

ARTIST BIOGRAPHY

Chris Sugrue is an artist and programmer whose works experiment with the often magical or illusory possibilities of technology creating fictional worlds that blend into reality. These software-driven artworks have taken the form of interactive installations, live audio-visual performances, and algorithmic animations. Chris holds a Masters of Fine Arts in Design and Technology from Parsons School of Design and has been an artist-in-residence at Eyebeam, Hangar, Harvestworks and La Casa De Velázquez.

EDUCATION

2003-2005	Parsons School of Design , New York, NY Masters of Fine Arts, Design and Technology
1996-2000	Bates College , Lewiston, ME Bachelor of Fine Arts, Studio Art

SELECTED GROUP EXHIBITIONS

10 2009	<i>Rate of Change</i> , NYEAF, World Financial Center, New York
09 2009	<i>La Noche En Blanco</i> , Medialab-Prado, Madrid
07 2009	<i>Exhibit Festival</i> , Venice
02 2009	<i>Vida 11.0</i> , Matadero, Madrid
11 2008	<i>Minimum Interface</i> , YCAM, Yamaguchi
07 2008	<i>Magic Moments</i> , Vienna
06 2008	<i>Um Festival</i> , Lisbon
02 2008	<i>Share Festival</i> , Torino
01 2008	<i>Arco 08</i> , Exhibition Vida, Madrid
11 2007	<i>The Touch Show</i> , Pixel Gallery, Toronto
11 2007	<i>Amber Festival</i> , Istanbul
10 2007	<i>Nit CASM Hangar Obert</i> , Centre d'Art Santa Mónica, Barcelona
08 2007	<i>File Festival</i> , Sao Paulo
05 2007	<i>SonarMática</i> , Sonar Festival, Barcelona
01 2007	<i>10 Years Running</i> , Chelsea Museum of Art, New York

SELECTED PERFORMANCES

02 2010	<i>A Cable Plays</i> , A.MAZE Festival, Club Transmediale, Berlin
11 2008	<i>A Cable Plays</i> , Kiberpipa, HAIP Festival, Ljubljana
09 2008	<i>Waves to Waves to Waves</i> , Medialab-Prado, Madrid
06 2008	<i>A Cable Plays</i> , Bomba Suicida, Um Festival, Lisbon

09 2007	<i>A Cable Plays</i> , Roter Krebs, Ars Electronica Festival, Linz
AWARDS	
2008	<i>First Prize</i> , Share Festival, Torino, Italy
2008	<i>Honorary Mention</i> , Vida 10.0, Madrid, Spain
ARTIST RESIDENCIES AND GRANTS	
2010	<i>Arts Production Grant</i> , Matadero, Madrid
2008	<i>Artist Residency</i> , Harvestworks, New York
2008	<i>Artist Residency</i> , La Casa de Velázquez, Madrid
2007	<i>Artist Residency</i> , Hangar, Barcelona
2006	<i>Artist Fellowship</i> , Eyebeam Art and Technology Center, New York
TEACHING EXPERIENCE	
2010	<i>Creative Coding with OpenFrameworks</i> , Workshop AMAZE Festival, Berlin
2010	<i>Interactive Programming with OpenFrameworks</i> , Workshop CultureLab, Newcastle University, UK
2009	<i>Creative Programming, Introduction to Computer Vision</i> , Workshop Medialab-Prado, Madrid
2009	<i>Creative Coding Workshop</i> , Workshop LABoral, Gijón
2008	<i>Experiments in Technology</i> , Undergraduate Semester Course Design and Technology Program, Parsons School of Design, New York
2006	<i>Advanced Visual Programming</i> , Masters Semester Course Interface Culture, KunstUniveritat, Linz
2004	<i>Web Design Boot Camp</i> , Undergraduate Summer Course Design and Technology Program, Parsons School of Design, New York
PROFESSIONAL EXPERIENCE	
2010	Workshop Assistant / Consultant Video Tracking, Medialab-Prado Technical and teaching assistant during Medialab-Prado's Open Up! Workshop. Provided technical advice on the development of a video-tracking system for the surrounding plaza. Lead a team to develop this platform to be used by workshop participants and available for future projects.
2005 - 2006	Researcher of Creative Engineering, Ars Electronica Futurelab Researched and developed interactive art and technology projects involving computer vision, generative graphics, stereoscopy and virtual simulations. Lead programmer and interactive developer on a large-scale interactive dance performance.