

MULTI MEDIA ARTIST / NEW MEDIA CREATOR

JULIA SHUTKEVYCH

Art pseudonym: **NEOMETA** / Nationality: **Ukrainian** / Date of Birth: **18-03-1997**

EXPERIENCE

Art Projects / Residencies / Art Collaborations

DAO Residency, V-Art, Mystetskyi Arsenal, Modern Art Research Institute, NordArt 2020 – now

personal and collaborative art projects including generative graphics, multi-media installations, AR filters, VR environments, animations and digital art.
Selected projects:

- Surface Thoughts: multimedia art project in VR created as a participant of Digital Art Observatory Residency program in partnership with British Council.
- Technologies of Trauma: audioreactive artworks projection mapping, digital art, sound creation, AR, 3D modelling for Victor Sydorenko's retrospective exhibition at Lavra Gallery & M17 Contemporary Art Center.
- Technototem: VR multimedia installation including 3D modelling, animations & sound design; part of group exhibition at Modern Art Research Institute.
- Dubai Expo 2020: AR filter creation as a part of Modern Art Exhibition at Ukrainian Pavilion.
- Shryftologia, Book Arsenal: animation & digital art – part of group exhibition at Mystetskyi Arsenal.
- NordArt 2021: photogrammetry, 3D modeling to create a virtual gallery of the NordArt 2021 Ukrainian pavilion on V-Art platform.

Real-Time Installation / Audiovisual Performance

Lavra Gallery, M17 Contemporary Art Center, Forsa Gallery, Block A Gallery, etc. 2021 – now

audiovisual performances, mapping, AR at various art spaces around Kyiv during art exhibition openings in collaboration with Victor Sydorenko, Nazar Bilyk, Oleg Tistol, Ilyya Chichkan, Andrei Bludov, Ivaniuk Olexiy, Olha Pilyuhina and more.

Senior AR Artist

FFFACE.ME / Augmented reality, digital & tech creative agency 2019–2021

conceptual design and development of Instagram AR filters for Ukrainian & foreign artists and creative projects using Spark AR technology: TNMK, Pepsi, Molodyi theater, Neodna.org.ua

Graphic Design & Digital Strategy

Foreign Tech Companies: Cloudbees, WildIX, iGMS, 2015–2019

5+ years of digital design experience for foreign tech companies as well as digital marketing strategy development and execution

VOLUNTEERING

Visual Creator

TEDxKyiv 2021–now

creation of various visual assets from idea to final output: banners, posters, cover images, animations, event identity concept, generative art, etc

Art Direction for Film Production

hromadske.tv 2020–2021

Art direction and creation of all the graphic assets needed for film production including animated titles, graphics, illustrations and animations.
Films: an investigation film «The Heir», Anna Tokhmakhchi's documentary «Cure/Punish», Mariana Pietsukh's documentary «Buried beneath trash»



CONTACT

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EDUCATION

Integrated Digital Media

NYUx: New York University,
Certified IDM edX MicroMasters program
2021 – 2022

Realtime Installations / Audiovisual performance

Projector Design & Tech School,
Certified course
2020

Motion Graphics / AR Technologies

Projector Design & Tech School,
Certified course
2019–2020

Graphic Design

California Institute of the Arts,
Certified Specialization program
2018–2019

Marketing Mix Implementation

IE Business School
Certified Specialization program
2016

Digital Marketing & eCommerce

OBS Business School, University of Barcelona
Master's degree
2018 – 2019

International Economics

Taras Shevchenko National University of Kyiv
Bachelor's degree
2015 – 2017

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ACHIEVEMENTS

Little Islands Festival 2022

Site-Specific Art project "Genesis of the Multiverse" is selected to be realized as a part of Little Islands Festival 2022: AR quest & AV projection mapping performance Aug 2022

The Genesis: Inaugural NFT Collection: V-Art

part of the first NFT + IP rights digital art collection at the V-Art Marketplace: Corrupted Nature – audiovisual generative video art. 100% donations to Ukraine Mar 2022

Still & Motion: Hong Kong International Poster Triennial

Animation & creative coding poster artwork shortlisted at motion poster category, HKIPT2020: Still & Motion. Exhibited at The Hong Kong Heritage Museum Dec 2021 – Feb 2022

Dubai Expo 2020

Member of the Ukrainian pavilion team, creator of art AR experience exhibited as a part of Connecting Dots: In dialogue with CULTURE Oct 2021

TouchDesigner LivePatching Competition

Top 5 shortlisted winner at audiovisual live coding performance & competition at One Location LED Cube, Kyiv Nov 2020

Hatathon: Hack the Culture

Top 10 winning project at the hackathon by the House of Europe, Goethe-Institut, and the European Union. Project: AR FFFACE Art Gallery Jul 2020

TECHNIQUES & SKILLS

Generative art / Creative Code Art

Algorithmically determined computer-generated art (Processing, Python)

Projection Mapping / Audiovisual Performances

Real time interactive multimedia art created with visual programming language

3D Modeling / Photogrammetry

3D modeling, sculpting, painting & rendering. Real-world model creation

Animation / Stop-motion / Video Art

Digital drawing in Procreate, sketching, vector art and illustration creation

Digital art / Illustration

Digital drawing in Procreate, sketching, vector art and illustration creation

AR / VR

AR filters, immersive experiences with real-time interaction, VR environments

Graphic Design: Identity, Visuals, Posters

Creation of visual compositions through typography, imagery, color and form

Sound Design: Composing, Mastering

Generative sound, MIDI sound effects, experimental recording, DAW mastering

Fine Arts & Calligraphy

Practicing various art techniques: graphics, acrylic and oil painting, fluid art

Ceramics Sculpture

Sculpting from clay, from initial concept to firing & coloring techniques

LANGUAGES

English: proficiency, C2.1

Spanish: upper-intermediate, B2.1

French: pre-intermediate, B1.1

Ukrainian: native, bi-lingual

Russian: native, bi-lingual

DIGITAL TOOLS

TouchDesigner

Create: generative graphics, audiovisual art

Level: advanced

Spark AR / Lens Studio

Create: generative graphics, audiovisual art

Level: advanced

After Effects / Animate

Create: animation, frame-by-frame, effects

Level: advanced

Illustrator / Photoshop / Other

Create: visuals, vector graphics, retouching

Level: advanced

Cinema 4D / Blender / Other

Create: 3D model, sculpt, texture, render, animate

Level: intermediate

Processing / p5.js / Python

Create: code-based art

Level: intermediate

Premier Pro / Other

Create: video editing, montage, post-production

Level: beginner

Ableton Live / Other DAW

Create: music, sound effects

Level: beginner

ART STUDIOS

Sculpture

Kust Ceramics Studio

2020–now

Fine Arts / Academic drawing

individual studies, studio

2019–now

Gothic Calligraphy / Scoropys

Artiya Calligraphy School

2020 – 2021

Music Theory, Piano & Midi

Music School & individual classes

2021 – now

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EXHIBITIONS & ART PROJECTS

THE GENESIS: INAUGURAL COLLECTION | V-ART

Mar 2022

Corrupted Nature – audiovisual generative video art
part of the first NFT digital art collection at V-Art Marketplace

LABYRINTHS OF DISCOURSE | MODERN ART RESEARCH INSTITUTE

Dec 2021 – Jan 2022

Technototem – VR multimedia installation
part of group exhibition at Modern Art Research Institute

SURFACE THOUGHTS | DIGITAL ART OBSERVATORY RESIDENCY

Nov 2021

VR / AR exhibition with Machine Learning Artworks
Collaborative exhibition with British artist Oliver Jenkins (X-89), as a result of the V-Art DAO residency project
in partnership with British Council

UKRAINIAN PAVILION ART EXHIBITION | DUBAI EXPO 2020

Oct 2021 – Mar 2022

AR filter
part of Modern Art Exhibition at Ukrainian Pavilion at Dubai Expo 2020

YOKAI EXHIBITION | YURKOVYTSYA PARK, KOSMOSTABIR

Sep 2021

Graphics, Animation, Audiovisual Performance Mapping, AR
collaborative exhibition with Sinopa at Yurkovytsia Park, Kosmostabir

KYIV BASED EXHIBITION | KELLER

Sep 2021

Mixed-media artworks, audioreactive projection mapping
part of group exhibition at Keller

ART SEASONS VERBALISATION EXHIBITION | MODERN ART RESEARCH INSTITUTE

Jul 2021

Audiovisual video art
part of group exhibition at Modern Art Research Institute

SHRYFTOLOGIA: BOOK ARSENAL | MYSTETSKYI ARSENAL

Jun 2021

Animation, digital art
part of group exhibition at Book Arsenal, Mystetskyi Arsenal

POLEMAKIV: CRYPTOART EXHIBITION | UNIT.KHARKIV

May 2021

Audioreactive Generative Graphics, Digital Art
part of group exhibition – first ukrainian cryptoart exhibit on iMacs at UNIT.Kharkiv, 2021

STILL & MOTION: HONG KONG INTERNATIONAL POSTER TRIENNIAL | THE HONG KONG HERITAGE MUSEUM

Sep 2020

Animated poster artwork series
Shortlisted at motion poster category, exhibited at The Hong Kong Heritage Museum, Dec 2021 – Feb 2022

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PERFORMANCES & ART COLLABORATIONS

ZERO YEAR. THE IDEA OF LIGHT EXHIBITION | M17 CONTEMPORARY ART CENTER

Dec 2021 – Feb 2022

Audioreactive Artworks Projection Mapping, Digital Art, Sound Creation, AR
Victor Sydorenko's exhibition at M17 Contemporary Art Center

TECHNOLOGIES OF TRAUMA EXHIBITION | LAVRA GALLERY

Dec 2021 – Feb 2022

Audioreactive Artworks Projection mapping, Digital Art
Victor Sydorenko's exhibition at Lavra Gallery, Mironova Foundation

XXX: ANDREI BLUDOV | FORSA GALLERY

Sep – Oct 2021

Artworks Mapping, Audiovisual Performance
Andrei Bludov's personal exhibition opening at Forsa Gallery

TYUPA – NADIA | MUSIC LIVE PERFORMANCE

Sep 2021

Generative Graphics Mapping
Live performance & music video for TYUPA music band

FRESH AIR: OLEG TISTOL | BLOCK A GALLERY

May – Jun 2021

Artworks mapping, audioreactive performance
Oleg Tistol's personal exhibition opening at Block A Gallery

THE FEELING OF THE WORLD EXHIBITION | LAVRA GALLERY

Mar – Apr 2021

Generative videoart, mapping, AR
Olha Pilyuhina exhibition opening at Lavra Gallery

TIME: OLEKSIY IVANIUK EXHIBITION | LAVRA GALLERY

Mar 2021

Audiovisual projection mapping
Oleksiy Ivaniuk's personal exhibition at Lavra Gallery

CERAMIC ART WEEK | D.HUB

Feb 2021

audiovisual projection mapping
Mapping of ceramic sculptures by Sergey Makhno at D.HUB Ceramic Art Week Opening

MUSTHAVE: NEW VISION | LAVRA GALLERY

Jan 2021

Audiovisual Media Performance
group exhibition opening, Lavra Gallery

TOUCHDESIGNER LIVEPATCHING EVENT | ONE LOCATION

Nov 2020

audiovisual live coding performance
New media artists competition at One Location LED Cube