

## EDUCATION

### UNIVERSITY OF BOLOGNA

#### MA Digital Humanities + Digital Knowledge i 2018-20

International degree at the Facoltà di Lettere e Beni Culturali. Focus: 3D modelling, machine learning, natural language processing, information knowledge systems, web design. Thesis: 'ColorColab: A CoLaboratory for Re-appropriating Polychromy.'

### HARVARD UNIVERSITY

#### BA Human Evolutionary Biology i 2013-17

*Summa Cum Laude*. John Harvard Scholar (2016). Hoopes Prize nominee for Honors Thesis: 'Reconciliation in Homo Sapiens: Behavioral Perspectives on the Human Post-Conflict Period.' Secondary in Studies of Women, Gender & Sexuality.

### DIGITAL HUMANITIES SUMMER INSTITUTE

#### University of Victoria, Canada i 2019

*Surveillance and the Critical Digital Humanities* (anti-colonial framework), + *Sound and Digital Humanities* (sound utilization, forms, intellectual rights).

### ARTS, IMAGINATION, DEMOCRACY: PUBLIC ARTS IN PRACTICE

#### Harvard University i 2017

Course by acclaimed public artist Teresita Fernandez, focused on imbuing built public structures and art with democratic practices and research.

### PRE-TEXTS: CULTURAL AGENTS INITIATIVE

#### Harvard University i 2016

Intensive training by the network of academics, artists, educators and organizations to develop arts as resource for civic development.

## PROJECTS

Facial Agency: Is Your Facial Data Yours?

Plucky Traveller: An Ontology of Female Travel

xChange: A Virtual Exhibition of Piazzola Market

Te Pito O Te Henua: Life in the Navel of the World

Pop Words: Political Rhetorics of Right Wing Populism

ColorColab: A (Co)Laboratory on Sculptural Polychromy

mxTxt: Trans-historical Typographic Theming Tour-de-force

Digital Storni: A Digital Edition of Alfonsina Storni's Poems

## EXPERIENCE

### NATIONAL RESEARCH COUNCIL OF ITALY

#### 3D Research Intern i Rome i 2019

Research photogrammetry, 3D modeling and interactive texturing at ITABC, the Institute of Technology Applied to Cultural Heritage. Aid with development of 3D models of ancient sculptures and architectural landscapes and ruins.

### SHALINI GANENDRA FINE ART

#### Arts Manager i Kuala Lumpur i 2018

In charge of all creative content, crafted creative copy for catalogs, direct mail, press releases, and print. Developed seasonal campaigns such as the Gallery Weekend Kuala Lumpur.

### HARVARD UNIVERSITY

#### Peabody Gardner Fellow i Easter Island i 2017-2018

Winner of fellowship for self-directed year-long project, focused on cultural immersion in Rapa Nui (Easter Island) and Polynesia for the exploration of local life, which culminated in the self-published chronicle, 'The Navel of the World.'

### PEABODY ESSEX MUSEUM

#### Integrated Media Fellow i Salem, MA i 2017

Crafted news releases, technical documents and advertorials regarding PEM's digital strategy. Creative and technical aspects of digital pieces with platform partners like Google Cultural Institute. Seeding of new content.

### RADCLIFFE INSTITUTE FOR ADVANCED STUDY

#### Research Partner i Cambridge, MA i 2014-2017

Collaborator on archival, and studio work with Radcliffe Fellows and artists Jennifer Bornstein and AK Burns. Production assistant for Burn's *Negative Space* and Bornstein's *Contemporary Archeology*. Materials technology, casting, and painting, research, video editing.

## ART

Art + Poetry Alphabet Portfolio

Production Assistant: *Shabby But Thriving* (2017)

Co-Creator: *Where Do We Go From Here?* (2015-2016)

Resident Artist: *Here, without* (2015)

## SKILLS

python

numpy

pandas

nlTK

javascript

jquery

VVVV

UI/UX

html css

adobe creative suite

3d modeling +

animation

blender

photoscan

regard3d

## LANGUAGES

english

spanish

italian

hebrew

portuguese



Lover of the overlap of art, science and tech. An evolutionary biologist by training, an artist by calling and an intersectional humanist by choice. I work on the production of art, research, and installations that play with what it means to be human. My work questions assumed binaries, such as male/female, white/colored, private/public and nature/culture.

I am passionate about creative narratives, cohesive aesthetics and digital education. I see screens as a skin of modern culture. I like to combine my love for digital communication with my passion for the material world, so if I am not working on a virtual environment, you can find me painting, furniture making, or traveling.

# DELFINA SOL PANDIANI

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