



Jakub Fiala – Curriculum Vitae

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Berlin

Germany

I'm an artist and software engineer with 10 years of experience building interactive and audiovisual applications on both web and native platforms. Interested in social ecology, utopian thinking, domain-driven design, and delightful & performant user experiences.

Work history

August 2015 – present

Creative Technologist (freelance)

Clients include: Greyworld, XL Recordings, Synervoz, Around.co, Zentrum für Netzkunst Berlin, Pikala Bikes, Kunstbar, Ynput

Jan 2020 - Dec 2023

Ecosia GmbH

Principal Engineer / Technical Lead

Jan 2018 – Jan 2019

British Broadcasting Corporation

Creative Technologist / Web Developer
BBC Research & Development

Sept 2016 – Jan 2018

Wellcome Trust

Senior Software Developer

Education

2015 - 2016

Goldsmiths, University of London

MSci Creative Computing

2012 - 2015

Goldsmiths, University of London

BSc Music Computing

2010 - 2012

Gymnázium Jura Hronca Bratislava

International Baccalaureate Diploma

Language skills

English – fluent (anglophone – CEFR C1)

German – fluent (CEFR B2/C1)

French – intermediate (CEFR B2)

Spanish – basic

Czech – fluent

Slovak – native

Selected artworks, performances & exhibitions

(collaborative works: co-authors shown in brackets)

Finding Gustavo, 2024, web-based game built within Google Street View

Tarot of the Latent Spaces, 2022, exhibited at Vorspiel Berlin, January 2022

Facciamo il Bosco (Eliza Collin), 2021, exhibited in Palermo, Sicily, Autumn 2020

Slices of the Ocean, Form 2019, CICA Museum, South Korea, September 2019

Immunotherapy (N. Matsumoto & N. Koetting), Talion Gallery, Tokyo, September 2019

Acheiropoieta, ANTIDEGREE show, Croydon Arts Store, 2019.

Climatotherapy (N. Matsumoto & N. Koetting), ASSEMBLY, London, Nov 2018

Made By Machine: When AI Met the Archive, BBC Four documentary, 2018

Alluvial Sharawadji with Tim Cowlshaw, Eufónic Festival, Catalunya, 2018


Scar Mechanics, score for Ana Mendes' Map Series performance, 2014

Selected publications, talks & workshops

School of Machines - 2025 Teaching the *Making Sound-Places* course

Hurry Up, We're Dreaming Issue #2 - Feb 2025 *Dead on the Roadside* [article](#)

HeyHuman! Artist Residency - Barcelona, Oct-Nov 2024 Development of *Finding Gustavo*, a web game based on Google Street View

Vue.js Berlin - Jan 2024 *Taproot: How Ecosia built an in-house web framework, and why you should, too*  Taproot

Uroboros Festival - 2021 *Arcana in the Feed: Navigating the Internet* [video](#)

Uroboros Festival - 2020 *Oracles for Troubling Times: Designing new divination systems* [video](#)

Web Audio Conference - 2018 *r-audio: Declarative, reactive and flexible Web Audio graphs in React* [video](#)

Sónar+D - 2018 *Singing with Machines* workshop on behalf of BBC Research&Development (with Tim Cowlshaw) [link](#)

Global AI Hackathon Seoul - 2016 First prize (with Hadeel Ayoub and Leon Fedden) [link](#)

International Conference on Live Interfaces - 2016 Uni. of Sussex.
"Collaborative coding interfaces on the Web" (with Dr. M. Grierson and Dr. M. Yee-King) [link](#)

Web Audio Conference - 2015 IRCAM, Paris. *Meyda: an audio feature extraction library for the Web Audio API* (with H. Rawlinson and N. Segal) [video](#)