Curriculum Vitae

Personal information

Name: María Florencia Alonso

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Web site: https://flordefuego.github.io/ (personal web)
    https://c0d3-p03try.neocities.org/ (live coders duo)
    https://colectivo-de-livecoders.gitlab.io/blog/ (live coders collective)
    https://clic-gba-caba.gitlab.io/ (live coders collective)

Studies

Professor's degree in Fine Arts oriented to drawing, University of La Plata. (2018)
Thesis on course at bachelor's degree in Fine Arts, University of La Plata. (UNLP)

Diplomate degree on fullstack web developer on NodeJS and React. UTN. (March, 2021)

Head's teacher assistant at Photography and digital image from Fine Arts career, University of La Plata. (Since 2018).

Shaders programming workshop at National University on Arts (UNA) with Julián iPuppo. (2020)

Video and light stage workshop from Escuela de Arte y Oficios (TAE) del Teatro Argentino de la Ciudad de La Plata. (2017)

Electronic and Arduino workshop with Jorge Crowe, Laboratorio del Juguete. (2017)

Contemporary scenic stage workshop a with Claudia Billourou at Escuela de Arte y Oficios (TAE) del Teatro Argentino de la Ciudad de La Plata. (2016)

Exhibitions

Hydra introductory workshop in collaboration with Naoto Hieda at CC Fest (Processing Foundation), January 2021.

"GlitchMe" in collaboration with Naoto Hieda at CODAME festival, California. December 2020.

"Global Broadcast For a Total Eclipse: 2' 10" ", collaboration with Nicky Assmann, Rebecca Cummins, and Eric Parren. (December 2020)

Somerset House Studio Amplify DAI, residency. UK. (November 2020)

Hydra Meetup at Node Forum festival, Frankfurt. (October 2020)

"Nadar", virtual exhibition at Casa del Lago, UNAM, México. (October 2020)

"Fractal" at Mutek Montreal, Amplify DAI and British Council, October 2020.

"Electronic Feedback as Collaborative Creative Tool" Paper académico con Zachary Krall (Parsons School of Design, New York, U.S.) and "Free software Cumbia" live coding performance with c0d3 p03try at ICLC (International Conference on Live Coding),University of Limerick, Ireland. (February 2020).

Full dome Live Coding with Iris Saladino, Domo Lleno Festival 2019 en Bogotá, Colombia. (December 2019)

Performance visuales de live coding en Festival Teorema. (December 2019)

FemITconf, women IT's conference. Talk and performance about live coding with Iris Saladino. (November 2019)

Live Coding at "Noche de Los Museos" with CliC (colectivo de live coders). Universidad de Buenos Aires, UBA. (November 2019)

Live coding introductory talk at Fine Arts Faculty UNLP. (Octubre 2019)

Live coding visuals performance in collaboration with Whisky (dúo musical) en el Mutek Ar 2019 (September 2019)

Talk "Género, software y programación al vuelo desde Latinoamérica" at Centro de Cultura Digital (Ciudad de de México, July 2019)

Fulldome projections at Buenos Aires Planetarium with con CliC (Colectivo de Live Coders) (June 2019)

Audiovisual exhibition in Amsterdam with C0d3 p03try for JSNation, international conference on JavaScript (May 2019)

Exhibition at Art and programming laboratory, coordinated by Guido Corallo at Ricardo Rojas Cultural Center (UBA), Buenos Aires (May 2019)

Hydra talk at FLISOL LA PLATA, Computing Faculty UNLP (Mayo 2019)

Live coding performance in collaboration with Iris Saladino for Vivian Galban photography exhibition at Rolf Galería, Buenos Aires (April 2019)

Audiovisual performance atl Nano Mutek with Null collective(Live coding) (April 2019)

Live coding performance with Marianne Teixido (México) at Live coding Jam on LIMP Recoleta Cultural Center, Buenos Aires. (April 2019)

Organization and performance at TopLap 15th anniversary stream, at Cultural Area from Universidad del Este y CliC (Colectivo de Live Coders) (February 2019)

Talk "Imágenes y procesos digitales" at Conference La Plata. (2018)

Performance with CliC (Colectivo de live coders) at +Code Festival (November 2018)

Talk and demo with CliC at Sound week UNQ. (2018)

Performance and multimedia design for "T4" theater play, directed by Claudia Billourou at TAE del Teatro Argentino. (2018)

Visual Performance and design for "Lengua Cortada" Thesis bachelor Art degree from Gonzalo Monzón. La Plata, Argentina. UNLP (2017)

Technical assistance for collective thesis art degree "Lo inasible, fragmentos de un diálogo imposible" from Rosalba Cuevas y Almendra Zorrilla, La Plata, Argentina. UNLP (2017)

Multimedia stage design for "New Balance" theater plan directed by Claudia Billourou (2016)

"Obsoleto" Art installation at TAE Galería de la TAE (2016)

Illustration for the book "Conectar Igualdad" from Editorial EDULP (2015)

Art piece selected from Salón Provincial de Dibujo Molina Campos (2014)

Exhibition at Second Biennial University of Art from La Plata, Faculty of Arts UNLP (2012)

Exhibition at First Biennial University of Art from La Plata, Faculty of Arts UNLP (2010).

Jobs

Hydra software collaborator and meetup organizer.

Head's teacher assistant at Photography and digital image from Fine Arts career, University of La Plata. (Since 2018).

Teacher at "Computer studies" and "Art & Science: images and digital processes" at Martín Buber High School. (2020)

Hydra introductory workshop CCEBA Medialab (Spain-Argentina) (2020)

Cyber Poetry: Hydra, p5js, html. Workshop (December 2020 and February 2021)

"WIP Pequeño Festival de Artes Digitales y Sonoras" Hydra workshop and Performance at CC Matienzo (November 2019)

Images and digital processes workshop at TAE, Teatro Argentino de La Plata (June 2019)

Hydra y Tidal Cycles workshop at Mar del Mundo, Mar del Plata (May 2019)

Live coding workshop at Areka, Rosario Argentina (Abril 2019)

 "Images and digital processes" and "Light AMD video stage design" at TAE Argentinian Theater of La Plata (2018)