

# Adam Gibney

Artist, Technologist and Educator

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## Creative Practice

### Visual Artist

2010 – Present

I have a successful interdisciplinary art practice that utilises electronics, coding, digital fabrication, sound design and sculptural interventions. My work has been funded and commissioned by a range of public institutions and it has been featured in group and solo exhibitions across Ireland, Europe, North America, and Asia.

Artist CV available upon request

## Education

### Master of Art by Practice Based Research (Expected First)

Technological University Dublin

2019 – 2022 (Awaiting Graduation Date)

This practice-based research project utilised physical computing, digital fabrication methods and installation design to investigate current notions of the Posthumanist Subject.

### Visual Arts Practice, BA Hons (First Class)

Dun Laoghaire Institute of Art and Design

2006 - 2010

Specialising in Sculpture with an emphasis on the inclusion of New Media Art approaches. I was the winner of the Aileen McKeogh Award for the most outstanding student in the School of Creative Arts.

## Lecturing

### Assistant Lecturer, BA + MA Interaction Design

National College of Art and Design

2022-23 (Semester 1 and 2)

- Design and delivery of *Electric Things*, a 4 week 2<sup>nd</sup> Year project focusing on physical-computing, creative coding and digital fabrication.
- Design and delivery of *Immersive Experiences*, a weekly class in creative coding.
- Codelivery of *Hello World*, a 4 week MA project focusing on utilising creative coding in design practice.
- Codelivery of *Crafting Creative Technologies*, a 4 week MA project focusing on utilising physical computing and digital fabrication in design practice.
- Codelivery of 1<sup>st</sup> year pathway and consolidation projects, focusing on utilising physical computing, prototyping, and digital fabrication techniques.

- One on one and group supervision of multiple 1<sup>st</sup> year, 2<sup>nd</sup> and year, and MA student modules and projects.
- Continuous assessment and examination of student output.

### **Assistant Lecturer, BA Media Production and Digital Arts**

#### **Technological University of Dublin**

2022 (Semester 2)

- Delivery of *Interaction Design and Development*, a 12 week 3<sup>rd</sup> year module focusing on the principles of interaction design for online platforms.
- Delivery of *Emerging Media Practice*, a 12 week 3<sup>rd</sup> year module that introduced students to numerous emerging technologies and how to creatively and critically engage with them.
- One on one and group supervision sessions.
- Continuous assessment and examination of student output.

### **Assistant Lecturer, BA Interaction Design**

#### **National College of Art and Design**

2022 (Semester 2)

- Codelivery of 1<sup>st</sup> Year Core Module, *Make! Hack! Interact!*, a 4 week project introducing the core fundamentals of interaction design, digital and physical prototyping.
- One on one and group supervision of entire module project.
- Continuous assessment and examination of student output.

### **Assistant Lecturer, BA Creative Media and Interaction Design**

#### **University of Limerick**

2020 (Semester 2)

- Delivery of *Foundations of Interaction Design*: A 12 week project-based module that introduced 1<sup>st</sup> year students to research and observation skills, ideation process techniques, user workflows, prototyping (lo-fi, medium and hi-fi), digital fabrication and user-testing.
- Delivery of *Multimedia Industry Perspectives*: Professional practice within the Creative Digital Media Industry, CV writing, online presence, funding opportunities, commission application process.
- One on one and group supervision sessions.
- Continuous assessment and examination of student output.

### **Assistant Lecturer, MA Interaction Design**

#### **National College of Art and Design**

2020 (Semester 2)

- Delivery of module, *Designing for Physicality*, a 4 week project focusing on physical-computing, creative coding and digital fabrication techniques.
- One on one supervision and support for module project.
- Continuous assessment and examination of student output.

## **Assistant Lecturer, BA New Media, Fine Art**

### **Dublin Institute of Technology**

2014-16 (5 Semesters)

- Design and delivery of modules in *Physical Computing and Installation Practice*, focusing on the use of Arduino, Processing, Pure-Data, Max-Msp.
- Design and delivery of modules in *Two-Dimensional Digital Practice for Print* using Photoshop.
- Design and delivery of modules in *Moving Image*, focusing on historical and contextual studies, preproduction, production, post-production, Adobe Premiere Pro and After Effects.
- Design and delivery of modules in *Sound-Art*, providing students with a contextual introduction, recording, post-production in Audacity and Ableton, and performance and placement of sound in space.
- Supervision and tutorials to students in 3rd and 4th year of the BA in Fine Art.
- Provide conceptual and technical supervision during 4th year Degree show presentations.
- Facilitation of group critiques.
- Critically engage with the various kinds of art-practices that develop within Fine Art.

## **Selected Design and Technical Projects**

- 2019 -**Sound Designer**, *The Kindness of Strangers*, Lisa McLoughlin, Live Collision
- 2018 -**AV Technician**, *Lithophone*, Barbara Knezevic, Oonagh Young, Dublin
- 2017 -**AV Technician**, *All this Surface and Silence*, Naomi Sex, RHA, Dublin  
-**AV Designer**, *The Effect*, The Project Arts Centre, Dublin
- 2015 -**AV/ Lighting Designer**, *Behind the Dark*, Phoenix Park, Dublin Fringe  
-**AV/Stage Designer**, *Eating Seals and Seagulls' Eggs*, The Pleasance, Edinburgh Festival Fringe

## **Technical Roles**

### **Digital Technical Officer – First Year Department**

#### **National College of Art and Design**

2022-23 (2 semesters)

- Demonstrate and facilitate the use of the 3D-printers, laser-cutter, and vacuum former.
- Demonstrate and facilitate core elements used in physical-computing.
- Demonstrate and facilitate key digital processes used in audio-visual preproduction, production, and post-production.
- Research and experiment with new digital processes and fabrication techniques.
- Maintain and manage equipment and materials.

### **Technical Officer – Department of Design for Body and Environment**

#### **National College of Art and Design**

2022-23 (2 semesters)

- Demonstrate and facilitate the use of a resin 3D-printer designed for jewellery making.
- Demonstrate and facilitate the use of laser-cutting for fashion design processes.

- Research and experiment with new digital processes and fabrication techniques.
- Maintain and manage equipment and materials.

## **Selected Freelance Workshop Design and Delivery**

- 2019 -**Making Things Talk**, 2019, 1 day workshop (Instrument building using Arduino, Bare Conductive, Makey Makey and Found Objects) *Royal Hibernian Academy* Dublin.  
 -**Brian Eno Exhibition Outreach Workshop**, 2019, 4 weekly 1 day workshops, (Intro to Sound Art, Contemporary Composition, Bare Conductive, Arduino, Sound Performance) *Synge Street CBS and Royal Hibernian Academy*, Dublin.
- 2015 -**Introduction to Interactive Design**, Weekend Workshop,(Arduino, Processing, Pure Data), *Rua Red*, Tallaght
- 2012-14 -**Introduction to Projection Mapping**, multiple 3-day workshops, (preproduction, Photoshop, After-Effects, MadMapper, Resolume, install techniques) *Block T*, Dublin  
 -After Effects Beginners Course, 6 weekly 1 evening workshops, *Block T*, Dublin  
 -**Introduction to Interactive Design**, Weekend Workshops, (Arduino, Processing, Pure Data), *Block T*, Dublin