

EDUCATION

2013 - 2014	Meisterschüler of Joachim Sauter , Berlin University of the Arts (UdK), Berlin
2011 & 2013	Robert Wilson's International Summer Program , Watermill Center, New York (US)
2010 - 2012	Media Art & Design (MFA) , Bauhaus University, Weimar
2010	Open Media (MFA) , Concordia University Montréal (CA) <i>foreign exchange scholarship (Studienstiftung des deutschen Volkes)</i>
2006 - 2009	Media Art & Design (BFA) , with distinction, Bauhaus University, Weimar
2005	Computer Science (BSc) , Bauhaus University, Weimar (not completed)

ACADEMIC POSITIONS

2025, 2026	Lecturer, 'Digital Playgrounds' as part of Material Art Lab (MArt-Lab) Institute for Ceramic and Glass Art, University of Applied Science, Koblenz
2025	Lecturer, Hybrid Musical Interfaces: Interstate Jamming Workshop in cooperation with Dr. Daniel Wessolek, Academy of Fine Arts, Nuremberg
2024 - 2026	Employee at the Department of Academic Development (Universitätsentwicklung) Lernraum.Bauhaus - Hybrides Lernatelier, Bauhaus University, Weimar
2017 - 2024	Artistic Associate, Lecturer (Künstlerischer Mitarbeiter, Dozent) Chair of Media Environments, Bauhaus University, Weimar
2019	Lecturer, VR Technology and Sound Design Chair of Sound Arts - Music and Media Art, University of the Arts, Bern (CHE)
2016	Lecturer, Representing Violence - icons of war and violence in media art Workshop in cooperation with Dr. Dani Ploeger, ArtScience Interfaculty, Den Haag (NL)
2011	Fellow employee (Hiwi) of Prof. Ursula Damm Chair of Media Environments, Bauhaus University, Weimar <i>Tutor, student project support (multimedia)</i>
2009	Creative sound design with Pure Data , Bauhaus University, Weimar

UNIVERSITY FUNDED PROJECTS

2022 - 2023	Fellowship Forschungswerkstatt (32.200,00 €) „Post Physical Sense Lab” transdisciplinary learning tool and mobile laboratory for performative and post-physical material research, Bauhaus University Weimar
2022	Kreativfonds (5.000,00 €) „Post Physical Playgrounds - NFT workshop and art exhibition“, Bauhaus University Weimar
2018	Innovation Fund for Research and Teaching (16.732,00 €) “Critical VR Lab” a VR laboratory for interdisciplinary, interfaculty projects Bauhaus University Weimar

TALKS & PRESENTATIONS (SELECTION)

2025	Post Physical Sense Lab University:Future Festival, Hochschulforum Digitalisierung, Berlin
2022	Sneaky Translators: Hybrid Theory (Panel Performance) 13th SAR Conference, Bauhaus University, Weimar
2019	Exploring digital cultures as artistic practice Denkraum.Bauhaus - Federal Congress of Art Education Bauhaus University, Weimar
2018	Critical Experience Design – RADIOPHONIC SPACES Haus der Kulturen der Welt (HKW), Berlin

IASS Symposium – Creativity in Structural Design

Massachusetts Institute of Technology (MIT), Boston (US)

2017

Post Physical Art Spaces – virtual chambers of wonder of the present

Haus der elektronischen Künste (HeK), Basel (CHE)

Haunted Media. A Virtual Reality Lecture Performance

The Pacific Wall. Artistic strategies between Bauhaus and Silicon Valley

Acud Macht Neu, Berlin

2016

Game principles and game engines as artistic tools

Artgames Forum, Spektrum: art | science | community, Berlin

2012

Critical Performance Technologies: Disowning Geek Culture

Konnecting Gestures, Brunel University, London (UK)

2011

Construction and perception of space, Architecture World, Frankfurt

PUBLICATIONS

2019

Out Of The Box. The Midlife Crisis Of The Digital Revolution

Ars Electronica 2019, catalogue (ISBN 978-3-7757-4576-5)

Denkraum.Bauhaus, Exploring digital cultures as artistic practice

Andrea Dreyer, Luise Nerlich (Hg.) (ISBN 978-3-7455-1076-8)

2018

Embodied Creativity in Computational Design

IASS 2018 Annual International Symposium“ Boston, USA (IASS 2018)

Robert Patz, Jörg Brinkmann, Christoph Gengnagel, Berlin University of the Arts (UdK)

Digitale Skulptur – Follow The Unknown, catalogue (ISBN 978-3-947563-00-5)

2016

Immersive Interfacing in Large-Scale Design

IASS 2016 Annual International Symposium“ Tokyo, Japan (IASS 2016)

Saqib Aziz, Max Marschall, Robert Patz, Jörg Brinkmann, Christoph Gengnagel
Berlin University of the Arts (UdK)

2014

#Horst und Edeltraut, The Vision Issue, Digital ARTIST (ISSN-Print 2194-8755)

2013

Herbert Lachmayer „Staging Knowledge“ (ISBN 978-3770552139)

2012

European Media Art Festival 2012 catalogue (ISBN 978-3926501349)

FREELANCE WORK

2022

'Lichtung mein Waldstrukt' by David Hahlbrock, Weltkunstzimmer Düsseldorf

Programming and artistic assistance in the development of an iPhone application

2021

Der Mensch ist ein Anderer (theater-project about neural networks)

Wartburg, Hessisches Staatstheater Wiesbaden

in cooperation with Cyberräuber (Björn Lengers & Marcel Karnapke)

Sounddesign, development of an interactive interface

2016

“Digital Crafting: Case Study“ Institute of Architecture and Urban Development

University of the Arts (UdK), Berlin

Design and execution of a virtual reality application for the Oculus Rift

2015 - 2016

Co-founder and Head of Design at virtigo.xyz

Interactive presentations for the web and virtual reality

2015

Musicvideo “Unmatching Us“ from Siberi

Direction and post-production (Editing, Color Grading)

2012 - 2015

june Artists Management GmbH Berlin

Assistant for administration, management, and design (part-time)

2004 - 2005

GIATA GmbH, Berlin

Advertising designer (part-time)

EXHIBITIONS & PERFORMANCES (SELECTION)

2026	K im K - Klang im Kino / Schaubühne Lindenfels / Leipzig
2020	Musrara Mix Festival / Jerusalem (IL)
2019	Out of the Box – Ars Electronica Festival 2019 / Post City / Linz (AT)
	WASTE AND VOID / Sacred Heart Church / Erlangen
	From the Lab to the Studio / Galerie Eigenheim / Berlin
	Membrane / Kunstverein Tiergarten / Berlin
	Spiritual * Digital / Kunstverein Wolfsburg
	Manifest of Practice / State Chancellery of Thuringia / Berlin
2018	Mirage Festival 6e édition – Expérience des réalités / Lyon (FR)
	Digitale Skulptur – Follow the Unknown / Museum Ulm
	TIME BOMB: 25th Annual Summer Benefit / Watermill Center / New York (US)
2017	Belong Anywhere / Acud Macht Neu / Berlin
2015	Always-on. / Schule Des Sehens / Johannes Gutenberg University / Mainz
	Berlin Art Prize 2015 (Performance “Time To Kill“ mit Johannes Büttner) / Berlin
	Kongress der Möglichkeiten with HATE & CCC / Kunstraum Kreuzberg, Bethanien
	NODE Forum for Digital Arts / Frankfurt
2014	Disrupting Void – Transmediale Resource 004: P2P Vorspiel / Liebig12 / Berlin (solo)
2013	30C3: 30th Chaos Communication Congress - CCC / Hamburg
	“Living Rooms“ by Robert Wilson / Musée du Louvre / Paris (FR)
	Quid Pro Quo / Instituto Cervantes / Berlin
	Devils Heaven: 20th Annual Summer Benefit / Watermill Center / New York
	96 Proposals / Marburger Kunstverein / Marburg
	The Pluto In Me - Transmediale Resource 003: P2P Vorspiel / Artconnect / Berlin
2012	Tag des offenen Denkmals / Herderkirche / Weimar (solo)
	Experimental Trails / galerie KUB / Leipzig
	Via Crucis / Robert Wilson / Kunstfest / Weimar
	48 Stunden Neukölln / Magdalenenkirche / Berlin (solo)
	European Media Art Festival / Kunsthalle Dominikanerkirche / Osnabrück
	Cabinets of Post-Digital Curiosities / Antonin Artaud Performance Centre / London (UK)
	Potenzial / Galerie Rothamel / Erfurt
2011	Bauhaus Essentials / Kristian Jarmuschek / Neues Museum / Weimar
	Preview – The Emerging Art Fair / marke.6 / Flughafen Tempelhof / Berlin
	Ausstellung Licht / QQArt Galerie / Düsseldorf
	Mediale Lebens(t)räume / Herbert Lachmeyer / Kulturforum Haus Dacheröden
2010	Virtualität und Spiritualität / Horst Konietzny / Court Church of All Saints / Munich
2008	Art Cologne Altitude 08 / KHM - Academy of Media Arts / Cologne

PRIZES & AWARDS

2016	Digital Sculpture Award 2016 , Institute of Digital Art (shortlisted)
2009 - 2014	Scholarship: Studienstiftung des deutschen Volkes
2012	Herder Förder Preis for “plug & pray“, Weimar
2011	GRAFE Kreativ Preis 2011 for Simulation, Summary, Weimar
2010	First Prize for “plug & pray“, Exhibition „Light“, QQArt Gallery Düsseldorf
2010	Medienkunstpreis for “Flugversuch“, Bauhaus University, Weimar

RECENT PROJECTS IN THE CONTEXT OF MY RESEARCH

- 2026 [Digital Playgrounds](#)
presents the results of a one-week workshop held in October 2025 at Koblenz University of Applied Sciences as part of the MArt-Lab
- 2025 [ARFsys](#)
let's play/performance of 'ARFsys' - a walking simulator/sound environment
- 2023 [Post Physical Sense Lab](#)
A transdisciplinary learning tool and mobile laboratory for performative and post-physical material research
- 2023 **Post Physical Playgrounds - an online NFT Exhibition**
- 2022 [Der Mensch ist ein Anderer \(theater-project about neural networks\)](#)
performance, June 26th 2022: <https://youtu.be/b0PFiD7HupU?t=3049>
- 2021 **Desperately Seeking Online - Performance as ARF**
trailer: <https://youtu.be/IDL8jmNEQIM>
interface test (Unity, face-, handtracking): https://youtu.be/jPkp1--3_og
physics test: <https://youtu.be/HvUkQVd7TSw>

EXAMPLES OF MY TEACHING ACTIVITIES

- 2023 **Headbutting the Metaverse & Outplaying the Videogame**
postphysicalsenselab.net/Studentische-Projekte
- 2022 **Immersive Essays**
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/GMU:Immersive_Essays
- 2019 **The Weird**
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/GMU:The_Weird
- 2018 **VR Experience Designers**
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/GMU:VR_Experience_Designers
- 2017 **CRITICAL VR**
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/GMU:CRITICAL_VR
- 2017 **Techniken des Virtuellen**
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/GMU:Techniken_des_Virtuellen

CO-AUTHORED CONFERENCE PAPERS ON RESEARCHGATE

- 2018 **Embodied Creativity in Computational Design**
https://www.researchgate.net/publication/326522275_Embodied_Creativity_in_Computational_Design
- 2016 **Immersive Interfacing in Large-Scale Design**
https://www.researchgate.net/publication/306095111_Immersive_Interfacing_in_Large-Scale_Design