ninofiliu.com

Hi, I'm Nino Filiu

I am a tech artist exploring novel digital experiences enabled by emerging technologies.

What if a sculpture got scared when you got too close? How does it feels to control a video game with DJ hardware? What do the bioelectricity of plants sound like? Can the web be used as a medium for interactive narratives? How do NPCs feel when you delete their game from your computer?

I spent the past few years asking questions like these in the shape of video games, interactive art, visual art, and more; either as solo works or as collective works with Distraction.

- Instagram: generative art, 3d renders, photography, random
- Twitter: generative art, web dev research
- Github: open source projects
- Soundcloud: DJ sets and podcasts
- Itch: video games
- Malt: hire me

Works as a tech artist

["whereareu.online" (2024)](whereareu.online): a video game coded in 48h using the web as a medium for interactive storytelling

["Aggregate" (2024)](Aggregate): a queer video game exploring the concepts of desire paths, personnified machine learning, and cruising. w/ Distraction Collective

["Am I The Problem" (2024)](Am-I-The-Problem): a first person walking sim where players face troubling confessions from real 4chan and reddit stories. w/ Distraction Collective x Residence Evil

["smytten.blog" (2023)](smytten.blog): the sinister story of an american teenager told using the medium of a blog post with hackable hidden pages. w/ Distraction Collective x Residence Evil

["Sacrifice" (2023)](Sacrifice), a 3D video installation using DJ decks as a gamepad

["Body Heat" (2023)](Body-Heat), an interactive light work exploring the relation between the presence of the body in space. w/ Paul Creange @ Poush

["Cooking for William" (2023)](Cooking-for-William), a horror visual novel disguised as a cozy cooking game. w/ Melanie Courtinat & Pierre Moulin

["First Contact" (2023)](First-Contact), an interactive installation questioning our interpretation of exotic consciousness @ 36 Degrés x Galerie Charlot's Psych.e

["But The Flesh Is Weak" (2022)](But-The-Flesh-Is-Weak), a serie of installations and performances involving plants, dance, fashion, electronics, and sounds. Conceived a system that extracts biofeelings from the electrical stimuli of plants, and coded an algorithm that translates this raw data into sculptural shapes and ambient sounds. w/ Samuel Fasse & Amosphère @ Le Confort Moderne, La Station Nice, Galerie La La Lande

["Room XYFT" (2022)](Room-XYFT), an immersive installation involving audioreactive visuals and modular synths. w/ Aleksey Larionov aka Worm Machine @ Poush

["As If My Phone Cares About Museums" (2021),](#) a sculpture that gets scared when you get too close, thanks to an endless stream of visuals that evolves based on ultrasonic sensory input. w/ Paul Creange @ Poush

["The Color Of The Wind" (2020),](#) an in situ LED sculpture which color changes based on the wind direction and speed. w/ Paul Creange @ Poush

Works as a developer

2018-now: open source contributor (Firefox, MDN, Vue, Poimandres, Snowpack, & more)

2018-now: Stack Overflow active member (16K+ reputation)

2020-2024: Software engineer @ [Toucan Toco](#)

2022: coded [GettorBot](#), a Signal chatbot to broadcast Tor bridges in countries where Tor relays are blocked/monitored. w/ Sonia Veselova. 1st place at the Demhack hackathon 4

2022: coded [ESGrep](#), a software that parses a program source code and locate interesting patterns

2021: coded [Supermosh](#), a software that pushes the boundaries of video editing in the browser by making datamosh in the browser possible

2020: coded [OAClient](#), making calls to OpenAPI servers simpler and safer

2019-2020: Software engineer @ [360Learning](#)

2019: co-founder @ [Sensafety](#)

2018: Front-end developer @ [Synomia](#)

Performances

2023-08-17: DJ set b2b DJ Sexy for Jedismieux @ Caves Saint Sabin

2023-06-24: DJ set & VJ set with custom-made 3D renders for Acme @ L'International w/ TFlux, Legit Girl DJ, Schadenfreude (Mind Matter & Gewaltem)

2023-06-09: Live coding visual set @ 36 Degrés x Galerie Charlot's Psych.e w/ Accalmie

2023-04-18: Generative art performance for the opening of Alfred Courmes @ Espace Niemeyer

2023-01-21: VJ set for Services Generaux's 5 year anniversary at La Station w/ Lauren Duffus, Violeta, Urumi, Broodoo Ramses, Darko, Astrid Gnosis

2022-12-16: VJ set for Acme @ L'International w/ Legit Girl DJ, Termination 800, TFlux, Kamaji

2021: Projections of custom-made generative visuals for Woops's parties @ the Serpent à Plume

2022-10-16: Podcast for Structure Records

2022-09-24: DJ set @ Les Souffleurs

2018-03-30: Curvature EP

& also

2023 (x2), 2024: Residencies at [Residence Evil](#)

2024: talk at QueerJS about making art in the browser

2024: talk at the Pully Museum of Arts about art and video games, with Yatoni Roy Cantu, Mélanie Courtinat, Pierre Moulin

2024: 3D works for M6

2024: generative art visuals for a music festival (NDA)

2024: generative art visuals for Camp Claude

2023: EP cover art & 3D animations for Camp Claude

2022: First Assistant Director on Claude Payen de Lapierre's short film "La Fugue"

2022: light technician for Myst and Possession for shows involving Nina Kraviz, MRD, and many more

2022: fanzine cover for Pas Vu Pas Pris

2021: Logos & poster design for Rorshar

Education

MPSI/MP* @ Lycée Charlemagne. Courses on algebra, statistics, mechanics, quantum physics, electronics

MOOCs @ Stanford Lagunita. Courses on statistics and machine learning

Master in Computer Sciences @ Telecom Paris. Courses on computer architecture, computer architecture, optics

Student @ Eurecom. Courses on cybersecurity, computer networks, robotics

Erasmus @ Berlin Institute of Technology. Courses on machine learning, cybersecurity, quantum computing

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