

Curriculum Vitae

< Ágoston Nagy > Budapest / Hungary / 1981

Arts

_2010

No Copy Paste (live coding performance), Make Art (chmod +x), Groningen, Netherlands
SpaceScan (interactive interface) exhibited at Mome Playground, Kunsthalle, Budapest, Hungary

_2009

No Copy Paste (augmented reality performance), Make Art Fest, Poitiers, France
Binaura performance (live A/V set), Synoptic Festival, Pécs, Hungary
Electrified city(experimental drawing interface for controlling sounds) Timelab, Ghent, Belgium
Alpha exhibited at 2nd Relative Cross-Hearings Festival (Binaura project), Artus, Budapest, Hungary
OperaLooper (interactive installation for 4 iPhones with Kitchen Budapest)
exhibited at Brooklyn Museum, New York, USA
Loop (sound installation with Cordula Körber)
exhibited at the Phoenix Halle Dortmund, as part of Synoptic Media Workshop, Dortmund, Germany
Kokut (sound design and music for Artus theatre company, with 'dgzWalk') Legnica, Poland
SpaceScan (interactive interface) exhibited at That's Design, Fuori Salone, Milano, Italy
Relation Analysis (sensor-based interactive sound for performance) Trafo, Budapest, Hungary
Sequentia Dialectica exhibited at 'SoundLAB VI', Cologne, Germany
Testidegen (interactive sound for dance performance) MU Theatre, Budapest, Hungary

_2008

No Copy Paste vs Space Invaders (live coding performance), Píksel08 Fest, Bergen, Norway
Autocut exhibited at 'Image Radio', Temporary Art Center, Eindhoven, Netherlands
Sonorama exhibited at 'Bestiarium', Ponton Gallery, Budapest, Hungary
Sonorama exhibited at 'Night of Science', Collegium Hungaricum, Berlin, Germany
Binaura performance at UH FEST Local, Merlin Theatre, Budapest, Hungary
Field Diffusion (sound installation, with Kim Cascone) on the streets of Budapest, Hungary
No Copy Paste (live coding performance) at Pixelache Festival, Helsinki, Finland
Cycles II (generative installation) exhibited at 'Virtual Dreams', A22 Gallery, Budapest, Hungary

_2007

Strings (binaura project) exhibited at Audio Art Festival, Bunkier Stuki, Krakow, Poland
Strings (binaura project) exhibited at New Music Expo, Kunsthalle, Budapest, Hungary
Hook Me Up (interactive installation), Fuori Salone, DotDotDot, Milano, Italy
Cycles (realtime audio/video processing performance), Trafo, Budapest, Hungary

_2006

Silent Room (binaura project), Sziget Festival, Budapest, Hungary
Vinyl Tree (sound installation) at Dinamo, Budapest, Hungary

_2005

Binaura (first-ever binaura project), Sziget Festival, Budapest, Hungary

Works

Operalooper - standalone application for live performances, 2010
Creative Sound Course (Processing). MOME, 2010
Visual Programming Course (Pure Data). MOME, 2010
Pure Data (using Arduino) + Fluxus Workshop (with Gabor Papp), Cakovec, Croatia, 2009
Swf Hacks (software development for the 'Prezi' presentation tool), 2009
Summertime Electrified Workshop (participant), Ghent, Belgium, 2009
Pure Data + Fluxus Workshop (with Gabor Papp), Zagreb, Croatia, 2009
Tangible Interface Course (using Pure Data + Reactivision). MOME, 2008
Bug (experimental flash website for interactive jewel), 2008
Pure Data + Arduino Workshop (with Massimo Banzi). Millenaris, Budapest, Hungary, 2008
Researcher at Kitchen Budapest Media Lab, 2007, 2008, 2009, 2010
Pure Data Workshop, using Arduino for physical interactions. Kitchen Budapest, 2007
Pure Data Workshop, introduction to sound and image. MOME, 2006
Finno-Ugrian Vampire (interactive moviescript), 2005

Prizes, scholarships

Digitópia International Patching Competition - 1st prize (visual programming), 2010
Phd scholarship, Budapest, Moholy-Nagy University of Design & Arts, 2009
Erasmus scholarship, Milano, Brera Accademia delle Belle Arte - one semester, 2007
Intel Duality of Art Competition - 1st prize (video), 2006
Vivatis International Contest - 3rd prize (mixed media), 2004
Arc Poster Annual - 1st prize (graphic design), 2003

Studies

Moholy-Nagy University of Design & Arts / media design, 2008
Brera Accademia delle Belle Arte (Milano, Italy) / one semester, 2007
Buda Drawing School / graphic design 2002
Varosmajor High School / graduated in 2000

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info / works / text / code:
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