Kevin Kripper

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Education
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- **MFA in Electronic Integrated Arts**, Alfred University.
  New York, USA, 2023.

- **Technical Degree in Electroacustic Art**, Technological Institute ORT.
  Buenos Aires, Argentina, 2012 — Graduated with best GPA.

Professional Development
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- **Artist Residency,** FEED.art — 2023
  1-week residency with Phase Shift collective working on site specific installations, an audiovisual performance and giving a video-synthesis workshop.

- **Courses within the Electronic Arts B.A.,** University of Tres de Febrero — 2014-2018
  Completed 23 term courses that included new media theory, history of the electronic arts, programming & electronics, art & culture and artwork practices.

- **Toolmaker Residency,** Signal Culture — 2017
  2-week residency to experiment with vintage video gear under the mentoring of toolmaker Dave Jones. The results were a series of updates for my project Vsynth.

- **Fulldome Residency,** Festival "+CODE" & Planetarium "Galileo Galilei" — 2018
  Theoretical and practical course on different fulldome projection techniques exploring participants' work.

- **Fulldome Residency,** Festival "UVM" & Planetarium "Galileo Galilei" — 2015-2016
  Seminars on the history of visual music and fulldome format. Techniques and practices with a non-real time version of my piece Chromatic Symphony.

- **Workshops on GLSL Shaders**, Art Lab & Gallery "Espacio Pla" — 2016-2017
  Introductory and Advanced course with programmer and artist Guido Corallo.

- **Workshop with artist Sadam Fujioka,** MUNTREF Art and Science Center — 2015
  A full-day seminar based on the review of participants' artwork.

- **Workshop on Max/MSP/Jitter & Arduino,** Cultural Center "San Martín" — 2012
  Semester with multimedia artist and developer Nahuel Sauza.

- **Workshop on Real Time Audiovisual Performance**, Palermo University — 2012
  3-day intensive seminar on Ableton Live, Max for Live, and Interactivity with everyday items. Taught by sound and visual artists Jorge Haro and Fabián Kesler.

- **Workshop on Audio Restoration,** Institute of Musicology "Carlos Vega" — 2010
  - Month-long seminar on different audio restoration techniques and practices.

Professional Experience (teaching positions highlighted)
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- **AR Developer** — present
  - - [Official Spark AR Partner.](#) Developer of AR campaigns for Meta.
  - - Instagram & Facebook camera filters developer as [Amazing Spark Stuff](#) for different advertising agencies and general audience.

- **Creator at [Patreon](#)** — 2018-present
  - Patreon is a crowdfunding membership-based website for creative projects. For a small fee, my subscribers can unlock the newest Vsynth features and daily patches.

- **Indie Software Developer** — 2012-present
  - Maker of Max-based standalone apps, packages and Ableton Live plugins for my own art practices and also for sound & visual artists and enthusiasts around the world. My latest contribution is a set of patches for 2023 Aphex Twin concerts.

- **Max & Vsynth Instructor** — 2016-present
  - In person and virtual classes on digital video-synthesis and real-time video processing techniques & practices at [National University of the Arts](#) (Argentina), [Cultural Center Kirchner](#) (Argentina), [University of Tres de Febrero](#) (Argentina), [Cultural Center Spain](#) (Uruguay), [Music Hackspace](#) (England).

- **Research Assistant** — 2022-2023
  - Developed a set of tools for vector-synthesis (both hardware and software) for the video-studio at Alfred University.

- **Graduate Teaching Assistant** — 2021
  - Designed the syllabus along side the faculty at Alfred University for the Foundations class. Assisted in the digital drawing assignments and gave a class on new media art.

- **Processing & Arduino Instructor** — 2017
  - Six 4-hour workshops on generative art through creative coding and simple electronics at the different [Social Innovation Clubs](#) in rural places around the province of Buenos Aires.

- **Interactive Designer & Dev** — 2014-2017
  - Worked for [+OTROS](#) & [Patchwork](#) agencies in the development of interactive installations and video projection mappings for educational purposes, art festivals, and advertising with a multidisciplinary team of engineers, creative technologists, artists and designers.

- **Pure Data Developer** — 2016
  - Worked with an interdisciplinary group of sound & electronic artists and programmers from University of Tres de Febrero in the creation of an audio synthesizer for mobile devices called [Synth3F](#).

- **Exhibition Montage** — 2014-2015
    Worked on the setting up of electronic art festivals such as the Moving Image Biennale BIM (2014) and [Fase7](#) (2015).

- **MaxForLive Instructor** — 2013
    8-hour workshop to build some simple audio-based Max for Live devices at Arjaus School (Ableton Certified Trainer Center).

- **Max and MaxForLive Freelance Dev** — 2012-2014
    Worked developing [custom tools](#) for audio-visual artists such as [Jorge Haro](#) and Mariano Trocca.

Published Software
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- **[Amazing Spark Stuff Library](#)** — 2018-present
    A set of tools that expand Meta's Spark AR creative possibilities.

- **[Vsynth](#)** — 2016-present
    A modular virtual video synthesizer and image processor expansion package which is shared for free as part of the Max/MSP/Jitter multimedia environment.

- **[The Patchbook](#)** — 2016-2018
    A Vsynth patchers mixer shared as a plug-in for Ableton Live.

- **[Sound Particle](#)** — 2015
    A minimalistic 3D-waveform-visualizer shared as a plugin for Ableton Live.

- **[Ultimate Mixer](#)** — 2013
    A plugin that gave Ableton Live 8 & 9 dual monitor support for mixing.

- **[Spectrum Analyzer S8](#)** — 2012
    A Standalone app and MaxForLive device that lets you visualize simultaneously the spectral content of several audio tracks.

- **[More MaxForLive devices](#)** — 2012

Lectures & Presentations
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- **Presentation**, Music Hack Space (England) — 2022
    Creative vector-synthesis with Vsynth. Presentation is hosted online [here](#).

- **Presentation**, Vector Hack Festival (Croatia) — 2022
    Presentation of Vsynth's expansion for vector-synthesis. Presentation is hosted online [here](#).

- **Lecture**, [¨Cybernetic Serendipity: the interactive arts¨ Course](#), Alfred University — 2022
  Offered to undergraduates in the Expanded Media program of study. Topics included augmented reality in Instagram filters and the AR industry.

- **Presentation**, Music Hack Space (England) — 2020
  Presentation of Vsynth. Presentation is hosted online [here](#).

- **Lectures**, ¨Visual Technologies ¨ Course, University of Tres de Febrero — 2020
  Offered to undergraduates from the Electronic Arts program on video-synthesis. Lectures are hosted online [here](#) and [here](#).

- **Lecture,** *Engineering & Technology Department,* Catholic University (Uruguay) — 2019
  Offered to undergraduates in the Audiovisual Engineer and Visual Arts program of study. Topics included creative coding, video-synthesis, augmented reality, and interactive installations.

- **Lecture,** *"Electronic Image III" Course*, University of Tres de Febrero — 2017-2018
  Offered to undergraduates from the Electronic Arts program on video-synthesis, Max/Jitter and Processing programming.

- **Lecture,** *Sound and Digital Art Department*, Cultural Center Kirchner — 2017
  4-hour Max for Live seminar within Mariano Troccas' Ableton Live course.

- **Lecture,** *Buenos Aires Ableton User Group Meet-up,* Arjaus School — 2016-2017
  Enhance and Expand Ableton Live with Max for Live.

- **Lecture,** *"Real Time Composition" Course,* Technological Institute ORT — 2013
  Offered to undergraduates in the Electroacustic Arts B.A on the creation of Max for Live devices to improve real time audiovisual performances.

Selected Exhibitions
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- **[Atemporal Miscellany](#)** (Mixed Media) — 2023
  Solo Exhibition, Robert C. Turner Gallery, United States.

- **[Aeolosomas' Journey](#)** (Generative Animations) — 2022 & 2023
  Solo Exhibition, TSI Harland Snodgrass Gallery, United States.

- **[Corruputed Data Transfer](#)** (AR Sculpture Edition) — 2020 & 2021
  Latin American RealMix Award, Colombia.
  MMMAD Festival ([Augmented Worlds](#)), Spain.

- **[Studies on Feedbackteria I](#)** (Generative Animation) — 2019
  Performing Media Festival, Indiana University South Bend, United States.

- **Vsynth** (Software) — 2018
  3-day exhibition of the software within the National Innovation Award "[Innovar](#)"

- **Glitch Substitution** (Interactive Installation) — 2018
    Exhibition "Binaria III", Art Gallery "Acéfala"

- **Vsynth** (Interactive Installation) — 2018
    Award ArCiTec, Cultural Center "San Martín"

- **Melting our Images** (Interactive Installation) — 2017
    Exhibition "Interacciones"", University of El Salvador (USAL).

- **Vsynth** (Interactive Installation) — 2017
    Exhibition within a retrospective of Argentinian artist Eduardo Pla, Art Lab & Gallery "Espacio Pla"

- **Ticket #9818** (Video) — 2016
    Hosted at the HardDiskMuseum and displayed in different museums worldwide.

- **Deconstrucento** (Installation) — 2016-2017
    Award for Visual Arts Itaú, Museums "Palais De Glace" (Buenos Aires, Argentina) and ECA (Mendoza, Argentina)

- **Rebuilding Zerseher** (Installation) — 2016
    Untref Award to Electronic Arts, Museum "Muntref - Visual Arts"

- **Deconstruecento** (Installation) — 2015
    Festival "+CODE", Cultural Center "General San Martin"

- Modular audio-visual set with Francisco Tripodi Arley at Festival Escuchar (2015), +Code (2015), Wrong Bienale (2015), Casa Tomada (2016), FASE_8 (2016), MUTEK (2017)

- Live visuals for Dual at Centro Nacional de la Musica y la Danza, 2016.

Awards & Special Mentions

- **Meta Spark AR Partner** — 2020

- **Vsynth**   Mention, *Technology Applied to Art*, Award ArCiTec — 2018

- **Deconstrucento**   First place, Award for Visual Arts Itaú — 2016

- **Rebuilding Zerseher**   Finalist, Award for Electronic Arts UNTREF — 2016

- **Spectrum Analyzer S8**   Ranked 17/55, Developer Challenge KVR — 2012

Press

- **English Interview** Art+Music+Technology Podcast — 2018

- **English Article** Cycling '74 Blog — 2018

- Article VICE Magazine (Mexico) — 2017

- Interview Electronic Arts Magazine "Hormiguero" — 2016

- Article Newspaper Pagina/12 — 2016

- Article Newspaper Pagina/12 — 2016

- **English Review** Sharesynth Blog — 2016

- Article Magazine Irrompibles — 2016

- Article Interamerican Open University — 2015

- **English Review** Computer Music Magazine (issue #193) — 2013