Matthew Plummer-Fernandez

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

plummerfernandez.com

matthew@plummerfernandez.com

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* 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**

*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, 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**

*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