

## ARTIST STATEMENT

I play with interactivity and motion in time and space, expressing myself through code and leveraging technology to create installations, audio-visual performances, sculptures and prints. The raw materials of my practice include algorithms, gesture-based inputs, sound, high-dimensional datasets and agent-based simulations. I use techniques of remapping, compression and translation to bring these materials to life, seeking to create work that is highly polished while retaining a sense of playfulness and magic.

My inspirations include mathematics, music, and nature, and I am particularly interested in the relativity of perception and capturing the essence of change over time in complex systems. There are different layers and tempos of change that exist in the world - animal, vegetal, mineral to name a few. To us, plants move slowly; maybe to plants, we move frantically. How might playing with point of view and compression or expansion of time and other dimensions help us see and sense differently, more clearly, more humbly, more empathetically? My work invites viewers to participate and experience a shifting sense of perspective.

When we observe something, we change it. There is no absolute objectivity or passive observation of a system, be it a computer system or a natural system, where the observer doesn't have some effect on it. As people of all ages interact with my art, they affect the work, and I hope the work affects them, helping them experience the same curiosity and wonder that I do during the creative process.