Previous Artworks

Central Park Sydney Digital Wall (2014) A virtual Central Park.

Beams Festival (2015) Interactive video projection.

I Love You- Vivid Sydney (2016) Creative concept and direction for interactive light installation.

Willoughby Visual Art Biennial (2017)

Urban Screen AR Interactive Artwork.

CoLabs (2017) Interactive Inflatable with Twitter Interaction.

Harmony Valley - Vivid Sydney (2018) Creative concept for interactive inflatables.

ElectroCities Web Art Residency (2019) Online artwork with Twitter interaction.

Willoughby Visual Art Biennial (2019) Urban Screen AR Interactive Artwork.

Kin - ACT Government (2022) Public light sculpture in response to the pandemic.

Central Park Sydney Digital Wall (2022) Interactive games. Edison Chen New Media Artist

Shortlisted

The Cube QUT Artist in Residency (2019 Amsterdam Light Festival (2020) Melrose Park Art Proposal (2020) Vivid Sydney (2019, 2022)

Job Experience

VR Design Intern (2016) Parramatta Council - Future City Student Project Officer (2018) University Tutor at UNSW MDIA1000 (2018)

Awards + Education

Bachelor of Design (UNSW Art & Design) Virtual Reality Design Course (Academy Xi) VR Hackathon (First prize, runner up) NSW Department of Industry Award



Hi- I'm a new media artist that specialises in merging technology with creativity. I've been creating and imagining artworks in public spaces for about six years.

I am influenced and drawn towards playful aesthetics and concepts.

I think technology has the potential to create a more empathetic and connected society.

My projects explore how art and technology within public spaces allow for expressions of individuality and play. I create experiences where participants might find a sense of connection and hope with humanity.

You can contact me through: P: +61422705018 E: ambiguityart@gmail.com website: www.lovelyfutures.com