

Nicole Javellana · NIKITAVISIION

nikitavisiion@gmail.com · +1(310) 658-9851

[@nikitavisiion](#) [@nikitavisiion.obj](#) · [havelyana.com](#)

[artist reel](#)

## Education

2023 **Bachelor of Fine Arts**, School of The Art Institute of Chicago  
Emphasis on Art and Technology Studies and Film, Video, New Media Practices

### Game Design & Mixed Reality

2020-21 **Advanced Virtual Reality Studio Practices:** Studio focused on setting up interactive, head and hand tracked, dynamic, collaborative, stereoscopic, three dimensional computer graphic spaces for large format displays such as the CAVE and Head Mount Display.

2022 **New Realities Simulations of Future Worlds:** Technical guidance in artistic output from game engine tools, while learning from creative practices of that range from games, animation, simulation, to machinima with an emphasis on interaction between 3D worlds and virtual routines to investigate our perceptions of reality.

2022 **Experimental Game Lab:** Course on studying, playing, and developing experimental video games and interactive digital artworks with the Unity Game Engine.

### 3d Animation, Moving Image Work, & Audiovisual Performance

2022 **Alternative Image Capture:** Investigates emerging imaging technology such as 3D Camera, monitor and projection systems, action cameras, trail cams, IP equipped video, smart phone, infrared, thermal, and DSLR cameras will be used to collect primary images, video and audio material.

2021 **Advanced Experimental 3D:** Series of technical workshops will address advanced 3D modeling and animation techniques, the Maya MASH network, modeling/texturing in zBrush, and an exploration of 3D-scanning tools for use within Maya.

2022 **Digital Bodies Performed:** Advanced 3D animation technical skills relating to the exploration of digital bodies that both imitate and go beyond the limits of reality.

2022 **Digital Sound I:** Course on audio manipulation techniques using Apple's Logic software. Use of software synthesis, basic music, and composition techniques are addressed to create experimental sound art, soundtracks, and produced songs.

2022-23 **Atmospheric Animation Lab:** Examines possibilities in current environmental 3D simulations technology in regards to moving images, experimental cinema, and contemporary media art.

## Electronic Fabrication, Programming, Creative Technology & Additive Manufacturing

- 2022 **Net Art && Cultures:** Internet as an artistic medium (computers, networks, and code), as an environment (media ecology), and as 'the masterpiece of human civilization'.
- 2022 **Brave N3w\_B0d1es:** Cybernetics and embodiment through the lens of the Posthuman. Course emphasizes self-directed research and experimentation with technology-assisted body modification, 3D printing techniques, and physical computing.
- 2023 **Introduction to Computer Vision:** Engaging the field of computer vision as a fertile territory for artistic exploration and possibility. Course equips students with practical skills and critical theory needed to employ and critically engage how machines see and understand their environments. Real-time body tracking, facial recognition, gesture analysis using RGB+D LiDAR sensors, artificial intelligence, and machine learning are emphasized.

## Workshops & Conferences

- 2020 **Data, Aesthetics, and Technical Images:** Historical Analysis on material techniques for the creation of technical images and data visualizations, while examining modern methods of data compression operative in infrastructure plans, mechanical drawings, assembly diagrams, etc
- 2022 **Philosophy of Technology:** Ethics, epistemology, aesthetics, and other *philosophical* frameworks to understand the co-existence of humanity, nonhumans, and *technologies*
- 2023 **The Mathematical Secrets of Music:** Study of abstract mathematics as exemplified by Western Classical Music, with an emphasis on recognizing visual patterns and symmetries within musical notations
- 2023 **I heard talking is dangerous — Lauren McCarthy,** Art and Making Technology Seminar  
School of Art and Design East Carolina University and sponsored by The California Arts Project Fresno State, College of Arts and Humanities
- 2023 **AI Am I? — Alex Reben,** Art and Making Technology Seminar  
School of Art and Design East Carolina University and sponsored by The California Arts Project Fresno State, College of Arts and Humanities
- 2023 **Narratives of Reduction: Limits of AI — Şerife Wong,** Art and Making Technology Seminar  
School of Art and Design East Carolina University and sponsored by The California Arts Project Fresno State, College of Arts and Humanities
- 2023 **Artist Talk with Refik Anadol,** Art and Making Technology Seminar  
School of Art and Design East Carolina University and sponsored by The California Arts Project Fresno State, College of Arts and Humanities

## Previous Employment

- 2015 **Art Teaching Assistant,** [South Bay Art Department](#)  
\*taught grade school children color theory fundamentals and basic ptdw techniques
- 2017 **Mural Painter,** [American Martyrs Church](#)  
\*responsible for delegation and overall appearance of public mural

- 2018 Youth Instructor, [Southbay Aquatics](#)  
\*children's swimming instructor ages 3-12
- 2020 Head of Social Media, [Good World Power of Peace](#)  
\*primary content creator and graphic design lead for g.w.p.o.p non-profit initiatives
- 2021 Lead Code Instructor, [Code Ninjas Palos Verdes](#)  
\*educator for children aged 4-15 on javascript and computer science fundamentals
- 2022 Script Supervisor, Jun Hao (Short Film)  
\* naturalist and primary advisor for actors on set, responsible for overseeing wardrobe, aesthetics, and behaviors of actors during a scene
- 2022- Visual Jockey (VJ), Live Visual Artist (Freelance)  
\* live video mixing softwares such w/Resolume Arena, Sonic Pi, P5Js, TouchDesigner, and Hydra—alongside experience working in commercial performance venues, private events, large scale raves, arts initiatives, experimental performance, and music festivals

### Exhibitions/Projects · Live AV Performances

- 2022 Jin's Journey, Alternative Image Capture FLEX Space, Chicago IL  
\*collaborative audio visual performance with [Beom Salmon](#)
- 2023 Bad Girls Take Over, [House of Blues Redemption Lounge](#), Chicago IL  
\*house VJ for ticketed event
- 2023 [..seen, {}\(\) {}Δ#!\(\){}](#), [Tangential Unspace Art Lab](#), Chicago IL  
\*collaborative audio visual performance with Rachel Irwin and [Yiyi Liu](#)
- 2023 [Operation 420](#), Ignite Glass Studios, Chicago IL  
\*house VJ for private corporate event dedicated to Cannabis industry workers, patients, businesses and connoisseurs.
- 2023 [ClusterFlux](#), Midway Studios at University of Chicago, Chicago IL  
\*house VJ for small-scale rave. content provided for DJs [Takashi Shallow](#), [Ariel Zetina](#)
- 2023 [HeatWave Music Festival](#), Rising Stage at Northerly Island, Chicago IL  
\*house VJ for the following artists: [Atrak](#), [Vnssa](#), [Noizu](#), [Droeloe](#), [Coco & Breezy](#), [Alec Monopoly](#), [Tazu](#), [Danceloud](#), Moontricks, Forrester, NOTD, She's Haute, Apollo Xo
- 2023 [Do You Like Bass in Your MF Face?](#), The Point, Chicago IL  
\*house VJ for the following artists: [Vermyllion](#), Jinx13, [Kyril x Banko](#), [Spades](#)

### Solo Exhibitions

- 
- 2014 [Untitled](#), South Bay Art Department, Hermosa Beach, CA (Photography)
- 2018 [Haveliana: One Stop Shop](#), ShockBoxx Gallery, Hermosa Beach, CA
- 2022 [Duration: Peace be With You](#), Maclean Center, Chicago, IL (Showcase)

## Group Exhibitions

- 2016 Open House, 737 Hawaii St, El Segundo, CA
- 2018-19 Evening of the Arts, R 113 Visual and Performing Arts Showcase, Redondo Beach, CA
- 2019 Selfie Project, Contemporary Practices Dept, 37 S. Wabash, Chicago, IL (Showcase)
- 2021 [Operation Boolean](#), Experimental 3D Virtual Exhibition, Chicago, IL
- 2021 Fullerton Art Walk Showcase, Unity Salon, Fullerton, CA
- 2022 [Digital Bodies Screening](#), MC 1307, Chicago, IL
- 2023 [Augmented Mirror](#), 112 S. Michigan Ave, Chicago, IL
- 2023 [CAPX-hibition: Work\(ing\) in Progress: Part 1](#), 116 S. Michigan Ave, Chicago, IL
- 2023 //sense experimental theater production, Maclean Ballroom, Chicago, IL (performance)
- 2023 [we are sitting in a Deleuzian ballroom experiencing ego death through a Freudian slip](#), Maclean Ballroom, Chicago, IL (performance)
- 2023 [Experimental Film, Video, Animation Screening Festival](#), Gene Siskel Film Center, Chicago, IL
- 2023 [Bachelor of Fine Arts Undergraduate Exhibition](#), 33 E. Washington, Chicago, IL (Installation)

## Speaking Engagements

### Artist Talks & Presentations

- 2021 Immersive Technology as a Tool for Spiritual Practice, Artist Talk for Advanced Virtual Reality Course, Art and Technology Studies Department of the School of the Art Institute of Chicago
- 2022 Time Based Materials and World Building with Unity, Artist Talk and Q&A for Alternative Realities Course, Interactive Media Program New York University Abu Dhabi
- 2022 Lu Yang: Techno-Orientalism & Contemporary Cultural Practice, Brave\_N3w\_B0d1es: PostHuman Practices, Art and Technology Studies of the School of the Art Institute of Chicago

### Panels & Interviews

- 2018 Women in Technology Panel, Redondo Union High School Computer Science Department
- 2022 Featured Artist, GET UP MAGAZINE, Virtual Publication based in Chicago, IL
- 2023 In Conversation with Curator Ruslana Lichtzier, Arts Administration & Career and Professional Experience Department, School of the Art Institute of Chicago (Moderator)

- 2023 Virtual Artist Panel for Work(Ing) in Progress, Arts Administration & Career and Professional Experience Department, School of the Art Institute of Chicago
- 2023 [Transcending Cultural Mission Through Media Practice](#), FNews Magazine

## Awards, Scholarships, Grants

### Scholarships

- 2019 Creative Honors Scholarship, School of the Art Institute of Chicago
- 2019 Dean's Scholarship, San Francisco Art Institute
- 2015 Academic Merit Scholarship, Vistamar School

## Technical Skills, Programs & Software

### software ·

#### office tools

Slack · Trello · Discord · Canvas · Microsoft Suite · Google Office · Monday.com · Notion · itch.io · Github

#### 3d work

Zbrush · Blender 3D · Nomad Sculpt · Autodesk Maya · Autodesk Recap · Unity 3D · Rokoko Motion Studio  
Arnold Render Engine · Adobe Substance Painter · Plask.AI

#### audiovisual

Resolume Arena · Adobe Premiere Pro · Adobe After Effects · Logic Pro X · Cap Cut

#### 2d design

Adobe Photoshop · Adobe Indesign · Canva

#### web

Wix · Wordpress · SquareSpace

#### fabrication

Fritzing · Bantam Tools · Cura

### equipment ·

#### motion capture/mixed reality

Rokoko Smart Suit Pro · Rokoko Smart Suit Pro 2 · Rokoko Smart Gloves · Vive HMD and Controllers · Meta Quest · etc

#### 3d printing & milling

Ultimaker 3 · Lulzbot Taz 6 · Shapeoko 3 · Othermill Pro · etc

electronics

Soldering · fundamental electronic fabrication skills · PCB modeling and printing · Arduino Uno · Arduino Nano · Adafruit Music Maker · Adafruit Capacitive Touch Sensors · LEDs · etc

languages ·

Programming & such

HTML · CSS · Javascript · C# · P5JS · Three.js · WebGL · Sonic Pi · Mediapipe ML · StyleGAN

Human

Mandarin · Tagalog · (both mother tongues and relearning quickly)