

Bee Nix

New Media Artist & Researcher | Systems • Play • Fabrication • Unstable Media
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EDUCATION

MFA, **Interactive Design & Game Development** | Savannah College of Art & Design (2025)
Focus: game, level, and system design; play theory

BFA, **Design and Multimedia** | Northern Illinois University (2016)

Focus: new media art and animation

PRACTICE / RESEARCH

My work investigates play, systems, and emergent behavior across digital and physical media through interactive installations, experimental animation, and game environments. I work with unstable media, real-time engines, and fabrication processes to examine how rules, automation, and technical systems shape perception, agency, and collective behavior.

Digital Tools: Adobe Creative Suite; Blender; Fusion360; Unreal Engine; Arduino; Processing

TEACHING & INSTRUCTION

Guest Lecturer / Workshop Instructor

- DXARTS, University of Washington (2020) — 2-day lecture & workshop, *Breaking an Image* (databending, moshing, experimental media workflows)
- University of Chicago, NOT.GLI.TCH/H (2023) — talk on online community and collective digital practice
- FUBAR, MaMa, Zagreb (2023) — lecture, *No One Way To Play* (play, systems, media practice)
- FUBAR (2021–2022) — virtual gallery walkthroughs and moderated discussions

Teaching Assistant

- Chicago School of Guitar Making (2017) — basic electronics instruction, labs, troubleshooting

Mentoring / Technical Training

- Led internship programs and trained teams in fabrication, CNC workflows, and interactive systems (Illumivation Studios)
- Trained staff in arcade/pinball system troubleshooting and maintenance (Pins Mechanical)

SELECTED CREATIVE WORK

- 2025 — Video Artist Conclave | Pittsburgh, PA | musical color instrument made in Unreal Engine
2023 — Fractal: Order in Chaos Video Art Group Exhibition | Tehran, Iran | 2D-animation
2022 — FUBAR | Zagreb, Croatia | 2D-animation
2022 — IMAGE PLAY - International Video Art Festival | Funchal, Madeira - Portugal | 3D Videos
2021 — Connection | Dispatch Gallery - Chicago, IL | video of 3D-live performance
2021 — Glitch: Pixel Language, Vol. 02 | Bavan Gallery - Tehran, Iran | 2D-animations
2020 — Hyperborean | Elastic Arts - Chicago, IL | live interactive performance collaboration
2018 — SHRINE | Digital Art Demo Space - Chicago, IL | live interactive performance collaboration
2017 — what | Autotelic Studios - Chicago, IL | interactive sculpture installation, *solo exhibition
2017 — G.A.I.D. | Gamut Gallery - Minneapolis, MN | 2D-animation video & 3D-printed sculptures
2016 — Welcome To The End | The Franklin - Chicago, IL | 1-minute 2D-animation video
2016 — Affreightments | Gunder Exhibitions - Chicago, IL | video mapped 3D-animations

SELECTED LECTURES & PANELS (not previously listed)

2023 — MFRU - International Festival of Computer Arts | Maribor, Slovenia | Panel speaker on Sustainability and Autonomy of Digital Art

2021-22 — FUBAR | Zagreb, Croatia | virtual gallery walkthrough and discussions

2018 — bluex80 | Villette Makerz, Paris, France | interactive lecture performance on digital identity

SELECTED CURATORIAL & COMMUNITY PRACTICE

August 2025 — Video Sync | Portland, OR, USA | Guest Curator

Fall of 2024 - Present — FUBAR | Croatia and Online | Curator/Moderator

October 2024 — Glitch'N'Games | Pittsburgh, USA | Curator/Producer

Nov. 2019 - Mar. 2020 — EPICENTRE, The Wrong Biennale | Spain | Guest Curator

October 2019 — Nuit Blanche, Glitch Art at Villette Makerz | Paris, France | Guest Curator

2016 - Present — Glitch Artists Collective | FB 90K & IG 111K+ | Curator/Admin/Organizer

RELEVANT PROFESSIONAL EXPERIENCE

Children's Museum of Pittsburgh — April 2025-Present, Pittsburgh, PA

Exhibit Build/Design Specialist

Design and build interactive, play-based exhibits; support artists-in-residence; prototype installations integrating mechanical systems and microcontrollers with an emphasis on accessibility and sustainability.

Voyre360 — 2019-2022, Chicago, IL

Video Editor, MoGraph Artist

360/180 VR video editing, stitching, stabilization, masking, and motion graphics for headset delivery in the non-profit and commercial sectors.

Illumination Studios, LLC — 2018-2021, Chicago, IL

Lead Designer / Fabricator Floor Lead (2018-2021)

Led teams and internship program; oversaw CNC fabrication; designed and produced large-scale interactive installations for public and commercial contexts.

Additional experience (available on request):

JBTV Studios; Pins Mechanical; Chicago School of Guitar Making