

# Giovanni Muzio

Artist and Creative Coder



## ABOUT | CV



Amsterdam (NL) / Napoli (IT) - 2019

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Giovanni Muzio (kesson) is an artist and researcher, graduated in New Media Arts. In his work he defines time as an abstract dimension, where matter is created and evolves continuously in imaginary landscapes. He works mostly with algorithms, mathematical formulas, in the intersection of order and chaos. The unpredictability of randomness and fortuity is mixed with the order and aesthetics of maths, in a combination that leads to poetic hallucinations, often in synergy with the sounds. The audience is a fundamental part of his work, which is often actively involved in work itself.

He exhibited in several international festivals of Electronic Arts, including Sonar Reykjavik, International Conference on Live Coding, Live Performers Meeting and Fluss Festival. With an upcoming exhibition in Los Angeles at World of Light, he got featured in international galleries and art networks, like Nyx Gallery in Boston (USA), raster-media, Dong Gallery Taipei, LaLaPort Yokohama and FRAMED\*. He co-founded mediaintegrati, an Italian group of artists in which he was also a former member.

His aesthetics is minimal nevertheless it is also inspired by the uncanny quality of complexity, synthesized in geometric shapes with few colours, lines of lights, real data converted in abstract geometries, inspired by the cyberpunk and Sci-Fi imaginary.

# SKILLS

I am creating interactive experiences using

- Adobe Suite (Photoshop, Illustrator, InDesign, After Effects, Premier Pro)
- Java, Processing
- C++, OpenGL, GLSL, openFrameworks
- Javascript, p5.js, three.js, WebGL
- Network tools (Node.js, Web API)
- Python
- Pure Data, Max MSP, WebAudio API, Tone.js
- Microcontrollers (Arduino, PICAXE)
- Embedded systems (Raspberry, BeagleBoard), Sensors, Motors
- Depth cameras (Intel Real-Sense, Kinect, Leap Motion Controller)
- Motion Tracking, Skeleton Tracking
- Machine Learning, Object Classification, Computer Vision
- Projection Mapping tools (MadMapper)

by doing

- Interactive 3D installations
- Real Time Data Visualization
- Generative/Parametric Art and Design
- Music videos
- Live Visuals performance and Live Coding performances
- Interactive Websites
- Multiscreen installations
- Light installations
- Projection Mappings
- Many more things...

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# EDUCATION

2009 - 2013 - New Technologies of Arts, bachelor degree | Academy of Fine Arts of Naples (Naples, IT)

2013 - 2015 - New Media Arts, master degree | Academy of Fine Arts of Naples (Naples, IT)

## EMPLOYMENT HISTORY

2010 - 2016 - Artist and Creative Technologist | mediaintegrati (Naples, IT)

2016 - Present - Creative Technologist | MOBGEN - Accenture Interactive Lab (Amsterdam, NL)

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## TEACHING

2013 - Creative Coding with Processing, workshop | Academy of Fine Arts of Naples (Naples, IT)

2014 - Creative Coding with Processing, workshop | Academy of Fine Arts of Naples (Naples, IT)

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## FEATURINGS

2019 - NAVA Community | Reykjavik (IS)

2018 - seastorm | FRAMED\* gallery

2016 - Nyx Gallery

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## UPCOMING SHOWS

2019 - World of Light | Exhibition, Los Angeles (US-CA)

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## SELECTED VIDEO WORKS

2018 - retina.it // horses | Official video, released on raster-media, premiered on Self-Titled

2018 - Bola - Avantual | Official video

2018 - Vortex Count - Metthb | Official video

2017 - Trained by machine | Short movie

2017 - Isolat Pattern - Indolent Princess | Official video

2016 - Sixth Minor - Amygdalae teaser | Teaser for newcoming album by Sixth Minor

2016 - ne.ipse.unus - AV02 | Official video

2014 - Daryo Bass - NO/Sen | Official video

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## SELECTED PERFORMANCES

2019 - .superformula | Algorave closing party at Drop The Milk, Filmcafe Utrecht (NL)

2019 - .superformula | Live Coding Performance | TOPLAP 15th birthday, worldwide streaming

2019 - .superformula | Performance | Processing Community Day Amsterdam, Amsterdam (NL)

2019 - .superformula | Performance | International Conference on Live Coding 2019, Madrid (ES)

2018 - Live Coding | Algo-Rhythms @WORM Rotterdam w/ Netherlands Coding Live | Rotterdam (NL)

2018 - A/V performance, w/ CAO | Sonar Reykjavík (IS)

2017 - visual.sync | a·mor·phous AV Fest | Caldas Da Rainha (PT)

2017 - visual.sync | LPM Amsterdam 2017 | Amsterdam (NL)

2016 - ne.ipse.unus A/V | Amen | Salerno (IT)

2016 - Live Visuals w/ Flussi crew | Flussi Festival | Avellino (IT)

2016 - Live Visuals | Migrazioni | Naples (IT)

2016 - Live Visuals | Evo Festival, Salerno (IT)

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## SELECTED EXHIBITIONS AND WORKS

2019 - .seastorm | Screen installation, LaLaPort, Yokohama (JP)

2019 - .seastorm | 95 meters screen installation, Dong Gallery, Taipei (TW)

2019 - Different Approaches To Code | Talk | Processing Community Day Amsterdam, Amsterdam (NL)

2018 - pixel cloud | w/ MOBGEN:Lab | Accenture Innovation Awards, Utrecht (NL)

2018 - Kakushin | w/ MOBGEN:Lab | Accenture Innovation Center, ITO, Amsterdam (NL)

