

# Jasper Zehetgruber

Media + Spatial Design

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## Work Experience (Selection)

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- Mar 25 - now**      **Lecturer,** [Synthetic Landscape Lab](#), University of Innsbruck + [Urban Morphogenesis Lab](#), The Bartlett, UCL  
Connecting exhibition design, media theory and computational landscape architecture
- Apr 24 - Jul 25**      **Design Lead,** [ecoLogic Studio](#), London, UK  
Leading conceptualisation, design and production of data-based narratives for brands and cultural clients across Europe, including:  
↳ ['Poly.Derma'](#) installation, Le Visionnaire – L'Oréal, Paris, FR  
↳ ['Glacial Drip'](#) installation, SIGEP, Rimini, IT  
↳ ['FundamentAI'](#) installation, Corderie, Biennale Architettura, Venice, IT  
↳ ['Deep.Forest'](#) installation, ['Living Structures'](#) exhibition, Louisiana Museum of Modern Art, Humlebæk, DK
- Mar 24 - Sep 24**      **Research Assistant,** [Antikythera](#) x [MA Narrative Environments](#), UAL Central Saint Martins, London, UK  
Research on the topic of automation for the [Antikythera journal](#)
- Nov 22 - Nov 23**      **Creative Director,** [Panama Pavilion](#), Biennale Architettura 2023, Venice, IT  
Concept development, creative direction, exhibition design, and production management
- Mar 20 - Nov 23**      **Freelance Designer**  
↳ [Window displays](#) for Dior x Harrods x MDM Props  
↳ Art department for [Bother TV Ad](#) produced by Pulse Films  
↳ [Augmented reality fabrication](#) for Mamou Mani x FabPub x Balich Wonder Studio  
↳ [Scenography](#) for z33 House of Contemporary Art, Design and Architecture  
↳ Public installation ['Soft Talk'](#) for the exhibition 'Living Apart Together' at RAUM Utrecht  
↳ Videoessay ['Membranes'](#) for the exhibition ['GEO—DESIGN: COVID-19. Travelling without moving.'](#) by Design Academy Eindhoven
- Nov 19 - Feb 20**      **AMO Think Tank Intern,** [Office for Metropolitan Architecture \(OMA\)](#), Rotterdam, NL  
Cultural and geospatial research translated into the design of several videoinstallations and large scale print media  
↳ ['Countryside, The Future'](#) exhibition, S.R. Guggenheim Museum, New York, US
- Sep 18 - Dec 18**      **Architecture + Computational Design Intern,** [Laboratory for Visionary Architecture \(LAVA\)](#), Stuttgart, DE

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## Awards & Recognitions

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- Feb 24**      Shortlisted for the [European Digital Deal](#) residency at [Ars Electronica](#), Linz, AT  
**Jun 22**      [BAD \(Bio Art and Design\) Award 2022](#) Finalist, MU Hybrid Art Space, Eindhoven, NL

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## Skills

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- Technology**      Expert: Rhino / Grasshopper / InDesign / Photoshop / 3D scanning  
Proficient: After Effects / Premiere Pro / Keyshot / Enscape  
Intermediate: Blender / Unity / Unreal Engine / HTML / CSS / C++ (Arduino IDE) / QGIS  
Beginner: Cinema4D / Houdini / Touchdesigner / Python / Figma / Processing / P5.js
- Languages**      German (Native) / English (Professional) / French (Basic)
- Crafts**      Advanced: Carpentry / 3D-Printing / Prototyping / Modelmaking  
Intermediate: MIG-welding / Metallurgy

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## Education

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**MA Biodesign, Central Saint Martins, University of the Arts London, UK**  
with scholarship by IKEA Foundation Switzerland

**BA Public Private, Design Academy Eindhoven, NL**

Guest Semester, Emergent Digital Media, class of Hito Steyerl, Academy of Fine Arts, Munich, DE  
Semester Abroad, The Hong Kong Polytechnic University, School of Design, HK