# Camila Magrane

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## Education

2012–2015   B.S. Computer Science (Game Development concentration), University of Advancing Technology, US
2009–2012   A.A. Photography, City College of San Francisco, US
2006–2009   Filmmaking Certificate (3-year program), Escuela de Cine y Televisión, VZLA

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## Selected Solo Exhibitions

2023   *Stranding Shadows*, Themes+Projects, San Francisco, CA
2023   *Traces*, University of Michigan Institute for the Humanities, Ann Arbor, MI
2021   *Traces*, Themes+Projects, San Francisco, CA

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## Selected Group Exhibitions

2025   *Pandora's Box*, Art Works Downtown, San Rafael, CA
        *Origin Stories*, Minnesota Street Project, San Francisco, CA
2024   *QUBIT AI*, Electronic Language International Festival, São Paulo, Brazil
2023   *Nova*, Museu do Amanhã (Museum of Tomorrow), Rio de Janeiro, Brazil
2022   *Deep Time Digitality*, Themes+Projects, San Francisco, CA
        *FILE Festival*, Electronic Language International Festival, São Paulo, Brazil
        *Here & Now (Edition 4)*, Immersive Virtual Art Experience, Online (Web3)
2021   *Arc Auction*, Svane Family Foundation, SFAI Pier 2, San Francisco, CA
        *Sotheby + Burning Man Auction*, San Francisco, CA
2020   *Layered Beyond: An Augmented Reality Exhibition*, Beyond Baroque, Los Angeles, CA
        *Echoes of Bauhaus*, Ruth's Table Gallery, San Francisco, CA
2019   *Shift+Medium*, 2nd Shanghai International Digital Vision Exhibition, Shanghai, China

*Human Machine – Festival of the Impossible*, Chandran Gallery, San Francisco, CA
*Rebooting the Future: Multimedia & Performance Festival*, SOMArts, San Francisco, CA
*Mutek*, The Midway, San Francisco, CA
*Ananta Artist-in-Residence Showcase*, Desai | Matta Gallery, CIIS, San Francisco, CA
*Allowance for Form Art Auction*, Guerrero Gallery, San Francisco, CA
*Viva Con Agua*, Millerntor Gallery, Los Angeles, CA
*After Dark: Delightful Devices*, Exploratorium, San Francisco, CA
2018  *NightLife*, California Academy of Sciences, San Francisco, CA
*ILLUM – Evolution 2.0*, Midway Gallery, San Francisco, CA
*Made with Unity Showcase*, Unite Berlin, Berlin, Germany
*Yes on Prop F Art Auction Benefit*, Incline Gallery, San Francisco, CA
2017  *Mecánica*, Isaia Boutique, San Francisco, CA
*Her*, 111 Minna Gallery, San Francisco, CA

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# Installations + Commissions

2023  *Supercriatividade*, FILE Festival, Metro AR Exhibition, São Paulo, Brazil
2020  *Transmigrations*, AR Mural, Downtown Grand Hotel & Casino, Las Vegas, NV
2019  *Osma*, Festival of the Impossible, Adobe, San Francisco, CA
*Restless*, ILLUM, The Midway, San Francisco, CA
*Virtual Mutations*, Mutek, The Midway, San Francisco, CA
*Void*, Matchbox Lab #3, Counterpulse, San Francisco, CA

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# Residencies

2022  *Here & Now (Edition 4)*, Immersive Virtual Art Experience, Online (Web3)
2019  *Ananta*, Building 180 & CIIS Artist-in-Residence Program, Santa Cruz, CA

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# Awards + Fellowships

2023  Institute for Humanities Fellowship, University of Michigan
2021  CODAworx Awards, Merit Award (Hospitality Category) – *Transmigrations + Slat City*
2019  1st Place, *Best Room*, Los Angeles stARTup Art Fair
2018  Juror's Choice, San Francisco Open Studios Group Exhibition
1st Place, *Best Artist*, San Francisco stARTup Art Fair
Selected Artist, "WIRED25 Pick List," San Francisco Open Studios
2016  IGDA Scholarship (Game Development), IGDA Foundation, San Francisco, CA

## Talks + Panels

2023   *Traces: Time Traveling with Photography and AR*, University of Michigan, Ann Arbor, MI
2021   *Redefining a Creator's Economy: Panel Discussion*, Minnesota Street Project, San Francisco, CA
2020   *Interactive Media*, Paseo Artístico, Online
2019   *From the Darkroom to the Virtual Room: Experiments in Augmented Reality and Beyond*, 4th Shanghai International Digital Media Art Education Forum, China Academy of Art, Shanghai, China
       *The New Era of Storytelling – Merging the Physical and Digital Worlds with Art and Technology*, Festival of the Impossible, San Francisco, CA
       *ReEngineering Humanity*, 836M Gallery, San Francisco, CA
       *Augmented Reality Photography*, Academy of Art University, San Francisco, CA
       *Augmented Reality in Art*, LA stARTup Art Fair, Los Angeles, CA
2018   *Interactive Media*, Britelite Immersive, San Francisco, CA
       *Binary Salon*, Midway Gallery, San Francisco, CA

## Teaching

2022–Present   Game-U Instructor – Game Design & Development (Unity, Visual Studio C#, Krita, Piskel, Adobe Suite, Construct), Online 1–1 classes
2022–2025   STEAM K-12 – Game Design & Coding (Unity Intro, Level 1 & 2), Online group classes
2021   *Marble & Media: Digital Activations of Public Memory*, Zero1 + New Monuments Task Force – 6-week creative laboratory exploring monuments & new media
2014–2016   *Pequeños Programadores*, Caracas, Venezuela – Curriculum creation for 3rd–6th graders, educational game development, and teacher training