Margo Nowicka

I am a new media visual artist and animator. My artistic and research interests reside in introspecting the turmoils of social anxiety, extrospecting the technological determinism in the age of computation, as well as questioning the dimension along which the specting is being done.

I come from Wrocław, Poland and am currently based in Helsinki, Finland.

Artistic portfolio: margonowicka.com
Programming portfolio: github.com/nowickam
Contact: mngnowicka@gmail.com

Education

2021-2023   **MA in New Media, Aalto University**, Espoo, Finland

2018-2020   **Student exchange in Information and Communication Technology, Kungliga Tekniska Högskolan**, Stockholm, Sweden

2017-2021   **BSc in Computer Science, Warsaw University Of Technology**, Warsaw, Poland

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Work

2.2023-5.2023   **Projection Designer in the "Rottien pyhimys" musical** at Musiikkiteatteri Kapsäkki, Helsinki, Finland
Collaborated on the stage projections which were interacting with the actors and the storyline.

1.2023-3.2023   **Projection Designer in the "Ihmisen jälkeen / Posthuman" chamber opera** at the Dance House Helsinki, Helsinki, Finland
Collaborated on the stage projections by utilizing generative and artificial life simulations, and 3D animation.

10.2022-12.2022   **Research Assistant**, **Department of Art and Media**, **Aalto University**, Espoo, Finland
Taught an introductory course on web development for visual communication students and assisted in teaching creative coding.

6.2022-8.2022   **Research Assistant**, **Department of Art and Media**, **Aalto University**, Espoo, Finland
Visualized human genome analysis data for a scrollytelling website as a part of the nation-wide research project FinnGen: https://geneviz.aalto.fi/what-is-finngen.

| 7.2020-9.2020, 7.2021-9.2021, 11.2021-5.2023 | **Research Assistant, Department of Computer Science, Aalto University**, Espoo, Finland |
| | Utilized algorithmic and graph-theoretic approach for a scientific visualization of the interactions between DNA strands. |

Grants and achievements

Highest grade (5) for the **MA thesis** "Aurinko and Selene: Conceptual influences of computation in culture and science through the lens of Finnish genetic study" https://urn.fi/URN:NBN:fi:aalto-202312037039

Short animation "Takeoff" **planetarium performance** in Tartu, **Official Selection** in Berlin and **Open Call Winner** in Wrocław

Department of Art and Media **grant** for traveling to the Fredrikstad Animation Festival 2022

Short animation "Dysmorphia" **Official Selection** in Fredrikstad, Bethel CT, Helsinki, Rio De Janeiro, Wrocław

S*umma cum laude* with BSc thesis "Audio-driven facial animation" implementing machine learning approach to algorithmically generate convincing facial animation for human speech

"Automated Rendering of DNA Strand Displacement Systems" **poster presentation** in the International Conference on Unconventional Computation and Natural Computation, Espoo, Finland and the 29th International Conference on DNA Computing and Molecular Programming, Sendai, Japan

Warsaw University of Technology Rector's **scholarship** for high academic performance for 2020/21

Skills

3D animation (Blender, Maya),
2D animation (TVPaint),
generative programming (Processing, p5js, GLSL),
web development (HTML, CSS, JavaScript, React),
audiovisual exhibition and performance (TouchDesigner, PureData, Python, C++, Adobe Premiere)

Languages

Polish	native
English	fluent
German	basic