

Will Hurt - CV - February 2017

b.1984, lives and works in Norwich, UK.

www.willhurt.net
hurtwill@gmail.com
+44 7769 907 432

Education

2004-09 BA Fine Art Media, Slade School of Fine Art, UCL, UK.

2003-04 Foundation Diploma, Norwich University of the Arts, Norwich, UK.

Upcoming Exhibitions, Installations, Performances, Screenings, Talks, Workshops

10th June 2017, "Diggin' The Gallery" Workshop, Tate Britain, UK.

April 2017, Derby Silk Mill Temporary Exhibition, Derby, UK.

Selected Exhibitions, Installations, Performances, Screenings

2017, EISF "Play On", National Museum of Scotland, Edinburgh, UK/

2017, Future Imperfect Symposium, Plymouth, UK.

2017, Mystic Service, Copenhagen, Denmark.

2016, "Configurations" (Solo Show), QUAD, Derby, UK.

2016, All In One, Piazza Martiri della Libertà, Chiari, Italy.

2016, ISEA Open Sky Project Final Screening, IFC Tower, Hong Kong.

2016, MozEx, Mozilla Fest, Ravensbourne University, London, UK.

2016, Lightworks 2016, Grimsby, UK.

2016, GameCity Festival, National Videogame Arcade, Nottingham, UK.

2016, Great Wall of Oakland, Oakland, California, USA.

2016, "isthisit #21", <http://www.isthisitisthisit.com>

2016, Wirksworth Festival, Wirksworth, Derbyshire, UK.

2016, Plink Plonk, Anteros Courtyard, Norwich, UK.

2016, Blank Arcade, Hannah Maclure Centre, Dundee, UK.

2016, Play Factory, Nottingham Contemporary, Nottingham, UK.

2016, Blueprints, Roman Susan, Chicago, USA.

2016, Voxel Gallery Featured Artist, April-May 2016, <http://voxelgallery.co.uk/> .

2016, Construct the Future, Hoxton Gallery, London, UK.

2016, Threshold Festival, Baltic Triangle, Liverpool, UK.

2016, UMW Media Wall, University of Mary Washington, Fredericksburg, USA.

2016, 800cm3 at UFES Art Gallery, Goiabeiras, Vitória, Brazil.

2016, Peterborough Open, City Gallery, Peterborough, UK.

2016, ISEA Open Sky Project Screening, IFC Tower, Hong Kong.

2015, Festival of Film Animation, Olomouc, Czech Republic.

2015, BYOB Norwich, Freight Gallery, Norwich, UK.

2015, 800cm3 at "The Wrong" New Digital Art Biennale, Baile, Vitoria, Brazil.

2015, "Longer Trails", Electric Objects AV Lounge Rough Trade NYC, New York, USA.

2015, Purple Peach, LEVEL Centre, Rowsley, UK.

2015, One Minute Hull, Hull, UK.

2015, Connect The Dots, DINA, Sheffield, UK.

2015, Kulturhavn, Kulturhuset Islands Brygge, Copenhagen, Denmark.

2015, "Group Show", Nunns Yard, Norwich, UK.

2015, "Performance. Movement. Sound", Gallery 202, <http://www.gallery202.co.uk/#/performancemovementsound/ct4s> .

2015, Op3nR3p0.net, Online Public Repository.

2013, Sight Unseen Installation, New York Design Week, New York, USA.

2011, AV Performance with Floating Points, All Tomorrow's Parties - curated by Animal Collective, Minehead, UK.

2011, "Sun/Mirror", Eglo Records Installation, Life Bar, London, UK.

2009, Slade BA Summer Exhibition, London, UK.

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2007, Episode 4, Woburn Studios, London, UK.
2007, Norfolk Open Studios, Sticks Gallery, Norfolk, UK.
2006, FRAMED, Woburn Studios, London, UK.
2004, AV Performance with Floating Points, Whisper it Loud, London, UK.
2004, AV Performance with Floating Points, Camden Factory, London, UK.

Commissions

2016, Nottingham Contemporary, Play Factory Digital Commission, UK.
2016, Electric Objects Art Club Commission, www.electricobjects.com
2015, "Object Construct Grid", Commission for Private Collection, Norfolk, UK.
2015, "Object Construct Grid", Commission for Private Collection, London, UK.
2011, Floating Points "Shadows EP" Artwork, Eglo Records Commission, UK.
2011, Floating Points "Sais" Music Video, Eglo Records Commission, UK.
2010, Floating Points "Peoples Potential" Artwork, Eglo Records Commission, UK.

Residencies

2015, 5 week D-LAB / LEVEL Residency, The LEVEL Centre, Rowsley, UK.

Workshops

2017, Lego Configurations, QUAD, Derby, UK
2016, Interactive Visuals Workshops with the CircuitPHF Collabor8 Group, Nottingham Contemporary, UK.

Awards

2016, Native's Construct the Future "Technology" Award.
2016, Honourable Mention, ISEA Open Sky Project.
2009, Julian Sullivan Award, Achievement in Fine Art Media.
2008, Woburn Studios Project Award.

Publications

2016, Blank Arcade 2016, Lindsay Grace and Emilie Reed, Critical Gameplay, ISBN 978-1365245749.
2009, Glitch: Designing Imperfection, Ant Scott and Iman Morandi, Mark Batty Publisher, ISBN 978-0979966668.

Talks

2017, "Dialogues, When Art meets Technology" (Panel), National Museum of Scotland, Edinburgh, UK.
2017, Artist Talk, QUAD, Derby, UK.
2016, MozEx Show and Tell Talk, Tate Britain, London, UK.
2016, Is That All There Is Conference, Birmingham Hippodrome, UK.

Press

2017, Artist Newsletter Top 5 Exhibitions of the week, <https://www.a-n.co.uk/news/now-showing-179-the-weeks-top-exhibitions>
2016, Level Out Loud, Issue 1.
2015, Art Reveal Magazine, Issue 3, http://issuu.com/artrevealmagazine/docs/no_3