

Kevin Kripper

Ph: +54 9 11 3610 1132

Add: Blanco Encalada 4891. Piso 14 Dept. 02
CABA, Buenos Aires (1431)
kevinkripper@gmail.com

Education

- **Technical Degree/B.A. in Electroacoustic Arts**, Technological Institute ORT.
Buenos Aires, Argentina 2012 — Graduated with best GPA

Relevant Courses, Residencies & Workshops

- **Courses within the Electronic Arts B.A.**, University of Tres de Febrero — 2014-2018
Term courses include new media theory, history of electronic arts, programming, art and culture, electronic and artwork practices.
- **Toolmaker Residency**, Signal Culture — 2017
2-week residency to experiment with analog video gear under the mentoring of toolmaker Dave Jones. The results were a series of updates for my library [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

- **AR Developer** — present
Instagram & Facebook camera filters developer at Canadian advertising agency [AccessAR](#) and [Amazing Spark Stuff](#) asset store.
- **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
Classes on digital video-synthesis and real-time video processing techniques & practices at [National University of the Arts](#) (Argentina), [Cultural Center Kirchner](#) (Argentina) and [Cultural Center Spain](#) (Uruguay).
- **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.
- **Processing & Arduino Instructor** — 2017
Six 4-hour classes on generative art through creative coding and simple electronics at the different [Social Innovation Clubs](#) around the province of Buenos Aires.
- **Interactive Designer & Dev** — 2014-2017
Worked for [+OTROS](#) & [Patchwork](#) studios 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

- [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

Invited Talks

- [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 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

- [Studies on Feedbackterria 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

- **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