

EDUCATION

Master of Fine Arts in Emergent Digital Practices

University of Denver, Denver, CO, June 2016

Bachelor of Arts in Art-Semiotics

Brown University, Providence, RI, May 2009

Significant additional coursework in computational biology

PROFESSIONAL EXPERIENCE



JENNY FILIPETTI

ARTIST & CREATIVE
TECHNOLOGY EDUCATOR

CONTACT

jennyfilipetti.com
jenny.filipetti@gmail.com

+39 347 655 7433

Via Ettore Troilo, 2
Milan, Italy 20136

PROFESSOR @ INWORKS

University of Colorado Denver & Anschutz Medical Campus, Denver, Colorado.
September 2017 - January 2020.

Developed and taught courses and workshops in programming, interactive technology, human-centered design, biodesign, and digital prototyping and fabrication to graduate and undergraduate students in an interdisciplinary institute for design and innovation. Instrumental in developing campus partnerships and community collaborations.

CO-FOUNDER AND EXECUTIVE DIRECTOR

Immersive Denver (non-profit), Denver, Colorado. April 2018 - present.

Strategic lead and operational manager of creative and community activities and partnerships to support the regional immersive arts, including programming for the Denver Immersive Summit. Design and maintain website, monthly newsletters, and all graphic and outreach materials.

CREATIVE & EDUCATIONAL TECHNOLOGY MANAGER

Auraria Library, Denver, Colorado. October 2015 - August 2017.

Designed and managed all programming and operations for a new suite of creative technology learning spaces: a multimedia and design support lab, photography and video studio, 3D printing and scanning center, large-scale video wall, and pop-up workshop/prototyping lab. Developed all lab policies, workflows, training curricula, workshops, digital learning objects, and outreach materials.

TECHNICAL DIRECTOR

Currents International New Media Festival, Santa Fe, New Mexico. June 2013 - July 2014.

Technical Director for annual digital media festival comprising a 30,000 square-foot exhibition space and off-site events, workshops, and performances. Co-managed with Exhibitions Coordinator the installation of all artwork, conducted daily technical support to ensure the proper functioning of all technology, and served as a public point of contact for the exhibition.

TECHNOLOGY MANAGING EDITOR @ DESIGNBOOM

Milan, Italy. 2010 - 2013.

Head of the Technology section with related responsibilities in the Arts and Design sections of a daily web publication (4 million monthly readers). Additional responsibilities for development and management of international design competitions in collaboration with global companies, including serving as project lead with Infiniti Cars on the Infiniti Digital Art competition.

AWARDS

FINALIST FOR *RXN WRISTBAND*

International Biodesign Challenge, New York, NY, USA, 2017

FINALIST FOR *BREATH VESSELS*

Arte Laguna International Art Prize, Venice, Italy, 2017
One of five artworks selected for the Virtual Art Prize

GRAPHIC DESIGN INVITED ARTIST SPEAKER

University of Wyoming, Laramie, WY, USA, 2017

TOP JURIED ARTWORK FOR *LIQUID MIRROR*

Shimmer: The Art of Light, Chapel Hill, NC, USA, 2016

LOGLIST FINALIST (TOP 15%)

Lumen Prize, 2015

EXHIBITIONS

2019 Group Show, Currents 826, Santa Fe, NM

Group Show, *Lights Out Lights On (2019)*, RedLine, Denver, CO

2018 Featured installation, *Nocterra*, Denver Maker Faire, Denver, CO

Group Show, *Lights Out Lights On (2018)*, RedLine, Denver, CO

Group Show, *OVRT*, Signal to Noise Media Labs, Denver, CO

2017 Group Show, Arte Laguna Prize 2017, TIM Future Center, Venice, Italy

Solo Show, *Particles of Light in the Spaces We Inhabit*, University of Wyoming Visual Arts Gallery, Laramie, WY

2016 Group Show, *Virtual Object*, Form & Concept, Santa Fe, NM

Group Show, *Calculated Mediations*, Canyon Gallery, Boulder, CO

2015 Solo Show, *Interfascia*, Hinterland Gallery, Denver, CO

Group Show, Virtual, Lumen Prize 2015, Lumen Online Gallery

SELECTED TALKS & PUBLICATIONS

A POETICS OF THE DATA-IMAGE

Published and presented at the International Conference on Transdisciplinary Imaging at the Intersections of Art, Science and Culture, April 2018, University of Edinburgh, UK

ART/LIFE CONVERGENCE

Talk, University of Colorado Denver, August 2017

THE PERPETUAL ARCHIVE: ARCHIVES AS INVENTORY

Published in RECONSTRUCTION 16.1, March 2016

"CART(ONT)OLOGY"

Presented in the Cities and Urbanism panel, International Symposium on Electronic Art, August 2015, Vancouver, Canada

UNIVERSITY TEACHING EXPERIENCE

BIOMEDIA

University of Denver in Spring 2015

INTRO TO WEB

University of Colorado Boulder in Spring 2016

COMPUTATIONAL FOUNDATIONS OF INNOVATION

University of Colorado Denver in Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019

INTERNET OF THINGS

University of Colorado Denver in Spring 2018, Spring 2019

BIO-INSPIRED DESIGN AND INNOVATION

University of Colorado Denver in Spring 2018

INWORKS CAPSTONE

University of Colorado Denver in Fall 2018, Spring 2019, Fall 2019

SKILLS

COMPUTER & PROGRAMMING

High proficiency: Processing, Arduino, microelectronics, HTML/CSS, Java

Basic proficiency: Python, PHP, MySQL, Linux, Max MSP, D3

OFFICE & IT

High proficiency: MS Office suite, Google suite, Wordpress, Windows, macOS, Android

DESIGN & COMMUNICATIONS

High proficiency: Adobe Creative Cloud (Photoshop, InDesign, Illustrator), photography and video production, graphic design (digital/print), social media.

FABRICATION

High proficiency: 3D printers, 3D modeling (Rhino) laser cutter, soldering, ceramics

Basic proficiency: Wood-working, robotics, mold-making

Jenny BC Filipetti

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