its impact on cultural production. Key duties included conducting extensive research on technological developments, contributing to academic publications, helping organize events, assisting with expert interviews, and overseeing design-related tasks for ongoing projects.

**KREA**  —  Remote / Jul 2021 - May 2023
Visual Director
Oversaw and set the visual direction for KREA, a multidisciplinary cultural institution. Worked closely with designers to ensure alignment with the institution's creative vision. Provided consultation on visual projects for creative workshops, experimental concerts, and immersive public events.

**KABK Lectorate**  —  Remote / Jun 2021 - Sep 2022
Assistant Editor, Digital Researcher, Graphic Designer
Initially responsible for visual editing and minor organizational tasks, the role expanded to assistant editor duties, including conducting interviews and contributing to editorial strategy for an upcoming publication. Led a comprehensive digital research project on social interactions and material exchanges among KABK students within their shared Facebook group.

**SUSLIB**  —  The Hague, NL / Jul 2020 - Oct 2020
Internship
Full-time internship focused on enhancing the UI/UX of SUSLIB's products. Contributed to training and labeling datasets for AI-driven software, while providing input on API functionality, with several ideas implemented. Conducted research on the evolving landscape of Human-Computer Interaction (HCI), particularly in relation to the translation of physical movement into commands, and explored the integration of physical reading experiences with technological enhancements.

## SKILLS AND INTERESTS

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| **Software** | Adobe Creative Suite, Figma, Webflow, Notion, Glyphs, DrawBot, Audacity, Cinema4D, Blender |
| **Programming** | HTML, CSS, JavaScript, Python |
| **Languages** | Polish (C2), English (C2), Dutch (B1), German (A1), French (A1) |
| **Interests** | Creative generative AI, culinary arts, gastronomy, (modular) fashion, comedy, experimental web design, publishing, taxonomy, epistemology, philosophy of language and technology, feminism, critical theory |