



Giovanna Casimiro Graziosi  
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Multimedia artist, Project Manager and Art Director with 9 years of experience in interactive projects focused in mixed reality, virtual reality, physical computing in business, fashion and cultural field. Possesses a strong sense of leadership, forward thinking and problem solving. Capable of communication with clients and team, with skills that can support position in several fields. For more information, publication, articles and portfolio: <http://www.ggcasimiro.com>.

#### EDUCATION

- P.h.D. at School of Architecture and Urbanism at University of São Paulo, in Art and Architecture (2017-2021)
- Master in Visual Arts at Federal University of Santa Maria, in New Media Art, Technology and Design (2014-2015)
- Pos degree at Decorative Arts and Interior Design at Criart - School of Decorative Arts (2011-2012)
- Bachelor in Design and Visual Arts at Federal University of Santa Maria (2009-2013)

#### Keywords

1. digital design
2. digital art
3. architecture
4. teaching
5. innovation
6. mixed and virtual reality
7. solution creation

#### Skills

1. sense of leadership
2. problem solver
3. good communication
4. commitment and dedication
5. like collective processes
6. experience in leading teams
7. adaptability
8. fast learner
9. creativity

Languages: English-Advanced, Portuguese-Advanced, Spanish-Intermediate, Italian-Basic, French-Basic.

## PROFESSIONAL EXPERIENCE

I am a digital designer and multimedia artists, with experience in managing and leading projects in South America, North America, Asia and Europe. Since 2009 I have been researching Art & Technology focused on interactivity in exhibition places and from 2013 to now my research focused on mixed reality and immersive innovative experiences. I have experience as a project manager, collaborating with different teams worldwide including ARTIVIVE app, ZOAN studio, OVNI Studio, LILO.Zone, Boston Cyberarts, Digaaí Association, and others. I am a believer in creative initiatives, embracing complex challenges. My work experience gave me trust to develop my leadership skills, being able to manage remote and/or on-site teams; to keep control over all the situations, delivering things on time; to support and help the designers, going into the hands-on mode, helping them with research, visual references and giving them attention when needed; making me a very sensitive professional, that cares about her team as well as the project requirements.

ART EXHIBITIONS AND CULTURAL INSTITUTIONS	
- Hanji - Unfolding Memories, installation at Asia Culture Center	Gwangju, South Korea 2018
- Art and Technology Residency (Creator in Lab) at Asia Culture Center	Gwangju, South Korea 2018
- Exhibition Maquinações at Oi Futuro Flamengo Cultural Centre	Rio de Janeiro, RJ 2018
- Artweek Boston interactive walkthrough at ARLines of the City installation	Boston, USA 2018
- The Museum of the Others, installation at Museum of Image and Sound	São Paulo, Brazil 2017
- Art and Technology Residency (LABMIS) at Museum of Image and Sound	São Paulo, Brazil 2017
- Art and Technology Residency at Kultur Kontakt	Vienna, Austria 2017
- Metacity, urban intervention at the exhibition MishMash during the Kultur Kontakt residency	Vienna, Austria 2017
- ARLines of the City, installation at WELT KOMPAKT? exhibition	Vienna, Austria 2017
- YouTopia, installation of billboard under Ursula Probst curation	Melk, Austria 2017
- MASP.ETC.BR collective video intervention at the Museum of São Paulo	São Paulo, Brazil 2017
- Interffective Swings intervention at Red Bull Station	São Paulo, Brazil 2016

- Art and Technology Residency at Red Bull Station	São Paulo, Brazil 2016
- Panobike, interactive installation with Arduino at the Bicicultura Festival	São Paulo, Brazil 2016
- Mobike, mobile cinema intervention at the Bicicultura - Festival	São Paulo, Brazil 2016
- Data Mapping, video mapping live at Shopping Light São Paulo in partnership with Soma Co. and Rômulo Justa	São Paulo, Brazil 2016
- National Meeting of Fine Arts (ANPAP), composing the organization, was curator assistant of the art and technology exhibitions	Brazil, 2015-2016
- Trainee Art Museum of São Paulo	São Paulo, Brazil 2013
- Trainee Art Museum of Santa Maria	Santa Maria, Brazil 2012
- Trainee in the Education Team of the International Festival of Electronic Language (FIESP)	São Paulo, Brazil 2013
- Guild Gallery project, an experimental virtual art galleries	Santa Maria, Brazil 2010-2011

CURATOR AND PROJECT COORDINATION	
- Immersive week "Urban Noises"(coordination and curation) in partnership with MIT List, Cultural Space Porto Seguro and the Liquid Media Lab	São Paulo, Brazil 2018
- ARLines of the City (curator and coordinator of project in partnership with Boston Cyberarts)	Boston and Chicago, USA 2018 Vienna, Austria 2017
- FestAR - the live murals festival (organized in partnership with MIT List Center, proposing an open experience with augmented reality and graffiti)	Boston, USA 2018
- Interactive murals at Lynn and Norfolk (coordination and creation of augmented reality murals in partnership with the artists Cedric Vise)	Lynn, USA Norfolk, USA 2017
- Collective Exhibition MishMash	Vienna, Austria 2017
- TechCoffee roundtables: debate to discuss art, technology, architecture, design and digital fabrication at LILO.ZONE	São Paulo, Brazil 2015-2016

- InterAffective Gallery, bringing together artists in - independent interactive displays. The exhibitions BIOMA_digital and NEURO.sense of place happened at the LILO.ZONE	São Paulo, Brazil 2015-2016
- Curator on the Seminar on Contemporary Art at the Federal University of Santa Maria	Santa Maria, Brazil 2012-2015
- ARt [in] Muzz, augmented reality exhibition at Federal University of Santa Maria	Santa Maria, Brazil 2011-2013

TEACHING AND EDUCATION	
- Workshop in the <a href="#">Urban Art Academy São Paulo</a> , at Red Bull Station	São Paulo, Brazil 2018
- Lecturer at University Center SENAC Santo Amaro, on the Digital Design Degree Course	São Paulo, Brazil 2015-2017
- Coordinator LPAI - laboratory of Augmented Reality and Virtual Reality, at University Center SENAC Santo Amaro	São Paulo, Brazil 2017
- Workshop Interffective Swings, about furniture and electronics at the Oi Futuro Flamengo	Rio de Janeiro, RJ 2018
- Workshops and courses of Mixed Reality at Dudley Square Studios	Boston, USA 2017
- Workshops of Mixed Reality and street art at Museumsquartier and local schools	Vienna, Austria 2017
- Workshops of Mixed Reality at <a href="#">SESC</a>	São Paulo, Brazil 2017
- Workshops of Mixed Reality at <a href="#">Istituto Europeo di Design</a>	São Paulo, Brazil 2016
- Modular Courses in the course of Graduate Studies in Education Games at Capacitar Education Center	São Paulo, Brazil 2016
- Assistant to Prof. Giselle Beiguelman for "Critical Digital Interface" discipline at School of Architecture and urbanism of University of São Paulo	São Paulo, Brazil 2015
- Workshops of digital interface and mixed reality at LILO.Zone	São Paulo, Brazil 2014-2016
- Art Media and Contemporary Art at Federal University of Santa Maria (requirement activity during Masters)	Santa Maria, Brazil 2015

DIGITAL/GRAPHIC DESIGN	
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- <a href="#">Urban Media Art Academy</a> social media content and website designer	Berlin, Germany 2018 -
- Video and image production for the project MASP.ETC.BR	São Paulo, Brazil 2017
- Augmented reality application design for the Exhibition Memory Amnesia	São Paulo, Brazil 2015
- Graphic and digital material for the Art Media and Contemporary Art at Federal University of Santa Maria	Santa Maria, Brazil 2011-2015
- Graphic, digital and audiovisual material for the workshops and exhibitions at LILO.Zone	São Paulo, Brazil 2014-2016
- Video and image production for the exhibition Vesica Piscis   Laban in Flux, at the Museum of Contemporary art of University of Sao Paulo	São Paulo, Brazil 2016
- Graphic, digital and audio visual material for FACTORS - Festival of Art, Science and Technology in rio Grande do Sul	Santa Maria, Brazil 2014-2016
- Web Design for FACTORS - Festival of Art, Science and Technology in rio Grande do Sul	Santa Maria, Brazil 2014-2016
- Graphic, digital and audio visual material for Contemporary Art Seminar (2011 - 2016 / Organization).	Santa Maria, Brazil 2010-2015
- Graphic, digital and audio visual material for Guild Gallery project, an experimental virtual art galleries	Santa Maria, Brazil 2010-2013
- Graphic, digital and audio visual material for International Festival of Electronic Language (FIESP) book, Highlike	São Paulo, Brazil 2015

PROJECT MANAGEMENT	
- <a href="#">ZOAN</a> - leading Virtual Reality projects for european clients	Helsinki, Finland 2017-2018
- <a href="#">Dudley Square Studios</a> + <a href="#">Historic Boston Associated</a> - leading the Augmented Reality	Boston, USA 2017
- SESC Pinheiros - leading the Independent project Ludicidade at	São Paulo, Brazil 2017
- <a href="#">LILLO.Zone</a> - supervising projects and workshops of digital interface and mixed reality	São Paulo, Brazil 2014-2017
- <a href="#">Novatrix</a> - leading design interface and mobile development for several projects, including the interactive game with beacons Bucky's Adventurers	São Paulo, Brazil 2015-2016
- <a href="#">Corollarium</a> - leading the development of a digital platform form digital museums	São Paulo, Brazil 2013-2014

