

Pablo Somonte Ruano

16.03.1992 | Mexico City, Mexico

Currently based in Bremen, Germany

Find me at: x@pablo.sx

Education

2012 - 2016 **Centro de Diseño, Cine y Televisión / Mexico City - Mexico**

<https://www3.centro.edu.mx/en/institution/>

Bachelor's in Digital Media Design - Graduated with honors. (9,72 / 10,00).

*Interactions Design Web
Programming*

*Motion Graphics
Photography & Video*

*Creative Coding
Physical Computing*

2018 - **University of the Arts / Bremen - Germany**

present <http://digitalmedia-bremen.de/profile/master/>

Master's of Art in Digital Media. Program for Technology, Theory and Design.

Languages

Spanish (*mother tongue*)

English (TOEFL iBT: 114pt)

German (B1.1)

Workshops & Residencies

2012 **SAE (School of Audio Engineering) Institute / Mexico City**

Diploma: Ableton Live Short Course: Mixing, Composition and Live Performance.

2013 **CENTRO de Diseño, Cine y Televisión / Mexico City**

Workshop: Visual identity development for animated logo. By Sagi Haviv.

2014 **CENTRO de Diseño, Cine y Televisión / Mexico City**

Workshop: Digital interaction. Proposal of UX design for the La Raza Hospital regarding maternity health. By Nik Hafermaas.

2019 **Materia Abierta**

Summer program on Theory, Art and Technology / Mexico City

<https://2019.materiaabierta.com/>

Universidad Nacional Autónoma de México (UNAM) + the Programa de Arte, Ciencia y Tecnologías (ACT), and Cátedra Max Aub en arte y tecnología. Curated by Natalia Zuluaga. Faculty: Yásnaya Elena Aguilar Gil, Ramon Amaro, Vaginal Davis, Macarena Gómez-Barris, Bethany Johns, Gean Moreno & Ernesto Oroza, Reza Negarestani and Susana Vargas Cervantes.

Grants & Recognitions

2015 Public mention: Reforma Newspaper / Mexico
Best university students in the country for the year 2015.

2015 - 2016 Grant: National Fund for Culture and the Arts (FONCA - Jóvenes Creadores) / México
For the development of a project in the multimedia art category.

Grant: Jumex Foundation of Contemporary Art / Mexico
For the research on a transmedia project.

2019 - 2020 Scholarship: DAAD Postgraduate Studies / Germany
In the Fields of Fine Art, Film, Design/Visual Communication and Film.

Work

2013 Kinoki International Film Festival Universidad Iberoamericana / Mexico City
Visual identity, editorial design and animation for the 2013 edition.

2014 - 2015 Abierto Mexicano de Diseño (Mexican Design Open) / Mexico City
Visual identity, animation, music and video for promotional material for the 2014 and 2015 editions. In collaboration with Cítrico Gráfico Studio.

2016 Google Codec / Mexico City
Kinetic installation for the company's headquarters in Mexico. Physical computing and code. In collaboration with Iván Abreu, Heriberto Olguín and Arturo García.

2015 - 2019 DERIVA.MX / Mexico
Interaction design, code and conceptual development. Transmedia documentary approaching structural violence in Mexico. Presented at Tamayo Museum of Contemporary Art, Morelia International Film Festival, Ambulante Plataforma Film Festival, Museo de la Ciudad Querétaro, Instituto de Geografía UNAM and others. In collaboration with Analía Goethals, Nicolás Gutiérrez and Santiago Mohar.

2020 Circa 106 / Bremen, Germany
Web development and interaction design for the independent artist space. Due to the covid-19 pandemic the space now operates mainly as an online exhibition space.

Teaching

2017 Talk: Urban technologies for surveillance / Casa del Lago UNAM, Mexico City
In the context of MEXIBILITY. Round table approaching mobility, crime and safety. Participants: Diane E. Davis and Gustavo Arrniz.

Talk: Blockchain: Decentralization & Autonomy / Bandini, Mexico City
Potential of Blockchain technology for self and community sovereignty.

- 2017 - 2018 Undergraduate course at the Media Design Bachelor's / CENTRO, Mexico City**
Networks and Systems: Politics and Economics. Covering the recent history of free software, intellectual property, surveillance-capitalism, cryptography and blockchains.
- 2019 Workshop: Experimental Web / University of the Arts Bremen, Germany**
Three days intensive workshop on an introduction of web technologies for art and design students with no previous coding experience. The workshop ran three times.
- 2020 Talk: Post-blockchain & social coordination / Dynamic Archive, Germany**
Talk for the Dynamic Archive team around the possibilities of various distributed computing software and how they might be used for their project.

Exhibitions

- 2015 Temperamental Radio / Feria Hacedores Ciudad, Mexico City**
Collective exhibition "Transferencia" curated by Ivan Abreu. Intervened radio that changes station according to the light conditions.
- 2017 Guerrero's Words / <http://oral.pub> & El Quinto Piso Art Gallery, Mexico City**
Website and collective exhibition curated by Theo Ellin Ballew. Generative poetry using photos of text from the Guerrero's neighborhood streets to subvert an official message.
- DERIVA NEWS / Casa del Lago UNAM, Mexico City**
Collective exhibition "Fables without morals, the overflow of corruption in Mexico" curated by Victor Palacios and Irving Dominguez. Generative video that appropriates the language of TV News and substitutes it with material from DERIVA.MX's archive.
- 2018 Calculator of death / ZONA MACO Contemporary Art Fair, Mexico City**
Design section curated by CENTRO University. Series of prints of generative flowers representing the value of military weapons owned by the Mexican army.
- Wearable autonomies / Archivo Diseño y Arquitectura, Mexico City**
Collective exhibition "MXCD 03 The Future of Design in Mexico City", curated by Mario Ballesteros and Alejandro Olavarri. Series of generative propaganda speculating about a techno-communalist future and a wearable piece of clothing that promotes collective autonomy. Collaboration with Amor Muñoz.
- 2019 DERIVA 68 / M 68 Centro Cultural Universitario Tlatelolco, Mexico City**
Permanent piece for the museum: Generative video mixing audiovisual material from the museum's archive. The piece explores Mexico's left wing guerrillas in the second half of the 20th century.
- Fictitious cash / Künstlerhaus Güterbahnhof Bremen, Germany**
Collective exhibition Raw Data: Material Narration, results from the class by Prof. Dennis Paul at the University of Arts Bremen. Series of generative banknotes depicting the evolution of fictitious capital in Germany, Japan and the United States of America.
- 2020 Mythopoesis / Sphere, Bremen, Germany**
Collective exhibition. Multiple pieces. An speculative ethnography of Bremen. Curated by Pablo Somonte Ruano, Víctor Artiga Rodríguez and Icaro López de Mesa.