Emma Forgues
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LANGUAGES
French, English

SUMMARY
Emma Forgues is a digital artist based in Montreal. Her research and creation processes revolve around the uncanniness emerging from the intersection between the real and virtual worlds. She explores the innovations of technology and its social impact through video, sound, electronics, creative coding, audiovisual and performance projects. She believes these tools are great vectors of communication and dissemination. Her interests involve the body, cybernetics and interactive media.

SKILLS & SOFTWARE PROFICIENCY
Video and real-time video: Adobe Premiere, After Effect, Max Jitter, MadMapper, Resolume, TouchDesigner
Audio: Max MSP, ProTools, Ableton Live 9, Audacity, Audition
Virtual Reality: Unity, HTC Vive, Samsung Gear VR, HDM Odyssey
Creative Coding: C, C#, Max/MSP, Processing, Arduino, Unity
Web: HTML5, CSS, Javascript
Image Manipulation: Photoshop, InDesign, Illustrator

EDUCATION

Computation Arts Bachelor of Fine Arts, Concordia University, Montreal, Qc.	2016 -
Visual Arts, Cégep de l'Outaouais, Gatineau, Qc.	2014 - 2016

EXHIBITIONS

Sunsets. **"VOUS ÊTES ICI / YOU ARE HERE"** LA SERRE – arts vivant et Théâtre Aux Écuries ; Montreal, Qc.	2018
WRAPPED. **"You Are Here // Vous Êtes Ici"** Design and Computation Arts end of year show - Concordia University ; Montreal, Qc.	2018
prox.Dance. **"Art Matters 2018: pedagogy"** Espace Projet ; Montreal, Qc.	2018
carcassesSolubles. **"Art Matters 2018: Art Crush in Time"** Galerie Articule ; Montreal, Qc.	2018
prox.Dance. **"IN BLOOM"** Eastern Bloc; Montreal, Qc.	2018

carcassesSolubles. **"Mutek - Next Era"** Maison du développement durable ; Montreal, Qc.	2017
CLOS. **"Polar Vortex"** VAV Gallery - Concordia University ; Montreal, Qc.	2017
CLOS. **"EXO(R)DE"** DAÏMON - Gatineau, Qc.	2016

AWARDS and GRANTS

FASA Concordia – Special Projects Grant: $500	2018
Concordia Student Union – Special Projects Grant: $400	2018
Public choice award at MUTEK Next Era Competition, an International audiovisual creation contest _ 3000$ in software.	2017

WORK EXPERIENCE

Research Assistant Centre for Clinical Research in Health, Concordia University, Montreal, Qc. - 360 video editing, VR Consulting and programming	2018 -
Unity Developer ISLAND	for Olivia McGilchrist, For an updated version of the project presented at the Campus Hexagram show during Ars Electronica, Linz, Austria. - Provided VR development and support	2018
Sound Editor for Rita Mckeough's multimedia installation, Veins, that was exhibited at OBORO, a center dedicated to production and presentation of art, contemporary practices and new media.	2018
Research Assistant AbTeC's Initiative for Indigenous Futures, Concordia University, Montreal, Qc. - Virtual Reality developer - Videographer and documentarian - Documented VR experiences mixing both virtual and physical environments - Developed ideas integrating text in Immersive environments.	2018 -
Independent Live Visuals Performances Performed live visuals for Montreal-based music collectives and labels including Discowoman, LIP, Slut Island, Toplap Montréal, NON/BEING and Void.	2016

VOLUNTEER WORK

Biennale de Montreal, MAC ; Montreal, Qc.	2017
"Sight + Sound Festival", Volunteer as Technician, Eastern Bloc ; Montreal, Qc.	2017