

Anatol Bologan

Department of Visualization
College of Architecture
Texas A&M University
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(979) 587-5616

EDUCATION

| | | |
|-----------|---|--------------------------|
| 2015-2018 | MFA in Visualization, Texas A&M University | College Station, USA |
| 2011-2012 | MA in Image and Communications Goldsmiths College, University of London | London, United Kingdom |
| 1992-1998 | Bachelor of Fine Arts National University of Arts Bucharest | Bucharest, Romania |
| 1989-1992 | Baccalaureate of Fine Arts, I. E. Ioganson Art Lyceum | Saint Petersburg, Russia |
| 2013-2014 | AVPhD coursework in Communication and Media Studies Goldsmiths College, University of London (interrupted due to relocation to USA) | London, United Kingdom |

ACADEMIC APPOINTMENTS

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|--------------|---|----------------------|
| 2018-present | Instructional Assistant Professor, Texas A&M University, College of Architecture, Department of Visualization. | College Station, USA |
| 2014-2018 | Lecturer, Texas A&M University, College of Architecture, Department of Visualization. <i>Undergraduate classes:</i> Digital Painting x 8, Vertical Interactive Studio x 2, Theory and Practice x 1, Introduction to Graphic Design x 5, Graphic Design I x 3, Visualization Studies Studio III x 1, Life Drawing x 2. | College Station, USA |

PROFESSIONAL EMPLOYMENT

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|-----------|---|-----------------|
| 2013-2014 | Post-Production Systems and Creative Workflow Consultant. Hogarth Worldwide, WPP. | London, UK |
| 2010-2013 | Director of Creative Technologies. The Creative Partnership. Clients: Sony, 20 th Century Fox, Universal, Disney and others. | London, UK |
| 2009-2015 | Digital Media, Video Production and Broadcasting Consultant. Sacramento Kings, NBA. | Sacramento, USA |
| 2005-2009 | Digital Media Specialist: Photography, Video Production and Broadcasting. Cosumnes River College. | Sacramento, USA |
| 2000-2005 | Art Director and New Media Producer, Anderson Solone Advertising. Clients: Intel, Microsoft, HP, NEC, Aerojet and other technology-based companies. | Sacramento, USA |

GRANTS

Keck Foundation Interdisciplinary Research Grant: ENDEAVR, An Interdisciplinary Project-Based Learning Experience in Smart and Connected Communities. September 2018. (Role: Co-PI, Amount: \$300,000)

FHWA Exploratory Advanced Research Program Broad Agency Announcement 2018. Solicitation Number: 693JJ3-18-BAA-0001. Topic: Artificial Realistic Data. Project Title: Connected Virtual and Augmented Reality Environment to Re-Create Real-Life Collisions: From Driver Psychology to Traffic Flow Modeling (Role: Co-PI, Amount: \$300,000) – Under review.

INTERNATIONAL EXHIBITIONS

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|------|---|----------------------|
| 2017 | <i>Art and Inclusivity in the Digital Age</i> , IDEAS Exhibition 2017, Group Exhibit at the University of the District of Columbia exhibition catalogue | Washington DC, USA |
| 2017 | <i>Microbites of innovation</i> , Creativity and Cognition 2017, Group Exhibit at the ArtScience Museum exhibition catalogue | Singapore, Singapore |
| 2012 | <i>MA Degree Show 2012</i> , Goldsmiths College, University of London. Photography “Carnavalesque in contemporary culture” | London, UK |

GROUP EXHIBITIONS

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|------|---|----------------------|
| 2017 | <i>Texas A&M House</i> , SxSW 2017, Van Zandt Hotel | Austin, USA |
| 2017 | <i>Viz-A-GoGo 24Bit</i> , Ice House | Bryan, USA |
| 2016 | <i>Embodiment</i> , Brazos Art Center | College Station, USA |
| 2016 | “Emerge” Group Exhibit, Land Heritage Institute | San Antonio, USA |
| 2016 | Viz-A-GoGo “The Vizzening”, Group Exhibit | Bryan, USA |
| 2015 | College of Architecture Biennale, Stark Galleries | College Station, US |

CONFERENCES AND JURIED ARTIST TALKS

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|------|--|----------------------|
| 2018 | “Art, Medical Imaging and the Posthuman” <i>The Future of Healthcare Symposium</i> , Texas A&M University | College Station, USA |
| 2017 | iDMAa Conference Artist Talk: “What is the human?” University of the District of Columbia. | Washington DC, USA |
| 2017 | ISEA 2017 Conference Artist Talk: “What is the human?” University of Caldas, <i>Festival de la Imagen</i> . | Manizales, Colombia |

PUBLICATIONS

- | | | |
|------|--|--|
| 2017 | <u>Bologan, A.</u> , Jinsil, H. “Posthuman Prototype 01-03” <i>IDEAS 2017: Art and Inclusivity in the Digital Age</i> , Eber, E., Malis, J. | |
| | <u>Bologan, A.</u> , Jinsil, H. “What is the Human?: Imagining the Self as Post-human” Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition. Pages 450-452 | |
| | <u>Bologan, A.</u> , Jinsil, H. “What Is the Human? Imagining the Self as Posthuman” <i>ISEA 2017: Bio-Creation and Peace Catalogue</i> p.p. 160 | |

MEDIA APPEARANCES

- 2017 Bologan, A. "What Is the Human? Imagining the Self as Posthuman"
Interview with Nancy Mauro-Flude and Markéta Dolejšová.
Microbites of Innovation' - Art Track of ACM Creativity and Cognition (CC2017),
ArtScience Museum Singapore.
- Bologan, A. "What Is the Human? Imagining the Self as Posthuman"
PechaKucha 20X20, Bryan Vol. 13.

UNIVERSITY AND DEPARTMENTAL SERVICE

Texas A&M University: Department of Visualization

- 2017-Present Founder and Director of the ARTS Lab (**Art Research Technology Science Lab**)
Engaging Arts and Design in interdisciplinary STEAM-based research.
- 2017-2018 Member of the Department of Visualization Undergraduate Committee
- 2017-2018 Supervising students in collaboration with the LAUNCH Center for Undergraduate Research
- 2016-2018 Designed and developed interdisciplinary research-based projects for Vertical Studio
- 2016-2017 Served as student portfolio reviewer and advisor for the Visualization Industry Fair
- 2015-2017 Supervised undergraduate students for Directed Studies research projects
- 2014-2015 Advisor for the LIVE Lab, game-based education platform

RELEVANT SOFTWARE EXPERIENCE

| | | | |
|----------------------|--------------------|------------------------|------------------|
| Adobe Illustrator CC | Capture One Pro | DaVinci Resolve | Pixologic ZBrush |
| Adobe Dreamweaver CC | Adobe Lightroom CC | Nuke Studio | Autodesk Smoke |
| Adobe InDesign CC | Hasselblad Phocus | Final Cut Pro X | Autodesk Mudbox |
| Adobe XD / WebFlow | Adobe Photoshop CC | Adobe Premiere CC | Autodesk Maya |
| Touch Designer / Max | Corel Painter | Adobe After Effects CC | Microsoft Office |

TEACHING FIELDS

Human Centered Design focused on interactive design and UI/UX. Drawing, painting and digital painting; traditional and digital photography; video production/postproduction, graphic design, branding and typography.

Average evaluations are over 4.5 out of 5.

TEACHING EXPERIENCE

Texas A&M University: Department of Visualization

- 2018 Spring:
Arts 303 - Graphic Design I. Enrolment: 23
Arts 303 - Graphic Design I. Enrolment: 25
Arts 485 - Directed Studies. Enrolment: 2
- 2017 Fall:
Arts 325 - Digital Painting. Enrolment: 18
Arts 206 - Vertical Interactive Studio. Enrolment: 12 (part of class of 32)
Arts 206 - Theory and Practice. Designed an additional Media Theory based section.
Arts 104 - Introduction to Graphic Design. Enrolment: 17

Arts 485 - Directed Studies. Enrolment: 1

Spring:

Arts 325 - Digital Painting. Enrolment: 21

Arts 303 - Graphic Design I. Enrolment: 18

Vist 485 - Directed Studies. Enrolment: 4

2016

Fall:

Arts 325 - Digital Painting. Enrolment: 21

Arts 405 - Visualization Studies Studio III. Enrolment: 13 (part of class of 30)

Vist 485 - Directed Studies. Enrolment: 1

Spring:

Arts 325 - Digital Painting. Enrolment: 22

Arts 303 - Graphic Design I. Enrolment: 15

Arts 104 - Introduction to Graphic Design. Enrolment: 31

Vist 485 - Directed Studies. Enrolment: 2

2015

Fall:

Arts 212 - Life Drawing. Enrolment: 15

Arts 325 - Digital Painting. Enrolment: 22

Arts 325 - Digital Painting. Enrolment: 18

Vist 485 - Directed Studies. Enrolment: 1

Spring:

Arts 104 - Introduction to Graphic Design. Enrolment: 15

Arts 303 - Graphic Design I. Enrolment: 16

Arts 325 - Digital Painting. Enrolment: 24

2014

Fall:

Arts 104 - Introduction to Graphic Design. Enrolment: 15

Arts 104 - Introduction to Graphic Design. Enrolment: 14

Arts 212 - Life Drawing. Enrolment: 15

Arts 325 - Digital Painting. Enrolment: 22

PROFESSIONAL SOCIETY MEMBERSHIPS

International Digital Media and Arts Association – Member

College Arts Association – Member

ACM Creativity and Cognition – Member