

I am a new media artist and independent researcher. My current artistic and research interests reside in deconstructing the totalistic discourses of computation. I want to foster a more critical and situated understanding of computer logic by working on new algorithmic aesthetics.

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

5/5 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>.

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

Summa cum laude with the BSc thesis “Audio-driven facial animation” using machine learning to algorithmically generate convincing facial animation for human speech.

Warsaw University of Technology Rector’s scholarship for high academic performance for 2020/21.

2019-2020 Student exchange in Information and Communication Technology, Kungliga Tekniska Högskolan, Stockholm, Sweden

Projects

2024 Lines of Descent Exhibition Designer

Graphic design and curation for the exhibition at Helsinki Central Library Oodi on the collaboration between the Information Design focus group at Aalto University and Finngen genetic research project.

<https://www.aalto.fi/en/events/lines-of-descent-data-visualisation-tools-to-empower-genetic-research>

2024 Animation Director for “Aurinko and Selene”

Direction of the 2D short animation “Aurinko and Selene” as part of the MA thesis. Exhibited in the:

Lines of Descent exhibition in Helsinki Central Library Oodi, Helsinki, Finland,

Media Lab 30 Years exhibition, Aalto University, Espoo, Finland.

<https://vimeo.com/1012287261>

2023 Projection Designer in the “Rottien pyhimys” musical

Design of the stage projections for a musical directed by Reetta Ristimäki based on the novel by Anneli Kanto.

TouchDesigner interactive projections and formal grammar visualisation. Performed in:

Musiikkiteatteri Kapsäkki, Helsinki, Finland,

Aleksanterin teatteri, Helsinki, Finland.

<https://www.gretatuotanto.fi/rottiin-pyhimys>

2023 Generative Video Designer in the “Ihmisen jälkeen / Posthuman” chamber opera

Video production for an experimental chamber opera written and directed by Temu Mäki in collaboration with composer Max Savikangas. Generative and artificial life simulations, 3D animation. Performed in Dance House Helsinki, Helsinki, Finland.

<https://www.teemumaki.com/theater-posthuman.html>

2023 Animation Director for “Takeoff” slam poetry performance

Direction of a short animation visualizing a poem by Giovanni Baudonck using 3D procedural modeling. A part of the Urban Travel Machines project, co-funded by the Creative Europe Programme of the European Union. Presented as an immersive slam poetry performance in the planetariums:

Prima Vista Literary Festival, Tartu, Estonia,
Brussels Poetry Fest, Brussels, Belgium.

Official Selection in:

ZEBRA Poetry Film Festival 2023, Berlin, Germany,
Tokyo International Short Film Festival, Tokyo, Japan,
New York Tri-State International Film Festival, New York, USA,
Les Instants Vidéo, Marseille, France.

Awards:

Open Call Winner in new media urban festival Kinomural 2023, Wrocław, Poland.

<https://utm.ap-arts.be/>

2022 Lecturer and Teaching Assistant in Aalto University

Teaching of an introductory course on web development for visual communication Master's students and assistance in the teaching of a creative coding course.

2022 Research Assistant in a science communication project in Aalto University

Visualization of the human genome analysis data for a scrollytelling website as a part of the genetic research project FinnGen.

<https://geneviz.aalto.fi/what-is-finnngen>

2022 Animation Director for “Dysmorphia”

Direction of a 3D short animation on the themes of self image and social anxiety.

Presented in:

Media Lab 30 Years 1999-2022 Animation Showreel,
Spring Demo Day 2022, Aalto Media Lab.

Official Selection in:

Fredrikstad Animation Festival 2022, Fredrikstad, Norway,
15th Annual Short Short Story Film Festival, Bethel CT, USA,
23. Animatricks International Animation Festival, Helsinki, Finland,
17th Anim!Arte - International Student Animation Festival of Brazil, Rio De Janeiro, Brazil,
Kinomural 2023, Wrocław Poland.

Grants:

2022 Department of Art and Media grant.

2020-2022 Research Assistant in Natural Computation research group in Aalto University

Scientific visualization of the interactions between DNA strands utilizing algorithmic and graph-theoretic approach.

Poster presentation in:

International Conference on Unconventional Computation and Natural Computation 2021, Espoo, Finland,

29th International Conference on DNA Computing and Molecular Programming, Sendai, Japan.

Published in the International Conference on Unconventional Computation and Natural Computation 2024, Pohang, Korea.

https://link.springer.com/chapter/10.1007/978-3-031-63742-1_14

Skills

generative programming (Processing, p5js, GLSL, openFrameworks)

data visualization (D3.js, THREE.js)

web development (HTML, CSS, JavaScript, React)

audiovisual exhibition and performance (TouchDesigner, PureData, Python, C++, Premiere, Kinect)

3D animation (Blender, Maya)

2D animation (TVPaint)

electronics (Arduino, Bela)

programming (C, C++, C#, Python, Java, JavaScript)

graphic design (Photoshop, InDesign)

Languages

Polish	native
English	fluent
German	basic