

PROFESSIONAL PROFILE

Multidisciplinary artist and producer, co-working with tech in artistic settings for the past 8 years. With vast experience in managing and developing creative productions, and detailed knowledge of various softwares and hardwares, I provide unique interactive spaces that resonate with audiences. Passionate about creating experiences of genuine connection through art and technology.

KEY SKILLS

Languages:

- Portuguese (native)
- English (C1)
- German (C1)
- Spanish (B1)

Coding experience:

- Arduino (C++)
- TouchDesigner
- Isadora
- Python
- Javascript

Other skills:

- Excellent organizational and time management abilities
- Independency and ability to manage multiple priorities simultaneously
- Proficiency in financial management
- Strong communication and leadership skills

PROFESSIONAL EXPERIENCE

Resident artist and producer

HAU Hebbel am Ufer and Schaubude, 11.2020 - 04.2024

Research and development of hybrid alternative platforms for theatre and dance using various softwares and sensors, mentored by dgtl fmmsm.

- Investigating how human feelings and emotions could be expanded through tech, creating an integrated experience of empathy;
- Managing resources and a team of five artists, technicians and programmers;
- Coordinating all aspects of production, including scheduling, budgeting, resource allocation, and logistics;
- Developing and coding a physical installation and a digital space in Unity, promoting interactivity;
- Successfully awarded grants by the Funding program for digital development in the cultural sector of the Berlin Senate Department for Culture and Europe; and Performing Arts Fund with from the Federal Government Commissioner for Culture and Media of Berlin, Germany.

Resident artist and producer

OnSite Festival at the Brücke Museum - 08.2023

Research on interactivity to invite new publics to galleries, specially people with disabilities, in an installation that allows conversations between humans and nature.

- Conducting surveys and recruiting participants;
- Research on the history and ecological aspects of the museum area;
- Development of an interactive installation in which participants hear stories and sounds by touching elements of the museum's forest, triggered by sensors and Isadora software;
- Promoting and distributing a finished project to the museum, maximizing its exposure and impact;
- Successfully awarded grant by the DRAUSSENSTADT initiative, funded by the Senate Department for Culture and Europe and the Foundation for Cultural Education and Cultural Counselling of Berlin, Germany.

Art installation research

Autonomous (TakeHeart Funding) , 10.2022 - 12.2022

Research on how the violence of digital colonialism can be transformed into means of resistance, connecting it to native performance practices.

- Researching native and traditional cultural practices of different communities;
- Collaborating with other creative professionals to develop scripts, storyboards, and visuals;
- Creating and coding several prototypes of installations that blend digital and physical elements and performance, to expand native practices in the virtual realm;
- Successfully awarded grant by Fonds Darstellende Künste with funds from the Federal Government Commissioner for Culture and the Media of Berlin, Germany.

Resident artist and producer

LAKE Studios - 09.2021 and 08.2022 - 09.2022

Production of installations that technology can be used to expand artistic practices, destroying and reconceiving notions and promoting interactivity.

- Investigating long-distance interactivity in through sensors and the Isadora software;
- Creating and training an AI model as a co-performer for theatre settings;
- Exploring interaction between physical and virtual bodies with motion capture suits;
- Hiring and manage talent, crews and equipment necessary for production;
- Successfully awarded grant by the Tanzpakt Reconnect with Federal funds from the Federal Government Commissioner for Culture and the Media of Berlin, Germany.

Art installation research

Autonomous (TakeHeart Funding) , 02.2022 - 04.2022

Research on intimacy in the blend of physical and digital spheres, by exploring sensibility in virtual settings, and flexibility in rigid bone structures.

- Exploring how non verbal communication in physical dialogues (dance, moment, performance) can tell stories through digital accessories and sensors;
- Wiring, coding and mapping sensors, and developing prototypes for an installation;
- Interfacing with prospective clients to understand their vision, objectives, and expectations, and ensure that project deliverables meet their needs;
- Successfully awarded grant by Fonds Darstellende Künste with funds from the Federal Government Commissioner for Culture and the Media of Berlin, Germany.

ACADEMIC HISTORY AND STUDIES

Masters degree in Computational Arts, current - 2024

Goldsmiths University of London

Postgraduate degree in Sociology, History and Philosophy, First class honours, 2022.

Pontifícia Universidade Católica do Rio Grande do Sul

Final paper analyses how collectively processed traumas are expressed in the culture of these communities through materiality, imagining utopias of these scenarios in the virtual realm.

Bachelor of Theater, First class honours, 2018.

Célia Helena Center for Arts and Education

Final paper investigates the use of kinaesthetic empathy to bring audience and performer closer together through a neuroaesthetic approach.

High School with Associate's degree in International Trade

Colégio Visconde de Porto Seguro