

# 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 Electroacoustic Art**, Technological Institute ORT.  
Buenos Aires, Argentina, 2012 — Graduated with best GPA.

## Professional Development

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- **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.
- **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).
- **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.
- **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 Electroacoustic Arts B.A on the creation of Max for Live devices to improve real time audiovisual performances.

## Selected Exhibitions

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

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- **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

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- [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