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20092019

## Curriculum Vitae



Ole works as a software artist, computer programming forming his artistic practice. He works with interactive video projections, lighting control and realtime video analysis as well as digitally programmable large scale installations. His scenographic work is mainly in the field of modern dance. He is artistic consultant for the SPACE AND POLAR at the DANISH TECHNICAL UNIVERSITY. As a design technologist he helps the DANISH NATIONAL BROADCASTING CORPORATION wrangle computational designs on-air and THE ROYAL THEATRE realise interactive stage performances.

He masters and provides workshops in open source creative coding frameworks such as OpenFrameworks (C++), Arduino (C) and Processing (Java). He is quick at appropriating new languages and frameworks, and is currently wrapping his head around artistic and creative applications of machine learning, primarily using Tensor-flow, Python and Node.js. He works artistically as part of RECOIL PERFORMANCE GROUP. He is founder of the design technology studio DEN FRIE VILJE, is a current member of UAFHÆNGIGE SCENEKUNSTNERE, and advices CLICK FESTIVAL and CATCH

In 2014 he was awarded a 2 year work grant from the DANISH ARTS COUNCIL with the following motivation:

*[He] has a unique and original approach to all forms of time-based and digital media, placing him among the most interesting software artists in the world. Ole Kristensen is awarded a two-year work scholarship so he can concentrate on the creative study of digital, programmed and cross-aesthetic arts, and enjoy peace to navigate through the many artistic expressions that turn out.*

1978 Born in Ringsted, Denmark

### Education:

- 2003 - 2004 Guest studies at MASTER OF ART AND TECHNOLOGY, IT University, Gothenburg, Sweden
- 1999 - 2000 BACHELOR IN INTERACTIVE MEDIA, Roskilde University
- 1997 - 1999 HUMANISTIC BASIC EDUCATION, Roskilde University

### Other education:

Courses and workshops in electronics, programming as well as performance methods such as viewpoints, contact improvisation etc. Four intensive years living in CHRISTIANIA, taking part in the activist self-governance, working with infrastructure, culture, politics and press.

### Awards:

- 2012 REUMERT, NATIONAL DANISH THEATRE AWARDS, Dance Performance of the Year for LIVING ROOM.
- 2010 REUMERT, NATIONAL DANISH THEATRE AWARDS, Dance Performance of the Year for FROST.
- 2006 INITIATIVE PRIZE, Society for the Beautification of Copenhagen for CHRISTIANIAS OWN DEVELOPMENT PLAN with my visual design.

### Positions:

- 2018 - FOUNDER, Den Frie Vilje, Design Technology Studio, Denmark.
- 2017 - ARTISTIC CONSULTANT, Polar and Space, Danish Technical University, Denmark.
- 2017 - DESIGN TECHNOLOGIST, DR, Danish Broadcasting Corporation, Denmark.
- 2013 - 2017 LAB MANAGER (IT, ART AND DESIGN), Intermedia Lab, It University of Copenhagen, Denmark.
- 2011 - 2013 TEACHING ASSISTANT, CAOS Section, It University of Copenhagen, Denmark.
- 2011 - 2012 COORDINATOR FOR MEDIATED SPACES, Scenography Dept. of the National Theatre School, Denmark.

### Artistic Works:

- 2019 MENNESKEBYRDEN, programming and design of interactive voting for stage with Stages of Science at The Royal Theatre, Copenhagen, Denmark.
- 2018 ØRESUND BRIDGE, programming, design and concept for immersive interactive installation commissioned by Ove Arup and Partners, shown at DAC, Copenhagen, Denmark.
- 2017 DIGITAL WEATHER, programming, design and concept for interactive lighting sculpture with Karina Madsen, Kjell Yngve Petersen, Karin Søndergaard, Copenhagen, Denmark.
- 2016 STEREO, programming and design of interactive stereographic (3D) projections as set design. with Recoil Performance Group, Copenhagen, Denmark.

*Artistic Works (continued):*

- 2015 LONGING FAST FORWARD, programming and design of a one year time-lapse recording station for an Arctic settlement and video installation piece with Annesofie Norn and Daniel Plewe.
- 2014 TRÆ, programming and design of stereographic projection installation in a Pepper's Ghost. with Deborah Vlaeymans, IN TRANSIT, Click Festival, Elsinore, Denmark.
- 2013 MULTIPLICITY, programming, design and concept for permanent interactive light installation with Vertigo, Fremtidens Kulturhus, Vallensbæk, Denmark.
- 2012 GETTING BACK IN THE WHOLE, stereographic 3D filming and projection for scenography with Deborah Vlaeymans, IN TRANSIT, Copenhagen, Denmark.
- 2012 LIVING ROOM, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2011 MALPAIS, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2010 INLAND, video triptych based on research trip to Northwestern Greenland 2009 exhibited in the foyer of Dansehallerne, Copenhagen for rerun of FROST.
- 2010 HATS, PLANES AND TRAINS, programming and design of interactive scenography with Recoil Performance Group commissioned by Dance Digital, Luton, UK.
- 2010 FUCK YOU BUDDY, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2009 FROST, programming and design of interactive scenography for Dansk Danseteater, Copenhagen, Denmark.
- 2009 UTOPIAN FLOES, programming and design of video scenography for Caravan Stage Tall Ship Theatre, sailing from Galaxidi, Greece.
- 2009 TIMEMAP#3, programming and design of interactive scenography with Recoil Performance Group at Dansehallerne, Copenhagen, Denmark.
- 2009 DON'T JUDGE A BOOK BY IT'S COVER, programming of tactile feedback installation by Veronika Bökelmann and Ståhle Stenslie for Edy Poppy at Litteraturhuset, Oslo, Norway.
- 2008 WORK IN PROGRESS, generative installation performing automating pen doodling curated for the alt\_cph opening, by Stine Hebert and Mikrogalleriet, Denmark.
- 2008 KOSMISK FRYGT ELLER DEN DAG BRAD PITT FIK PARANOIA, video design for a piece on global warming directed by Tue Biering at Aarhus Teater, Århus, Denmark.
- 2008 STOP MOTION, interactive photo installation curated for re:new festival, Denmark and shown at New Media Meeting 03, Sweden.
- 2008 BODY NAVIGATION, interactive floor projection scenography for a dance performance with Recoil Performance Group dance for Labyrinth at Kaleidoskop k2, Denmark.
- 2008 DEMO-CRAZY, video design for a piece on democracy in eurovision format directed by Egil Palsson at Camp X Rialto, Copenhagen, Denmark.
- 2007 GRENZSTADT MIDDLE EAST bridging stages in a simultaneous networked dance performance with Recoil Performance Group at the Masahat festival, Beirut, Copenhagen and Amman.
- 2006 VANISHING CURRENTS, video design and set construction for Caravan Stage Tall Ship Theatre, sailing from Rotterdam, Netherlands.
- 2005 LIGHT MOVES, interactive video installation for mine - digital art festival 05, Tingbæk Chalk Mines, Støvring, Denmark.
- 2004 REGNTID, interactive rain installation curated by Roskilde Festival, and appearing at the Halfmachine festival, Christiania.
- 2004 FLYT DIG, interactive video installation curated by kopenhagen gallery for the Generator festival, Copenhagen, Denmark.
- 2003 WHITE CUBE, installation and dance performance with tabla.dk at the Robodock Festival, Rotterdam, Netherlands.
- 2003 HALFFRAME, interactive video installation for the Halfmachine festival, Christiania, Denmark.
- 2003 CYBERACADEMY.DK, interactive web piece an entry for ZKM Medienkunstpreis, made at Master of Art and Technology, Sweden
- 2002 UNDERSTRØM, sub terrain light and projection installation for a tabla.dk event in an old bunker under the Fælledparken park, Copenhagen, Denmark.
- 2001 GLASPERLESPILLET (THE GLASS BEAD GAME), interactive multimedia installation, a term project at Interactive Media, Roskilde University, Roskilde, Denmark.

*Festivals / Exhibitions:*

- 2018 EXPLORING THE ARCTIC OCEAN with Longing Fast Forward at Visual Arts Center, UA Austin, US.
- 2018 D-CAF, Kodak Passageway, Cairo, Egypt.
- 2017 CLICK FESTIVAL, Elsinore, Denmark.
- 2017 VANDALORUM, Värnamo, Sweden.

*Festivals / Exhibitions (continued):*

- 2016 DIGITAL ART FESTIVAL, Taipei, Taiwan.  
2016 VIEW FROM UP HERE with Longing Fast Forward at Anchorage Museum, United States.  
2015 LONGING FAST FORWARD, Culture Yard, Elsinore, Denmark.  
2015 CLICK FESTIVAL, Elsinore, Denmark.  
2014 ARTS AND AUDIENCES, Reykjavik, Iceland.  
2014 CLICK FESTIVAL, Elsinore, Denmark.  
2013 FIELD NOTES - DEEP TIME, The Finnish Society of Bioart, Kilpisjärvi, Finland.  
2013 WORLD STAGE DAYS 2013, Scenofest, Cardiff, Wales, United Kingdom.  
2013 CLICK FESTIVAL, Elsinore, Denmark.  
2012 TANZFESTIVAL, ZKM Karlsruhe, Germany.  
2012 CLICK FESTIVAL, Elsinore, Denmark.  
2012 MOSTRA INTERARTE, Rio de Janeiro, Brazil.  
2012 RESONATE, Belgrade, Serbia.  
2011 BLACK BOX GALLERY, Copenhagen, Denmark.  
2010 BLACK BOX GALLERY, Copenhagen, Denmark.  
2010 GALERIE BRUNNHOFER, during ARS ELECTRONICA, Linz, Austria.  
2009 KEDJA, Oslo, Norway.  
2009 K15 FESTIVAL, Bochum, Germany.  
2008 ZIRKULATION, Copenhagen, Denmark.  
2008 JUNGE HUNDE, Århus, Denmark.  
2008 NEW MEDIA MEETING 03, Norrköping, Sweden.  
2008 ALT-CPH, Copenhagen, Denmark.  
2008 METROPOLIS CONFERENCE, Copenhagen, Denmark.  
2008 Re:New, Copenhagen, Denmark.  
2007 Metropolis Biennial, Copenhagen, Denmark.  
2007 MASAHAT DANCE FESTIVAL, Copenhagen, Denmark, Beirut, Lebanon & Amman, Jordan.  
2005 MINE - DIGITAL ART FESTIVAL 05, Støvring, Denmark.  
2004 GENERATOR, Copenhagen, Denmark.  
2004 HALFMACHINE, Christiania, Denmark.  
2004 ROSKILDE FESTIVAL, Roskilde, Denmark.  
2003 ROBODOCK, Rotterdam, Netherlands.  
2003 HALFMACHINE, Christiania, Denmark.

*Research:*

- 2017 COMPUTATIONAL CREATIVITY AND OPTIMIZING FOR AESTHETICS, artistic research with AI using DeIC Abacus 2.0 supercomputer, University of Southern Denmark, Odense, Denmark.  
2015 - 2017 ADAPTIVE LIGHTING, adaptive lighting control research, IT University & Royal Danish Academy of Fine Arts Schools of Architecture, Design and Conservation, Copenhagen, Denmark.  
2013 - 2016 STEREO, artistic research in Stereographic projections as immersive stage scenography, with Recoil Performance Group in Culture Yard in Elsinore, 3LD Studios in New York.  
2012 - 2015 LEDLYS, interdisciplinary research in LED light, IT University & Royal Danish Academy of Fine Arts Schools of Architecture, Design and Conservation, Copenhagen, Denmark.  
2011 ECOTELEMEDIA, translocal performance research, IT University, Copenhagen, Denmark.  
2009 LONGING - FAST FORWARD, research trip for 3 year project in Kullorsuaq, Greenland.  
2008 RECOIL WORKSHOP, laboratory on networked performance in the city, Christiania, Denmark.  
2005 UDEN TITEL II, performance laboratory on framing and video, Odsherred, Denmark.  
2005 TELEMATIC PERFORMANCE LAB II, practice as research in performance, Copenhagen, Denmark.  
2004 TELEMATIC PERFORMANCE LAB I, practice as research in performance, Copenhagen, Denmark.  
2004 TABLA.DK PERFORMANCE CAMP, Stillinge Strand, Denmark.

*Lectures:*

- 2018 TRACKING SEMINAR, at Danish National School of Performing Arts Further Education, Denmark.  
2018 SOFTWARE ART AND LONGING FAST FORWARD, artist and work presentation given by invitation of SCIENCE, Copenhagen University.  
ARCTIC WORKSHOP, Hindsgavl Castle, Middelfart, Denmark.  
2017 DIGITAL AND TECHNOLOGICAL PERSPECTIVES IN PERFORMANCE AND THE PERFORMING ARTS, seminar presentation  
CLICK FESTIVAL, The Culture Yard, Elsinore, Denmark.

*Lectures (continued):*

- 2014 THE DIGITAL ARTWORK as member of closing panel debate at Arts and Audiences conference, Harpa, Reykavik, Iceland.
- 2014 STEREOGRAPHY ON STAGE, talk with choreographer Billy Cowie at CLICK FESTIVAL, The Culture Yard, Elsinore, Denmark.
- 2013 MAKING YOUR COMPUTER SEE, Behind the Scenes of Recoil Performance Group at WORLD STAGE DAYS WSD2013, Royal Welsh College of Music & Drama, Cardiff, Wales, United Kingdom.
- 2013 CODING AS CREATIVE DIGITAL PRACTICE IN STAGE ARTS, Talk and Panel member. SCENEKUNST UPDATE, by invitation from The Danish Art Council, Aarhus & Copenhagen, Denmark.
- 2011 LONGING - FAST FORWARD presentation as part of the MATHIAS STORCH VORLESUNGEN at Nordeuropa Institut, Humboldt University, Berlin, Germany.

*Teaching:*

- 2017 CATCH MASTER CLUSTER, master student cluster for IT University and Design School, Denmark.
- 2013 - 2017 CREATIVE DIGITAL PRACTICE, teaching artistic practice for masters at the IT University, Denmark.
- 2012 MOVEMENT IN SPACE, 3 week video workshop for dancers at the School for Modern Dance, Denmark.
- 2012 MAKING YOUR COMPUTER SEE, open workshop at Mostra Interarte festival, Rio de Janeiro, Brazil.
- 2011 - 2017 DIGITAL AESTHETICS, ass. teacher in courses for bachelors and masters at the IT University, Denmark.
- 2011 KINECT AND TRACKING WORKSHOP, workshop at CAKI, Copenhagen, Denmark.
- 2011 MEDIATED SPACES 1, 1 week video workshop at National Theatre School, Denmark.
- 2011 MEDIATED SPACES 2, 1 week video workshop at National Theatre School, Denmark.
- 2011 NARRATIVE IN INTERACTIVE SYSTEMS, workshop with Tina Tarpgaard and Luis Emilio Bruni for students following the MALPAIS production from Medialogy, Aalborg University, Denmark.
- 2010 MOVEMENT IN SPACE, 2 week video workshop for dancers at the School for Modern Dance, Denmark.
- 2007 INFRARED TRACKING, ir-video workshop at the Oslo National Academy of the Arts, Oslo, Norway.
- 2007 NORDIC SPACE PROJECT, 3 week video workshop at the National Theatre School, Denmark.
- 2007 PROJECTION DRAMATURGY, 3 day video workshop at the National Theatre School, Denmark.
- 2006 REFLEXIVE SPACES, 3 week video workshop at the National Theatre School, Denmark.

*Stipendiums:*

- 2014 THE DANISH ART FOUNDATION two year personal working stipend.
- 2013 THE DANISH ART FOUNDATION personal travel grant for Kilpisjärvi, Finland.
- 2011 THE DANISH ART FOUNDATION personal travel grant for Mexico.
- 2011 THE DANISH ART FOUNDATION personal working stipend.
- 2010 KULTURKONTAKT NORD for LONGING - FAST FORWARD, an Interdisciplinary project in Greenland.
- 2010 NAPA for LONGING - FAST FORWARD, an Interdisciplinary project in Greenland.
- 2010 THE DANISH ART FOUNDATION personal travel grant for research trip to Greenland.
- 2010 KULTURKONTAKT NORD personal travel grant for research trip to Greenland.
- 2009 THE DANISH ART FOUNDATION personal travel grant for research trip to Greenland.
- 2005 THE DANISH ART COUNCIL for UDEN TITEL II, a tabla.dk performance research lab.