# Matthew Plummer Fernández

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 and Writing

*2021 CVPR Conference – selected for exhibition*

*2020* Article, *Bots vs AI Art*, Art in America

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

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

*2012—2021* Blog, *Algopop* (algopop.tumblr.com)

## Selected Lectures

*2020* Node Festival, Berlin, DE

*2019* The Photographers' Gallery, London, UK

*2019* Document 1, UAL CCI, 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* Futureverything, 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

*2021—Assistant Researcher*, Forensic Architecture, Goldsmiths, UK

*2020—2021,* Lecturer, MA Emergent Technologies, School of Digital Art (SODA), MMU, Manchester UK

*2021* Artist Fellow, U of Applied Arts, Vienna, AT

*2020—* Associate Lecturer, Creative Computing Institute, UAL, London UK

*2020* Associate Lecturer, MA Design Expanded Practice, Goldsmiths, UK

*2020* Visiting tutor, U of Applied Arts, Vienna, AT

*2019* Associate Lecturer, MA Interaction, LCC, UK

*2019* Associate Lecturer, BA UX Design, LCC, UK

*2019* Visiting tutor, School of Machines, Berlin DE

*2013—2018* Tutor, BA Design, Goldsmiths, UK

*2014* Tutor, 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—2020* Creative Technologist, Manchester International Festival, Manchester. UK

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

*2010—2012* Interaction designer, Rolf Sachs Studio, London, UK

*2009—2010* Creative Technologist, Digit London

*2005—2009* Freelance designer – various

## Funding and Grants

*2021* Artists and Machine Intelligence grant

*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

*2004* D&AD Student Award

*2002* Kings College London Engineer's Association Award

## Collections

*2017* Centre Pompidou, Paris, FR

*2016* iMal, Brussels, BE

## 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

*2021* Pompidou permanent collection gallery, Paris, FR

*2020* Pompidou, Hong-Kong, CN

*2020* NOME gallery, Berlin, DE

*2019 Mind the Deep,* MCaM, Shanghai, CN

*2019 NEoN* Festival, Dundee, UK

*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, Ultrecht, 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

*2021* Tega Brain, Golan Levin – Code as Creative Medium (book)

*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*:

Creative AI, bots, generative art, CGI animation and 3D modelling, digital fabrication, Human-Computer Interaction, Internet-of-Things, Augmented Reality, Unreal Engine

*Programming (advanced)*:

Python (Web, AI, Python-Blender)

Processing / P5JS

RunwayML

*Programming (intermediate)*:

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

Tensorflow, PyTorch

*Physical Computing*:

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

*Digital Fabrication*:

3D Printing, Lasercutting, waterjet, CNC

*Computer Graphics*:

Blender, Unreal, threeJS

*Graphic Design*:

Photoshop, Illustrator, After-Effects, InDesign, GIMP