

Matthew Plummer-Fernandez

BEng (KCL), MA (RCA), PhD (Lond)

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DOB: 22 Aug 1982, London, UK

Lived in Cali, Colombia 1989 - 1999

Education

2019 PhD Design, Goldsmiths, University of London

2009 MA Design Products, Royal College of Art

2007 Diploma Graphic Design, University of Creative Arts, Epsom

2005 BEng Computer-aided mechanical engineering, Kings College London

Selected Research

2019 Doctoral thesis, *The art of bots: A practice-based study of the multiplicity, entanglements and figuration of sociocomputational assemblages*. Goldsmiths, University of London

2018 Book, *Energy Babble* (Gaver et al) Mattering Press

2015 Article, *Speculative Method and Twitter: Bots, Energy and Three Conceptual Characters* (Wilkie, Michael, Plummer-Fernandez). The Sociological Review, 63(1), pp.79-101.

2015 Article, *Energy Babble: Mixing Environmentally-Oriented Internet Content to Engage Energy Groups* (Gaver et al). Proceedings of CHI, pp.1115 - 1124.

2012—2019 *Algopop* (informal research blog and ongoing lectures) (algopop.tumblr.com)

Selected Lectures

2019 The Photographers' Gallery, London, UK

2018 Design Museum, London, UK

2018 Tentacular Festival, Madrid, ES

2018 St John's University, York, UK

2018 Arte Alameda, Mexico City, MX

2017 Resonate Festival, Belgrade, RS

2017 Centre Pompidou, Paris, FR

2017 London College of Communication, London, UK

2016 Carrol/Fletcher Gallery, London, UK

2016 V&A Museum, *Botsummit*, London, UK

2015 Fiber Festival, Amsterdam, NL

2015 Futureeverything, Manchester, UK

2015 Transmediale, Berlin, DE

2015 Sculpture Network, Linz, DE

2015 The Nieuwe Instituut, Rotterdam, NL

2015 The Story, London, UK

2015 Arts Council, *Digital Utopias*, Hull, UK

2014 Ars Electronica, Linz, DE

2014 Central Saint Martins, London, UK

2013 Parasol Unit Art Foundation, London, UK

Employment: Teaching

2019 Visiting tutor, School of Machines, Berlin DE

2013—2018 Tutor, BA Design, Goldsmiths, UK

2014 MA Interaction Design, Goldsmiths, UK

2017 Visiting tutor, Fundación Telefonica, Lima

2015 Visiting tutor, Bartlett, UCL, London, UK

2015 Visiting tutor, Hyperwerk, Basel, CH

2014 Visiting tutor, ECAL, Lausanne, CH

2012 Workshop, London Design Festival, UK

2002—2004 Maths Tutor, Mathsworks (Higher Ed.) Kingston, UK

Employment: Research, design, technology

2019 Creative Technologist, Manchester International Festival, Manchester

2012—2014 Research Associate and Creative Technologist, Interaction Research Studio, Goldsmiths, London

2010—2012 Interaction designer, Rolf Sachs Studio, London

2009—2010 Creative Technologist, Digit London

2005—2009 Freelance designer – various

Funding and Grants

2014—2017 AHRC Design Star Centre for Doctoral Training, funding award

2016—2018 Somerset House Studios residency

2015 Innovate UK & Arts Council funding

2015 Whitebuilding residency, London

Awards

2014 Prix Ars Electronica, Award of Distinction

2009 FX Breakthrough Talent of the Year Award

2009 Royal Society, Royal College of Art, Award

2002 Kings College London Engineer's Association Award

Collections

2017 Centre Pompidou, Paris, FR

Solo Shows

2019 *Rozsirene Autorstvo*, Bratislava, SK

2017 *No Backups for 1909 days*, London, UK

2017 *Shiv Integer*, with Julien Deswaef, iMal, BE

2016 *Material Want*, with JODI, at iMal, BE

2016 Stanley Picker Gallery, Kingston, UK

2015 *Hard Copy*, Nome Gallery, Berlin, DE

2015 *Color Gamut*, Zhulong Gallery, Dallas, US

Selected Group Shows

2019 *Future Relics*, Vector Festival, Toronto CA

2019 *Artistic Intelligence*, Kunstverein Hannover, DE

2018 *Good Grief*, Somerset House, London, UK

2018 *York Mediale*, York, UK

2018 *kanal* Centre Pompidou, Brussels, BE

2018 *Spime*, Museum of Art Nuoro, Sardinia, IT

2017 *Materialising the Internet*, MU Gallery, NL

2017 *Open Codes*, ZKM, Karlsruhe, DE

2017 *States of Play*, Humber St Gallery, Hull, UK

2017 *HeK showcase*, Liste, Art Basel, Basel, CH

2017 *Fiber Festival*, Amsterdam NL

2017 *Imprimer Le Monde*, Pompidou Centre, Paris, FR

2017 *The Good, the Bad, the Ugly*, NCCD, UK

2017 *Objects of Transcendence*, Watermans, UK

2016 *Into the Wild*, Somerset House, London, UK

2016 *Art of Bots*, Somerset House, London, UK

2015 *Abandon Normal Devices Festival*, Grizedale Forest, Lake District, UK

2015 *Digital Design Weekend*, V&A, UK

2015 *Staying with The Trouble*, Whitebuilding, London, UK

2015 *Algorithmic Rubbish* Stedelijk Museum Bureau, Amsterdam, NL

2015 *The Subterranean*, Fiber Festival, Amsterdam, NL

2015 *Plastic*, The Nieuwe Instituut, NL

2015 *X+1*, Musée d'art contemporain de Montréal CA

2014 *The Printed Object*, Onassis Centre, Athens, GR

2014 *Internet Yama-Ichi*, Brussels, BE

2014 *Cyberarts*, Ars Electronica, Linz, AT

2014 *The New Sublime*, Phoenix Gallery, Brighton, UK

2013 *AND Festival*, FACT, Liverpool, UK

2013 *Bensimon Gallery*, Paris, FR

2012 *Coded Perceptions*, Setup, Utrecht, NL

2012 *Generator.x 3.0*, iMal, Brussels, BE

2009 *Show 2*, Royal College of Art, London, UK

2008 *Crashland*, Tokyo, JP

2008 *Designersblock*, Milan, IT

2007 *Designersblock*, Milan, IT

2007 *Designersblock*, London Design Festival, UK

Curation

2018 *My Wall is Your Filter Bubble*, Arte Alameda, Mexico City

2017 *My Wall is Your Filter Bubble*, Abandon Normal Devices Festival, Peak District

2016 *Art of Bots*, Abandon Normal Devices, Somerset House

Selected Press and Publications

2018 Ian Youngs for BBC

2018 Cory Doctorow for Boing Boing

2017 Paul Soulellis, *Printed Web 5*, Bot Anthologia

2016 Alex Hern for the Guardian

2016 Annalee Newitz for *Ars Technica*

2016 Nicolas Nova, *Dadabots* (book)

2015 Regine Debatty, interview for WMMNA

2015 *Digital Handmade*, Thames & Hudson (book)

2015 Anne Kohlick, *Monopol Magazin*, DE

2015 Katie Collins, *Wired UK*

2014 *Printing Things*, Gestalten (book)

2014 Madeleine Morley for *It's Nice That*

2014 Regine Debatty, *Artists in laboratories*, Interview

2013 Aleks Krotoski, *The Guardian*, Podcast Interview

2013 Andy Greenberg for *Forbes*

2013 Liat Clark for *Wired*, UK

2013 Greg Smith, *Creative Applications*, interview

2012 *High Touch*, Gestalten (book)

2008 *Data Flow*, Gestalten (book)

Skills

Areas of expertise:

bots, generative art, 3D modelling, digital fabrication, kinetic installations, human-computer interaction, Internet-of-Things, Augmented Reality, Virtual Reality, ios apps, AI

Programming (advanced):

Python, Processing

Programming (intermediate):

Java, JavaScript, C++, Lua, HTML + CSS

Physical Computing:

Arduino, Raspberry Pi, Eagle (PCB Design), Sensors, Motors, LEDs, Audio devices

Digital Fabrication:

3D Printing, Lasercutting, waterjet, CNC

Computer Graphics:

Blender, Processing, Meshmixer, threeJS

Graphic Design:

Photoshop, Illustrator, InDesign