

**david\_lazar**

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**curriculum\_vitae**

I am an artist and researcher exploring how technological infrastructures shape identity, ethics, and public space. With a background in software engineering, my work spans code, installations, and AI-driven experiments to reveal hidden systems of automation, surveillance, and data extraction. Grounded in permacomputing and sustainability, I reimagine digital culture beyond corporate infrastructures. Through immersive environments and irony, my practice invites reflection on the allure and risks of technology—opening space for critique, care, and transformation.

**studies**

2022-Present – MFA Computational Arts, Goldsmiths University, London, UK  
2013-2016 – BSc Electrical Engineering, Mircea cel Bătrân Naval Academy, Romania

**grants\_residencies**

2024 – *Decentralized Web for Creatives* (Full Scholarship), Gray Area School, San Francisco, USA  
2024 – *Tate x Anthropic AI* Art Residency, Tate, London, UK  
2024 – *RA110: AI in Arts Research Residency*, HKW x Artep Gallery, Berlin, Germany

**projects\_and\_collaborations**

2024 – Sound design, *Table for None*, GROTTO Gallery, Bucharest, Romania  
2015-2020 – Founder, *Intersections* – Experimental music archiving project

**selected\_group\_exhibition**

2024 – *In Search of a Phantom*, IBA Art, London, UK  
2024 – *Into the Flux*, IBA Art, London, UK  
2024 – *Inter{phase}*, Goldsmiths University, London, UK  
2024 – *Table for None*, GROTTO Gallery, Bucharest, Romania

**skills\_and\_technical\_proficiencies**

- Creative coding & interactive media
- Sound design & composition
- Digital fabrication & installation