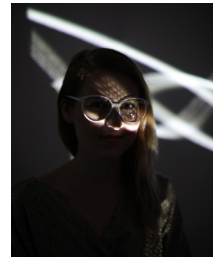*LOUISE*
LESSEL

Louise Lessél

New Media Artist and Creative Technologist
New York / Copenhagen

+1 929 530 9289
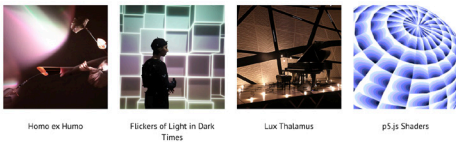*louise@louiselessel.com*
www.louiselessel.com

ABOUT

Louise Lessél is a Danish New Media Artist and Creative Technologist based in New York. She creates digital projections and interactive light installations based on scientific facts and data input, often exploring the limits of the human perceptual system or raising ecological awareness. All of her projects are interactive and uses various sensors and tracking technologies for user input.
She holds two degrees in computer science and one in art and technology.

Previously exhibited works include the internationally renowned installation 'The Wave', made during her time at the artist collective Vertigo (vertigo.dk), in Denmark.

Homo ex Humo	Flickers of Light in Dark Times	Lux Thalamus	p5.js Shaders
Audance	Cosmic Harp	Restart / Refrain	Gloria Stage VJ
12 hrs no words VJ	Succumb	The Black Queen	The Wave

SKILLS

PROGRAMMING
C#, Python, GLSL, CG, C++, Arduino, Processing, Javascript, p5.js, SonicPi, Open Frameworks, MATLAB

SOFTWARE
Unity, Touchdesigner, Unreal Engine, Madmapper, VDMX, Houdini, MaxMSP, Ableton, Blender, Maya, After Effects, Premiere Pro, Photoshop, Illustrator, Spark AR, Lens Studio

EXPERIENCE

DE-YAN STUDIO / 2021 - / Creative Technologist, for SnapChat and Versace
JAMES CLAR STUDIO / 2020 - / Creative Technologist
VERTIGO / 2016-2018 / Creative Technologist
AALBORG UNIVERSITY / 2016-2018 / Educator on museum installations
J-POPCON FESTIVAL / 2015-2016 / Experience Design
MAKROPOL VR:LAB, CPH:DOX / 2015 / Showcase & exhibition design
STORY MUSIC GOLDEN DAYS / 2015 / Event manager & experience design
BIILLETSALGET.DK / 2013-2014 / Site management and UX Design
PLUS AGENCY / 2013 / Project management
KONTRAPUNKT / 2012 / Brand strategy and communication, UX Design

HCI INTERNATIONAL CONFERENCE 2017 / Published Paper
Mix and Match: Designing an Installation for Music Festivals Aiming to Increase Social Sustainability, in DUXU: Design, User Experience, and Usability: Designing Pleasurable Experiences

SIDeR CONFERENCE 2012 / Published Paper
Introducing Magical Experiences in UX

SELECTED EXHIBITIONS / ARTIST TALKS

SFA Projects, Gallery, 2021
Luciferin I, Firefly Light Orgy Series

Processing Day NYC, 2020
P5.js Shaders

Liberty Science Museum, 2020
Cosmic Harp

NYCxDesign Exhibition, 2019
Audance

Digital Arts Festival Athens, 2019
Liverpool River of Light festival, 2018
Lumiere Festival London, 2018
CPH Light Festival, 2018
The Wave

Plugout Festival, 2017
Future visuals: Mobile AR Visuals

SMILE Samsung VR lab, 2017
Augmented Reality Visuals

GRANTS

Fulbright Denmark
American-Scandinavian Foundation
Nordisk Film
Danmark-Amerika Fondet
Bikubenfonden
Laurits Andersen Fonden
Augustinus Fonden

ACADEMICS

INTERACTIVE TELECOMMUNICATIONS / 2018-2020 / New York University, USA
MPS. graduate degree in digital media art and interactive technologies.
VR, AR, motion capture, volumetric capture, open source software, machine learning, exhibition design, projection mapping and live performance technologies, physical computing and lighting design.
Thesis: Homo ex Humo, robotic branches emulating plant communication.

MEDIALOGY / 2015-2018 / Aalborg University, Denmark
BSc. undergraduate degree in computer science, researching, programming and prototyping installations, signal processing and computer graphics.
Thesis: The Black Queen, interactive live theatre projection system.

DIGITAL MEDIA & DESIGN / 2009-2012 / IT University of Copenhagen, Denmark
BSc. undergraduate degree in interaction design, user research, digital media strategy and communication.
Thesis: Ebooks using eye tracking for interactive reading experiences.