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BENJAMIN CREEK

Benjamin Creek is an interdisciplinary designer and maker with a multimedia background in industrial design and visual arts. Over the last 15 years, Creek has gained in-depth experience of a number of disciplines and modes of production, including service & system design in Tokyo, to industrial design in Chinese manufacturing hub Guangzhou and for the past 6 years Art production in Berlin.

Whilst in Berlin, Creek has increasingly incorporated industrial processes and techniques into his practice, allowing him to develop both a practical and conceptual system approach to the many stages of complex art productions, from idea to fabrication to installation. In recent years, he has specialized in using 3D printing as both a prototyping tool but also as a manufacturing material.

This is implemented in his work with some of Europe's most prominent international galleries, including neugerriemschneider, Esther Schipper and König Galerie, assisting both in their gallery spaces and at international art fairs. The work requires holistic and creative problem-solving, to aid with the design, fabrication, transportation and installation of works by world-leading artists such as Olafur Eliasson, Ai Weiwei, Simon Starling, Isa Genzken, Alicja Kwade, Claudia Comte and Tomás Saraceno.

Creek also works independently for artists such as Julius von Bismarck, Tue Greenfort, Dennis Osadebe, Shayne Oliver, Daniel Jenatsch among others, with new methods of art production, robotics and installation for their international exhibitions.

As an artist in his own right, Creek applies his professional skill set to combine multimedia, industrial design and interaction design to engage with theories on virtual environments, tangible interaction and biomimicry. He has exhibited in numerous group shows as well as solo exhibitions throughout Europe and Australia.

SUMMARY

BENJAMIN CREEK
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Naugarder Str. 3, 10409 Berlin
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EDUCATION:

2008 -11 **Bachelor of Arts**
Industrial Design
RMIT
Melbourne, Australia

2010 **Exchange Scholarship**
Service Design
Chiba University
Tokyo, Japan

2004-05 **Diploma of Arts**
Product Design
RMIT
Melbourne, Australia

EXPERIENCE:

2023

Sculpture Commission
Shayne Oliver
Mall Of Anonymous
Schinkel Pavillon
Berlin, Germany

Robotics Commission
Julius von Bismarck
The Elephant in the Room
When Platitudes Become Form
Berlinische Galerie
Berlin, Germany

Animatronics Commission
Dennis Osadebe
Factory Reset
König Galerie / Numero
Berlin, Germany

3D Printing Commission
Tue Greenfort
Plactic World
Schirn Kunsthalle
Frankfurt, Germany

3D Printing Commission
Dennis Osadebe
Do You Know How To Pray?
König Galerie
Berlin, Germany

2022

3D Printing and Rhino Grasshopper Commission
Tue Greenfort - Equilibrium
König Galerie
Berlin, Germany

Animatronics Commission
Daniel Jenatsch
Sarah Scout Gallery
Melbourne, Australia

Industrial Designer
Antidote Biomedical
Melbourne, Australia

2021

Art Fair Installer
Esther Schipper
Art Basel, Switzerland
London Frieze, UK

Animatronics Commission
Daniel Jenatsch
The Close World
UNSW Galleries
Sydney, Australia

3D Printing Commission
Sam Durant
Non-Aligned Monuments
CC Strombeek, Belgium

2020

3D Printing Commission
Laxlan Petras
Berlin, Germany

2019

Art Fair Installer
Neugerriemschneider
Art Basel, Switzerland

Head Installer
Maness, Andreas Mora
Gesellschaft der Freunde Junger Kunst Baden-Baden, Germany

Furniture Commission
Ursula Chandler Architects
Melbourne, Australia

2018

Art Handler
Neugerriemschneider
Berlin, Germany

Art Handler
König Galerie
Berlin, Germany

Design Consultant
Meyers Place Bar
Melbourne, Australia

2017

Art Handler
Esther Schipper
Berlin, Germany

Technician
Bernd Euler GMBH
Berlin, Germany

Installation Fabrication
Alex Martinis Roe - To Become Two
Art Gallery of New South Wales, Australia

Artist Assistant
Slavs and Tatars
Berlin, Germany

2016

Exhibition
Meyers Place Art Wall
Melbourne, Australia

Installation Fabrication
Alex Martinis Roe - To Become Two
Yvonne Lambert, Berlin, Germany
Casco, Utrecht, Netherlands
Ar/ge Kunst Bolzano Bozen, Italy
The Showroom, London, UK

Artist Assistant
Anton Burdakov
Berlin, Germany

Installation Fabrication
Olivia Steele
Berlin, Germany

Installer
Plan B Gallery
Berlin, Germany

Installer
Centre For Style - H.B. Peace
9Th Berlin Biennale
Berlin, Germany

2015

Installation Commission
Territorial Pissings
Bus Projects, Melbourne, Australia

Venue Manager
Meyers Place Bar
Melbourne, Australia

2014

Artist Residency
Trükimuuseum
Tartu, Estonia

Artist Assistant
Anton Burdakov
Berlin, Germany

Industrial Designer
Gavin Bufton Design Studio
Guangzhou, China

2013

Solo Exhibition
Scene | Unseen
Bus Projects, Melbourne, Australia

Film Project Assistant
Mapping the Interior
VCA Margaret Lawrence Gallery,
Melbourne, Australia

2012

Installer
Experimenta - Speak To Me
5th Biennial of Media Art
Melbourne, Australia

Installation Commission
Drew Pettifer - Transmission
Craft Victoria, Melbourne, Australia

2011

Group Exhibition
Forgetting To Remember
RMIT Graduate Exhibition
Melbourne, Australia

2010

Industrial Partner Projects
Mitsubishi, Dyson, Fujitsu
Chiba University
Tokyo, Japan

2009

Installation Commission
Gabriella & Silvana Mangano
Monash University Museum of Art,
Melbourne, Australia

2008

Group Exhibition
Don't you know who i am?
Trocadero Artspace
Melbourne, Australia

2007

Professional Model
Models 1, UK
Exiles/Hype, Japan
Vivien's Models, Australia

2006

Events Director Assistant
London International Film Festival,
London, UK

Shoe Making Internship
Invicta Shoes
Melbourne, Australia

2005

Committee Member
Agideas Design Conference
Melbourne, Australia

THE ELEPHANT IN THE ROOM

ROBOTICS COMMISSION

Design, prototyping, material and manufacturing experimentation, production and installation of large-scale kinetic sculptures for Julius von Bismarck's solo exhibition at Berlinische Galerie.

Involved from its conception to full-scale materialisation, I was originally brought into this project to help transform a proof-of-concept prototype into a finished form. Playing with the memories of those push puppet toys many of us have as children, Bismarck wanted to translate the basics of this simple mechanical toy into a monstrous scale full-size taxidermy giraffe and a replica of a bronze monument of his ancestor.

Originally working on a ¼ scale prototype of the giraffe, a small team of colleagues and I quickly developed a series of prototypes designed to establish the systems, materials and design solutions needed to actualise these sculptures. Using photogrammetry to 3D scan the original monument in Bremen, we developed a fiberglass casting technique using 3D printed molds which could cast accurate fiberglass forms that fit seamlessly into CNC aluminium and plywood elements. I oversaw the development of the internal mechanics of the sculptures, particularly the Bismarck monument replica, working with in-house metalworkers to produce a custom steel skeleton and specialised rope and pulley systems. We produced most parts ourselves using 3D printing, CNC machines and metal work. To ensure that the final robots would withstand over a tone of force on each individual rope, the development of custom software to control the motors and monitor and ensure significant forces were evenly distributed was required.

The conclusion of my 8-month full time tenure at the studio was marked by the installation of these sculptures as part of 'When Platitudes Become Form' exhibition at Berlinische Galerie, Berlin's renown museum of modern art for their summer program in 2023.

Julius von Bismarck - When Platitudes Become Form
Berlinische Galerie, Berlin, Germany
11.2022 - 08.2023

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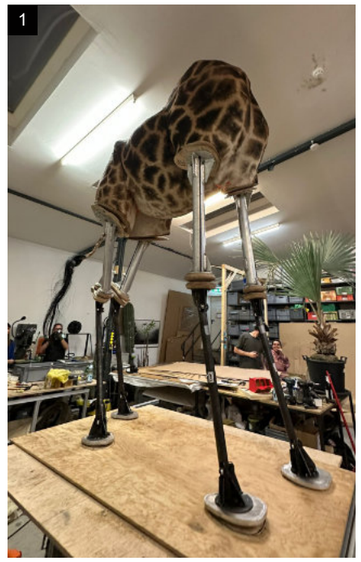
1. Install documentation.
Berlinische Galerie, Berlin, 2023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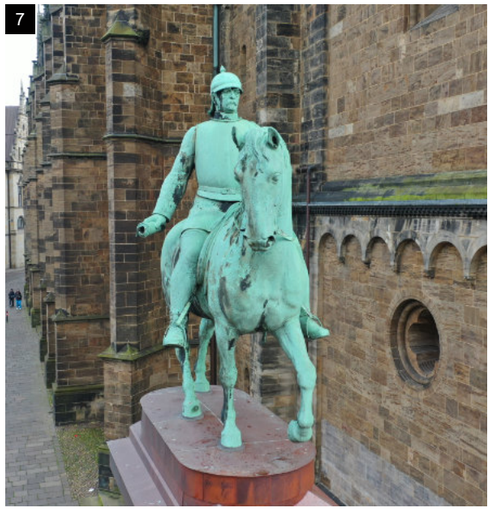
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1. Testing of the Giraffe sculpture's structual elements.

2. Install documentation, installing cable mechanics in torso during Berlinische Galerie.

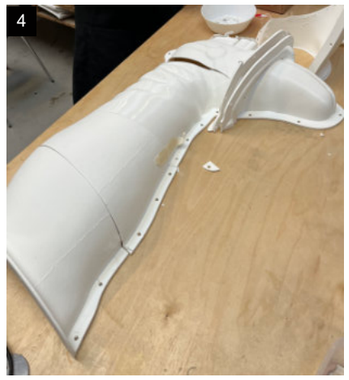
3. Install documentation. Berlinische Galerie, Berlin, 2023

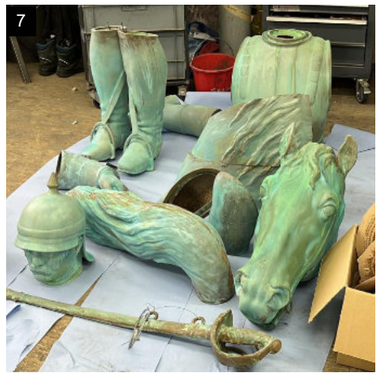
4. Bismarck sculpture prototype testing with 100kg weights.

5. Install documentation, Motor box and cable system installation at Berlinische Galerie..

6. Giraffe neck sections at the taxidermistt

7. Original Otto von Bismarck monument at Bremen Cathedral which was 3D scanned by a drone using photogrammetry to produce our CAD mesh model..





1. Fusion360 Model of internal mechanics of Bismarck sculpture.

2. CNC Milling of plywood join cap prototypes.

3. CNC milled aluminum join cap prototypes.

4. 3D printed molds used for the production of fiberglass shells for the exterior form of the Bismarck sculpture.

5. Testing of Fiberglass shells with their steel support structure and aluminum join caps.

6. Sanding and sealing of the limb elements of the Bismarck sculpture.

7. Copper oxidation of the fiberglass shells of the Bismarck sculpture.

8. Proof of concept prototype for the collapsing giraffe. Aluminum, CNC foam, CNC plywood, winch motors and custom pulley gearboxes.

9. Custom pulley assembly for the Bismarck cable system.

10. Testing rig of Bismarck leg prototype.

11. Plywood and aluminum join cap prototype.

12. Aluminum support structure embedded in giraffe torso.

MOTHER

SCULPTURE COMMISSION

Design and construction an animatronic sculpture for the exhibition Mall of Anonymous by Shayne Oliver Group at Schinkel Pavillion.

This sculpture consisted in a large-scale 3D print of an amorphous mother and child figure split in half, painted in a high gloss finish and separated by a massive, mirrored monolith like panel. The pedestal itself merges into the room's generic carpet, the slow rotation producing a reflection of its environment whilst simultaneously creating two unique variations of the mother form though its mirrored replication.

Produced on a super tight schedule, this whole production from a simple mesh cad file to a materialized gallery installation was completed in less than three weeks. It nonetheless involved over 50 3D prints and around 500hours of 3D printing. Furthermore, the sculpture had an embedded mounting hardware, an aluminum support structure and a high standard surface, which was sanded and finished in high gloss paint. I also produced the rotating pedestal which stood at 2.5m2 and supported large panels of stainless steel mirror. Considering the straitened timeline of this project, there was no time, or room, for error. Completed to deadline, the mother sculpture was a center piece in the 'Mall of Anonymous' exhibition held at Schinkel Pavillion, Berlin.

Special thanks to Studio Emilia Margulies who commissioned me for the project and whose support and assistance was fundamental to its success.

Shayne Oliver - Mall Of Anonymous
Schinkel Pavillon, Berlin, Germany
07.2023 - 08.2023

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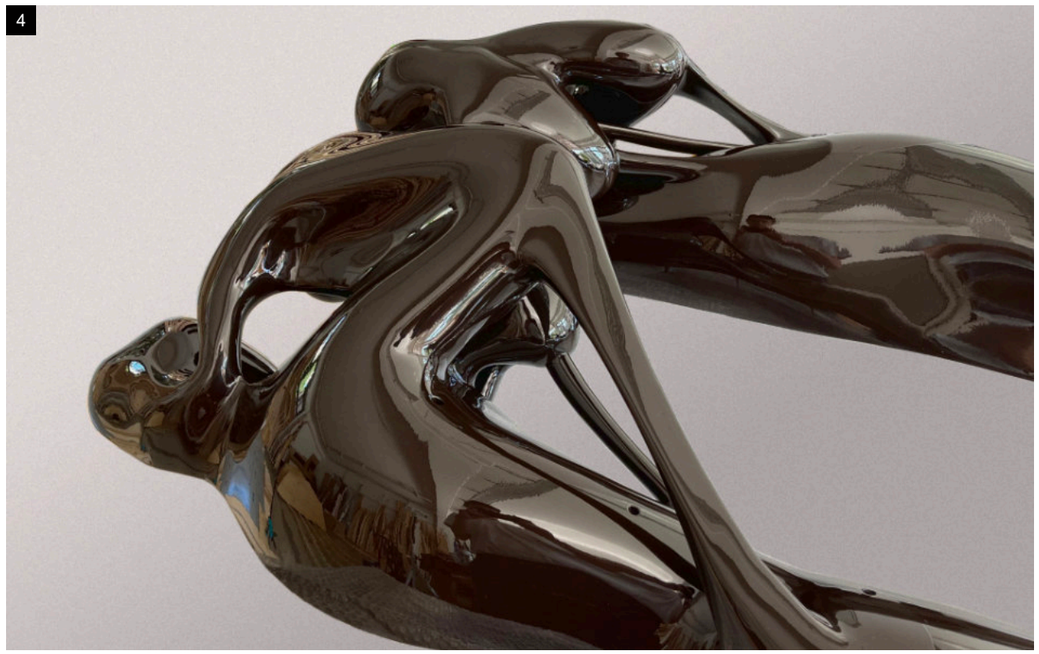

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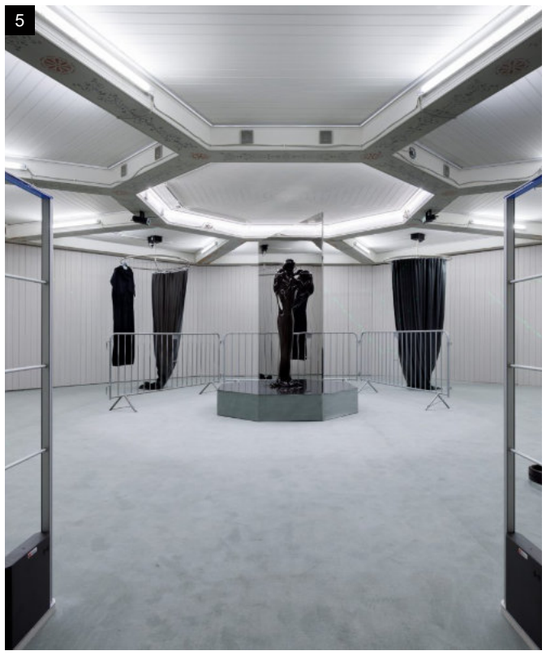


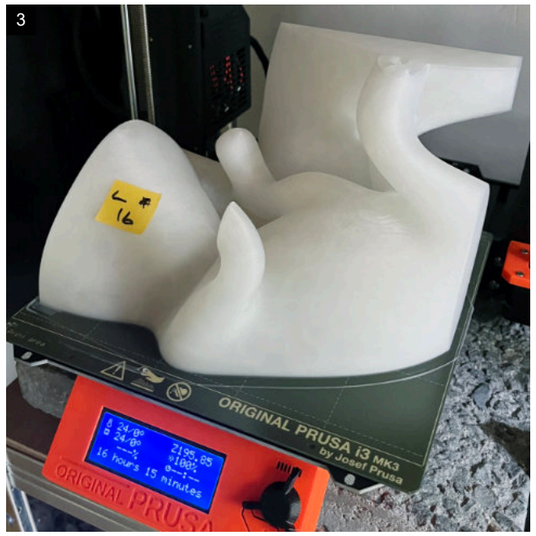
1. Detail view of the parametric CAD file ready for 3D printing.
Berlin, Germany, 2023

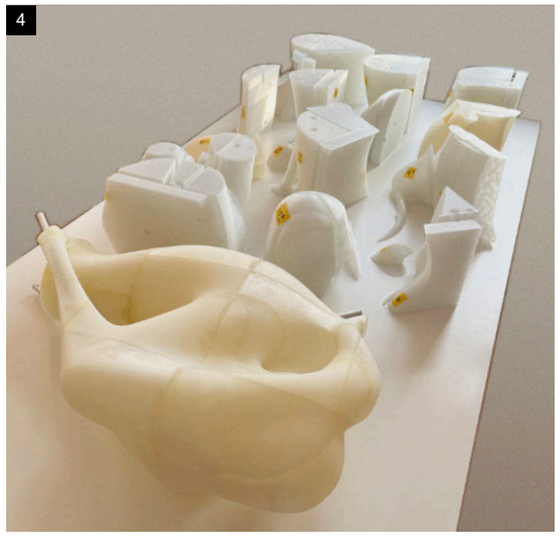
2. Install view of the completed sculpture.
Schinkel Pavillon, Berlin, Germany, 2023

3. Detail view of 3D printed elements of sculpture before painting.
Berlin, Germany, 2023

5. Detail view of 3D printed elements of sculpture after gloss painting process.
Berlin, Germany, 2023

5. Install view of the completed sculpture.
Schinkel Pavillon, Berlin, Germany, 2023





PRODUCTION PROCESS:

1. Original mesh file from artist.

2. Fusion360 parametric CAD File with aluminum skeleton and printable section cuts.

3. One of the 50+ 3D printed elements that make up the sculpture

4. 3D printed elements grouped into larger sections and ready for assembly.

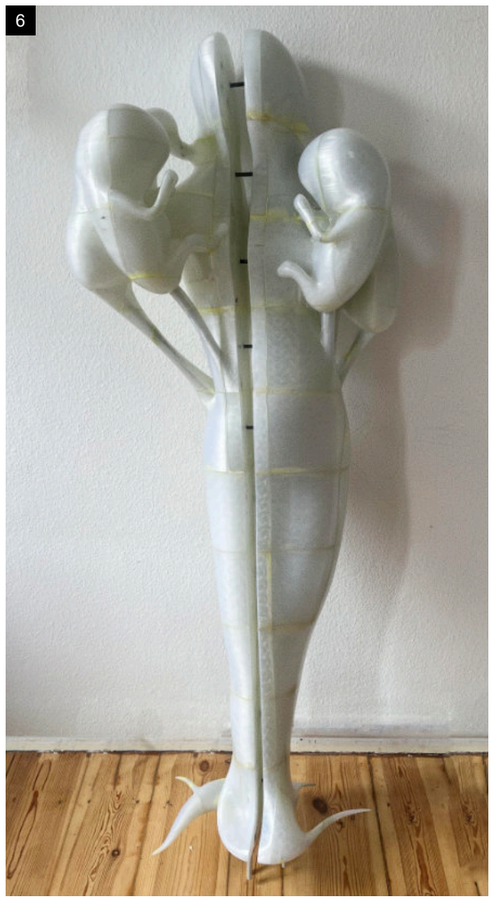
5. Sanding the sculpture post its assembly and gluing and epoxy surface coat.

6. Sculpture sanded and smoothed, ready to go to industrial painter and is equipped with embedded mounting hardware.

7. Sculpture after gloss paint process

8. Construction of pedestal from plywood, pine beams, super 8 mirrored stainless-steel panels and rotating stage motor.

9. Sculpture being mounted to pedestal in exhibition space.



MEDITATION (BREATHE)

ANIMATRONICS COMMISSION

Design and construction of a specialized animatronic sculpture for Dennis Osadebe's Factory Reset exhibition.

For Gallery Weekend Berlin 2023, Koenig Gallery launched a collaborative exhibition with the contemporary art magazine, Numéro. I was commissioned to design and produce the key sculpture in the exhibition. 'Factory Reset' by Dennis Osadebe explores the relationship between meditation and evolving technology.

Dennis came to me with a proposal for an animatronic sculpture for his upcoming show: the idea of a breathing figure. After a period of research and experimentation, I proposed a fully 3D printed sculpture, utilizing TPU foaming filament to create a flexible chest area that seamlessly transitioned to the rigid PLA which broached the rest of the sculpture. Foaming TPU is a temperature dependent filament that reacts with carbon dioxide in the air when printed between 220-250 degrees. Although printing this unique filament is a slow and arduous process, it produces a singular foam like structure that's flexible whilst also allowing for details in form. Furthermore, it can be printed using standard 3D printer extruders. I also developed the internal mechanics by using a stepper motor to push and pull the chest plate which emulated a breathing motion. The stepper motor was then programmed with an Arduino board to run automatically. By finishing the sculpture with a matt industrial paint job, it was possible to create an illusion. On first glance, the sculpture appeared as a static object, but upon further inspection the render gave an animating lightness, suggesting that the sculpture was in fact, alive.

Dennis Osadebe - Factory Reset
König Galerie / Numero
Berlin, Germany
02.2023 - 04.2023

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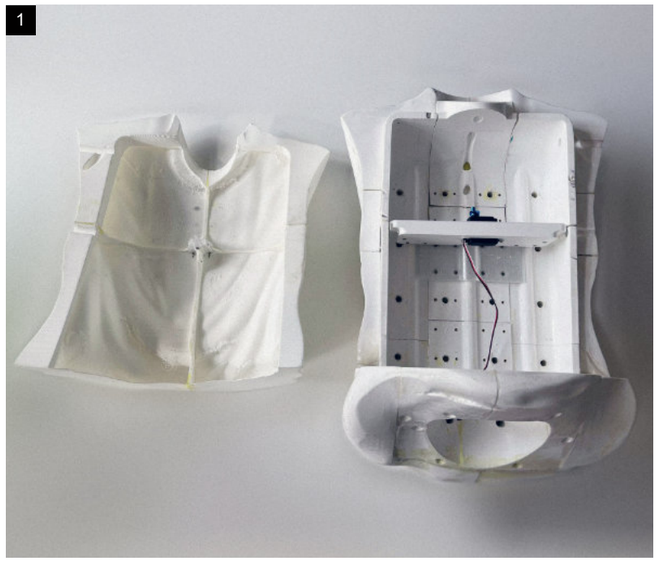
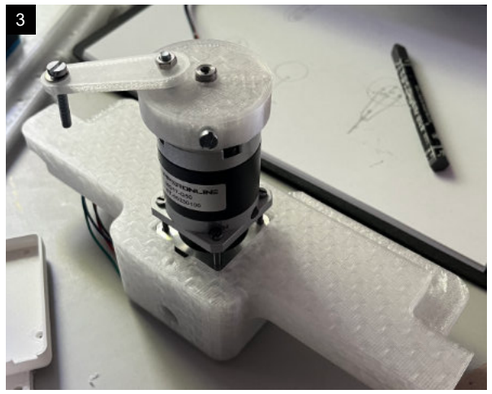
5. Installation view
Numéro Exhibition space, Berlin, Germany, 2023



1. Construction documentation
The flexible foamed TPU 3D printed chest plate with its matching solid PLA structural component. Adjustable stepper motor plate and fixtures for internal electronics.
Berlin, Germany, 2023

2. Install documentation
Arduino programming of kinetic elements of the sculpture.
Numéro Exhibition space, Berlin, Germany, 2023



3. Construction documentation
Testing of stepper motor plate and fixtures for fir internal electronics.
Berlin, Germany, 2023

4. Construction documentation
The flexible foamed TPU 3D printed chest plate prior to assembly.
Berlin, Germany, 2023

5. Installation view
Numéro Exhibition space, Berlin, Germany, 2023

6. Material testing documentation
Testing the different levels of flexibility that can be achieved with the 3D printing temperatures and thicknesses.
Berlin, Germany, 2023

7. Construction documentation
Assembly of the rigid 3d printed PLA with flexible TPU areas.
Berlin, Germany, 2023

FIRST COMMUNION

3D PRINTING COMMISSION

Structural design, 3D printing, construction and project management of a large scale sculpture.

Exhibited as part of ‘Do You Know How To Pray?’ Dennis Osadebe’s solo exhibition at Koenig Gallery in January of 2023, ‘First Communion’ was Osadebe's largest sculptural project to date. I was commissioned to produce the project, overseeing the sculpture’s manifestation from a simple rendering mesh file to exhibition installation. Standing at 1.5m tall, the sculpture is constituted by over 30 individual prints tallying over 100 hours of print time. The finish is PLA plastic with an aluminum tube skeleton, an epoxy surface layer and gluing, with a delicate gold leaf finish.

Dennis Osadebe - First Communion
Do You Know How To Pray?
König Galerie, Berlin, Germany
12.2022 - 01.2023

1. Detail of gold leaf surface.
König Galerie, Berlin, Germany, 2023

2. Install view of finished sculpture.
König Galerie, Berlin, Germany, 2023

3. Install view of finished sculpture.
König Galerie, Berlin, Germany, 2023

4. Documentation of indivudual prints prior to assembly. Berlin, Germany, 2022

5. Documentation of assembled 3d printed sculpture before sanding and painting process.
Berlin, Germany, 2022

TUE GREENFORT - EQUILIBRIUM

3D PRINTING AND RHINO GRASSHOPPER COMMISSION

Research, design, development and production of new works for Danish artist Tue Greenfort currently showing at the Nave of St Agnes at König Galeriein Berlin.

“The starting point of this exhibition is the widespread misconception that there is a stable state, a natural order, in nature. Framed by a series of larger, existing projects, a group of new works delves into and reflects on this misconception of natural order.” (Tue Greenfort)

Greenfort commissioned me to develop a grasshopper script to explore Flower Anatomy with the objective to develop a range of 3d printed objects representing conceptual flower forms. Through an intensive process of exploring geometric forms and spatial patterns alongside experimenting with 3d printing as a medium in itself, we developed a series of form experiments and a sculptural piece currently shown as part of his solo show at König Gallery. Although currently being exhibited this project is ongoing, with the ambition to continue to explore the potential of 3d printing and Grasshopper scripts to create fictional biological forms and explore notions around biomimicry.

Tue Greenfort - Equilibrium, König Galerie, Berlin, Germany,
Exhibition: 19.08 - 02.10.2022
Project timeline: 07.2022 - Ongoing

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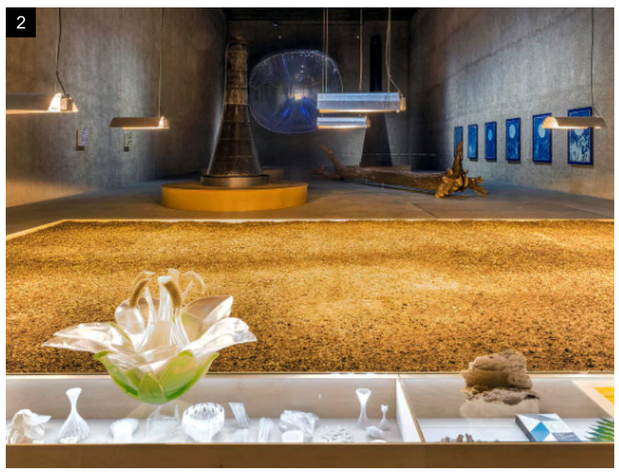
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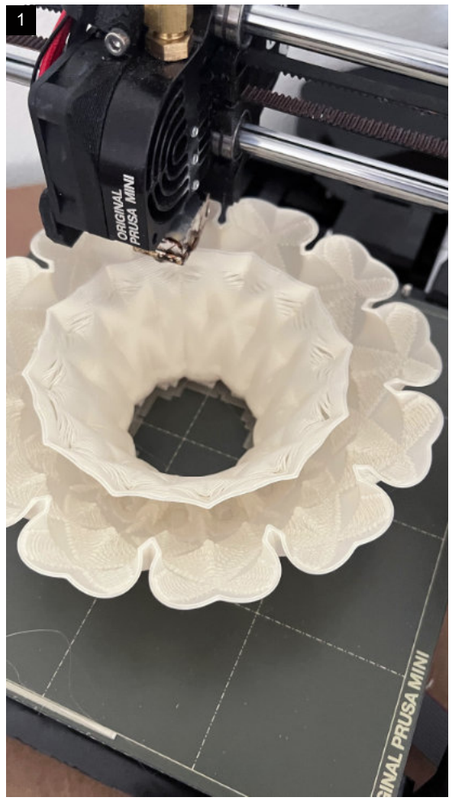
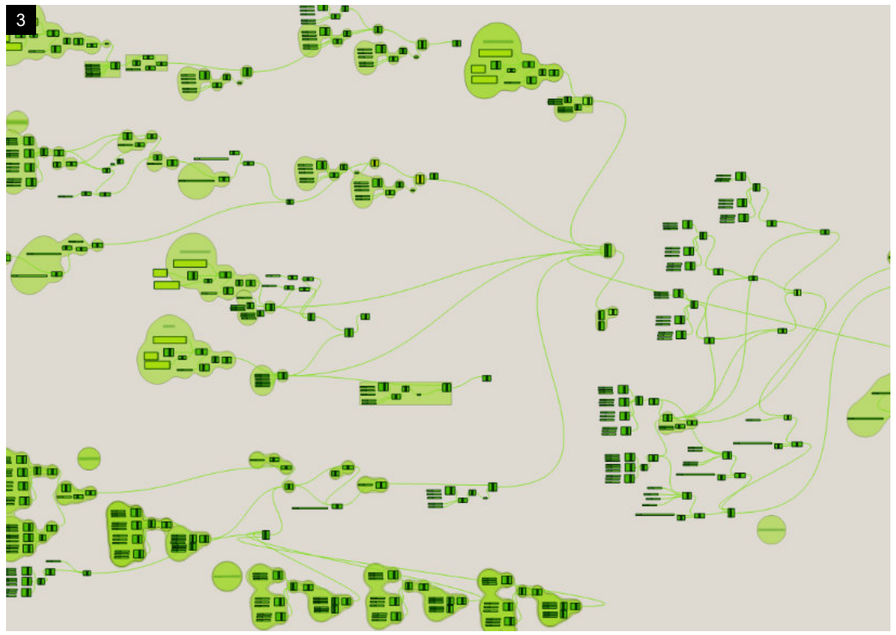
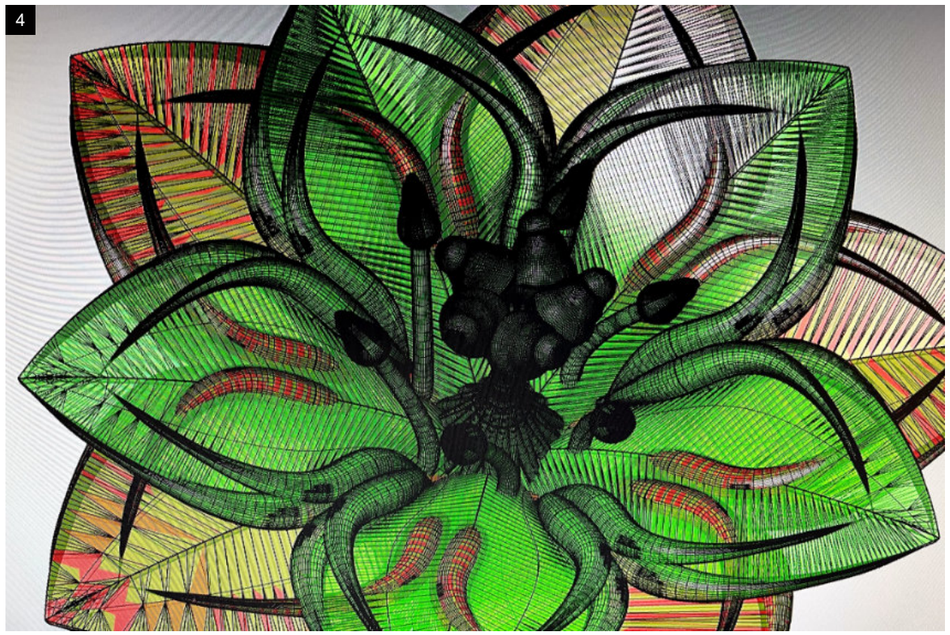
1. Exhibition view
Tue Greenfort - Equilibrium
König Galerie, Berlin, Germany, 2022

2. Exhibition view
Tue Greenfort - Equilibrium
König Galerie, Berlin, Germany, 2022

3. Exhibition view
Tue Greenfort - Equilibrium,
König Galerie, Berlin, Germany 2022







1. 3D printing of form exploration
Benjamin Creek Projects, Berlin, Germany, 2022

2. 3D printed prototypes and form exploration
Benjamin Creek Projects, Berlin, Germany, 2022

3. Rhino3D Grasshopper script for flower anatomy sculpture
Benjamin Creek Projects, Berlin, Germany, 2022

4. Rhino3D CAD model of flower anatomy sculpture
Benjamin Creek Projects, Berlin, Germany, 2022

FUNGI DECOMPOSITION

3D PRINTING COMMISSION

Concept development, 3D printing experimentation and art production of a series of sculptures for Danish artist Teu Greenfort.

Interrogating the phenomenon that certain fungal species have the ability to eat and break down the complex molecular structures of plastics into their most basic compounds, ‘Fungi Decomposition’ utilized experimental 3D printing techniques to create artificial forms which resembled mushrooms. By using rhino grasshopper scripts to generate randomized forms and textures, as well as vase mode printing, I was able to create a series of unique and intricate sculptures.

Vase Mode 3D printing is a unique method of printing with single wall thickness, where the print is shifted upwards in a spiral motion. Uniquely therefore, no individual layers are formed the print is completed with a single continual movement from start to finish. Vase mode is commonly used to speed up print times on suitably shaped prints and is common in 3d printing demonstrations. After experimenting with vase mode for a few years, however, I think it has far greater potential than is realised. Firstly, vase mode printing with integrated rib structures allows for the production of super lightweight, yet strong and structurally robust forms. Moreover, the continuous extrusion allows you to print super fine and clean details without causing stringing or other defects usually provoked by turning the extrusion on and off while printing. Tue wanted me to emulate mushroom forms not only in their visual sense, but also to try and encapsulate their unique structural integrity. This brief led me to experiment with the possibility of producing super fine gill like structures that once transposed over the anatomy of mushroom forms could then finally be manipulated with heat to create seemingly organic forms.

‘Fungi Decomposition’ was shown as part of ‘Plastic World’, a series which presented a constellation of objects, assemblages, installations, films and documentaries intended to open up a broad panorama which reflected on how art might be used to evaluate the place of plastic products in our society today.

Tue Greenfort - Fungi Decomposition
Plactic World
Schirn Kunsthalle, Frankfurt
06.2023

1. 2. 6. Detail views of heat manulated 3d prints

3. ***Plastic World exhibition documentation***
Schirn Kunsthalle, Frankfurt

5. ***Detail view of ‘Vase Mode’ 3D printed rib structures***

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ANTIDOTE BIOMEDICAL

INDUSTRIAL DESIGNER / 3D PRINTING TECHNITION

Working as part of a small team in a biomedical start up producing custom products for the medical industry and also building and maintaining a series of large scale custom built 3D printers.

Antidote Biomedical is an engineering and design start up operating out of Melbourne, creating custom products for the medical industry in Australia. Recently having developed a new specialized product called a silicon bolus which is used for the treatment of skin cancer through radio therapy, I was brought into the team to help build up their 3D printing facilities and work as an industrial designer on a number of projects related to their business. A large portion of my time was spent constructing 7 large scale custom built BLV Cube 3D printers, each build taking between 1-2 weeks including modified hot ends, extrusion systems, electronics and software, building such machines required both precision and endurance. With over 30 3D printers running around the clock, maintenance and servicing the machines was a constant task, involving both trouble shooting and producing custom parts for the ever evolving modified machines. Apart from setting up the 3d printing lab I was also involved in the production of their silicon bolas products which required a demanding 3 day turnaround from order to shipment and involved many different processes from CAD to silicon casting to order management. Working with a team from diverse back grounds such as electrical engineering, industrial design and metal machining, I was able to work on a diverse array of projects and gain insight into a broad range of processes and technologies.

Melbourne, Australia, 12.2021 - 05.2022

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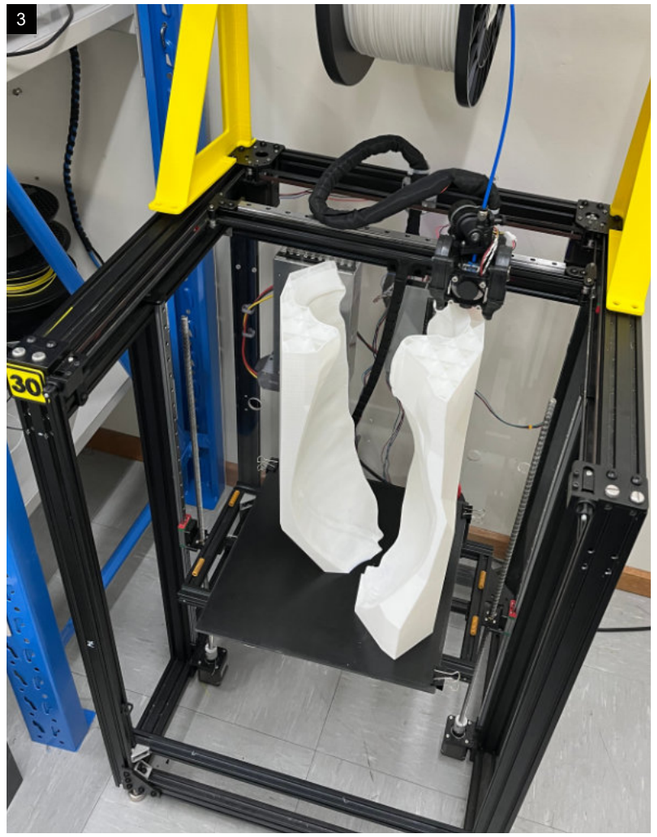

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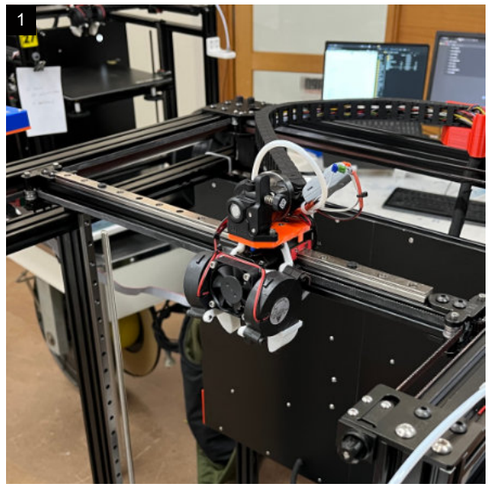
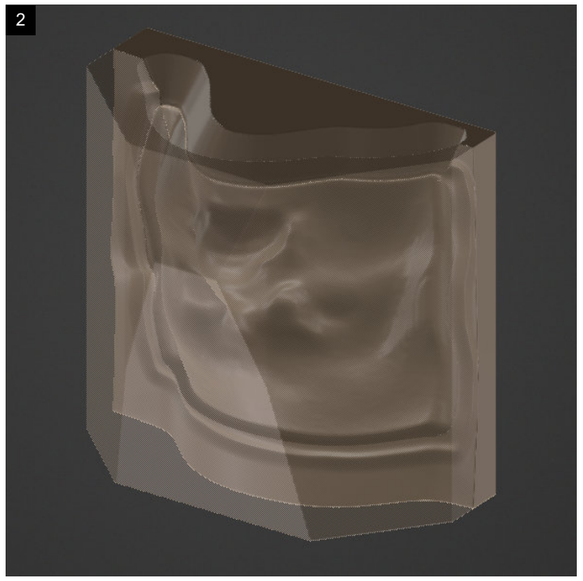
1. Part of the 3D printing farm used to produce bolus molds and a range of other parts and prototypes.
Antidote Biomedical, Melbourne, Australia, 2022

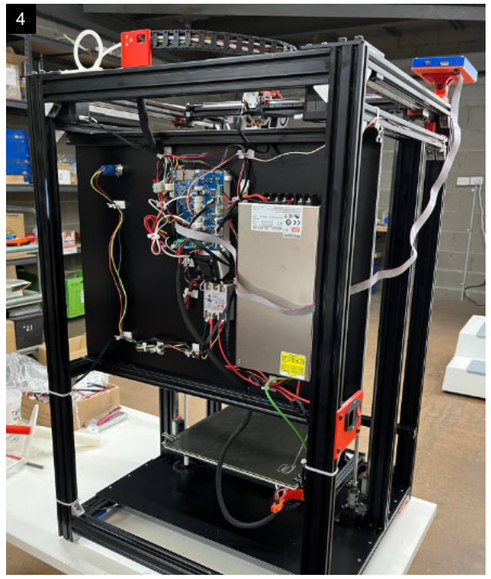
2. One of the largest Silcon Bolus we produced, weighing a number of kilagrams and cast from a 3D printed mould more than 70cm high.
Antidote Biomedical, Melbourne, Australia, 2022

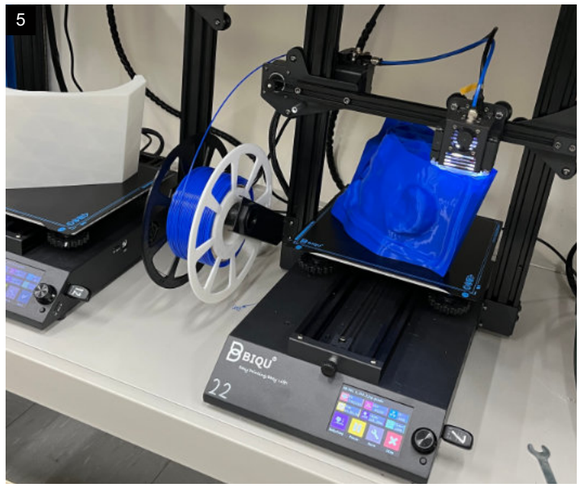
3. One of the seven BLV Cube 3D printer kits I assembled, configured and maintained.
Antidote Biomedical, Melbourne, Australia, 2022

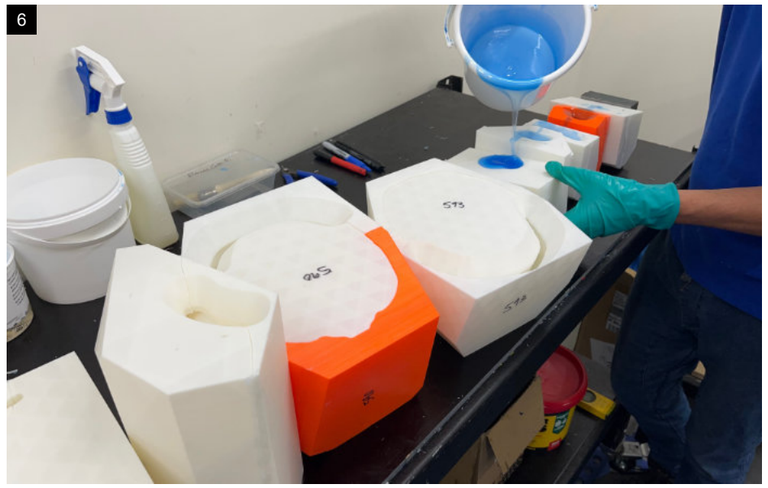
4. CAD rendering of a silcon bolus on patient as would be used in their radio therphy treatment for skin cancer.
Antidote Biomedical, Melbourne, Australia, 2022

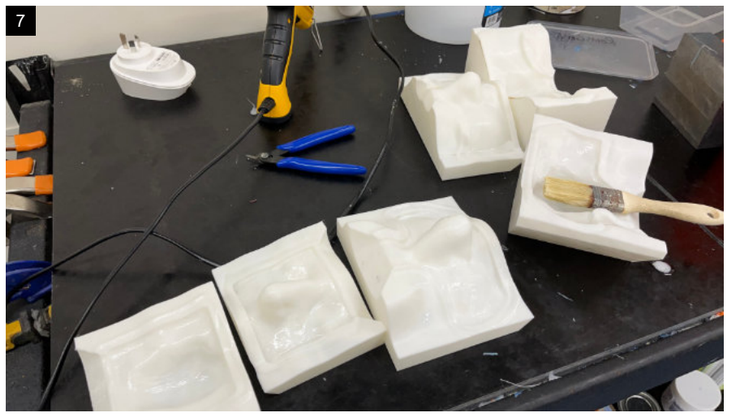


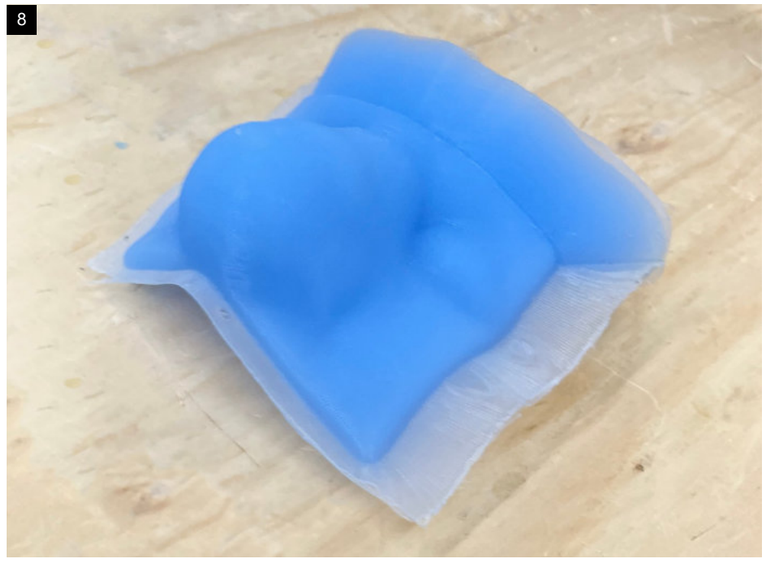












1. Assembling the BLV Cube 3D printer's custom hot-end and extruder systems.
Antidote Biomedical, Melbourne, Australia, 2022

2. Stage 1: CAD model of 3D printable bolus mold created from CR scan data of patients effected area.
Antidote Biomedical, Melbourne, Australia, 2022

3. Stage 4: The two part silicon is measured mixed and then vacuum chambered to remove trapped air bubbles.
Antidote Biomedical, Melbourne, Australia, 2022

4. Assembling the BLV Cube 3D printer's electronics and XY unique belt system.
Antidote Biomedical, Melbourne, Australia, 2022

5. Stage2: Mold is divided into printable parts while avoiding overhangs and 3D printed overnight.
Antidote Biomedical, Melbourne, Australia, 2022

6. Stage 5: Silicon is carefully poured into molds and left overnight to set.
Antidote Biomedical, Melbourne, Australia, 2022

7. Stage 3: The 3D printed molds are coated with release agent and then glued together with a hot glue gun ready for the silicon pouring.
Antidote Biomedical, Melbourne, Australia, 2022

8. Stage 6: The cast silicon bolus is removed from the molds on day 3. Excess silicon areas are cut away and if the bolas is has no defects it is expressed shipped to the hospital that day.
Antidote Biomedical, Melbourne, Australia, 2022

THE CLOSE WORLD

ANIMATRONICS COMMISSION

Design and development of a specialised animatronic system for the award winning installation of artist and composer Daniel Jenatsch.

Shortlisted from over 400 applications, with seven finalists presenting newly commissioned works, ‘The Close World’ was awarded the winner of the John Fries Award for 2021. Daniel Jenatsch is an artist and music producer from Melbourne who makes interdisciplinary works that explore the interstices between affect and information. In November 2020 Jenatsch asked me to develop the animatronics elements for his upcoming installation as part of the John Fries award group exhibition in Sydney. The installation was to be a contemporary opera as an installation that would be sung by three animatronic owls and need to run continuously for the month long exhibition.

Having little prior experience with animatronics I first attempted to replica existing animatronic models but it soon became apparent that the project would require a specialised solution. The sound element of the installation was also very important which led me to develop a system in which the servo motors would be sound isolated from the robotic elements and thus the movements would be actuated by a series of push/pull cables. Through a magnitude of tests and prototypes, using my 3D printing farm to rapidly create variations and modifications, I came to the final design which was then put through prolonged physical testing through programed sequencing.

Jenatsch and I would communicate via a project channel in slack and by weekly online meetings. Periodically I would send him files to 3D print in Australia from which he would give me feedback. Once the final design was confirmed, I compiled construction instructions and Jenatsch printed and assembled the final installation on site in Australia. Exhibition curator Miriam Kelly writes: “The work addresses complex contemporary interests in artificial intelligence and machine learning, coupled with alternatives to the anthropocentric thinking that has led to our current climate crisis. With a sophisticated balance of high technology operations and low fidelity aesthetics, this installation elicits empathy from the audience, and in doing so offers a carefully nuanced reflection on the double-edged sword of language and the desire for connection.”

John Fries Award, UNSW Galleries, Sydney, Australia
11.2020 – 03.2021

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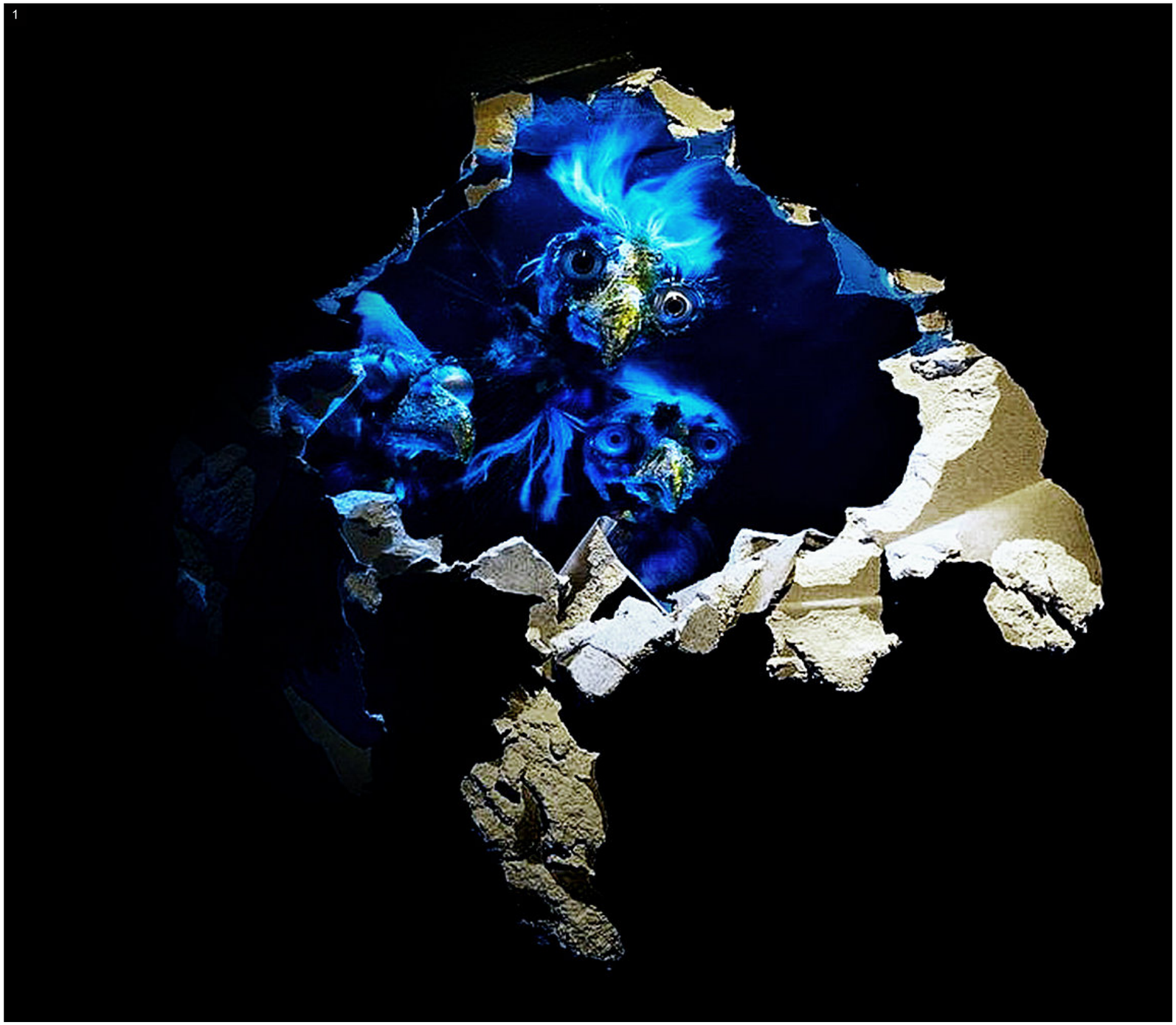
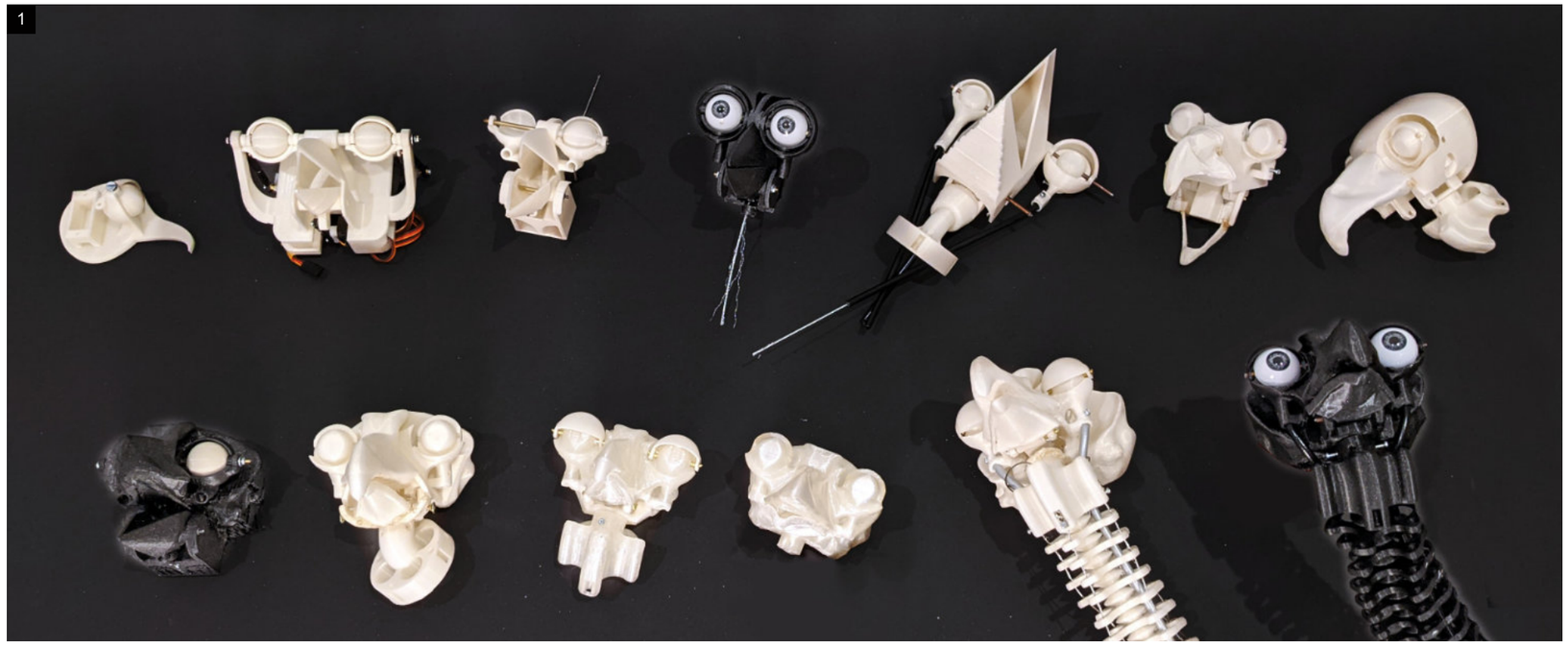
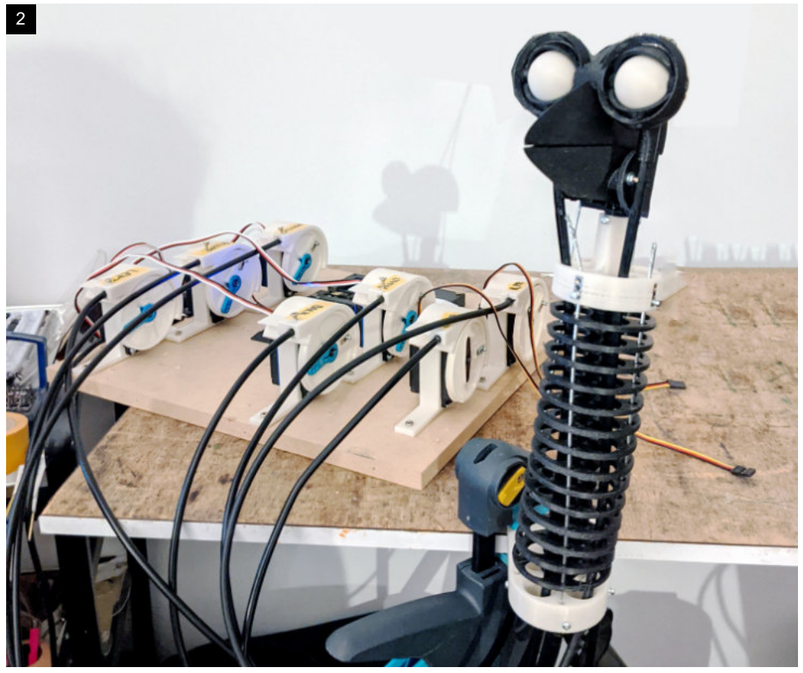
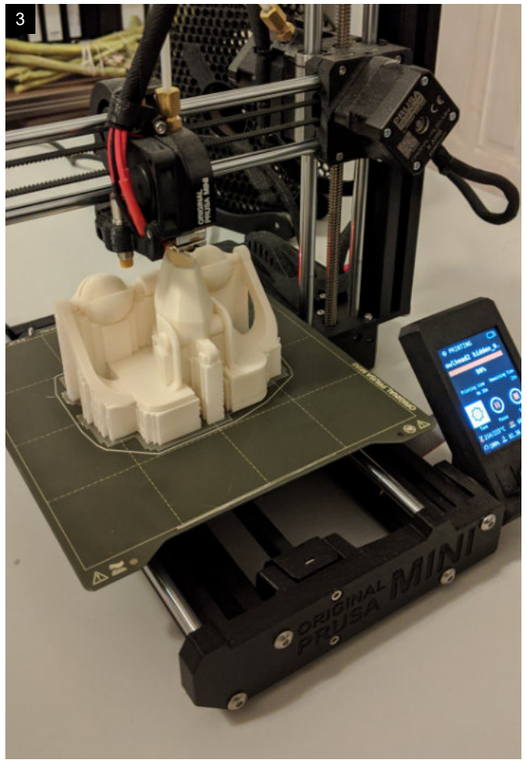
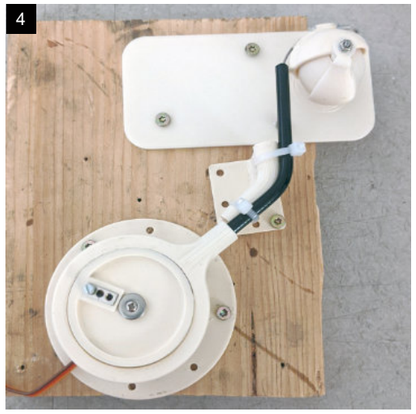


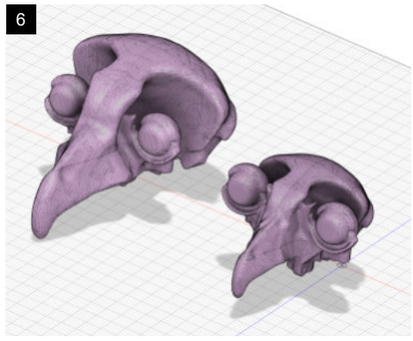
1. Exhibition installation view.
UNSW Galleries, Sydney, Australia, 2021











1. Documentation of some of the prototypes created during the project.
Berlin, Germany, 2021

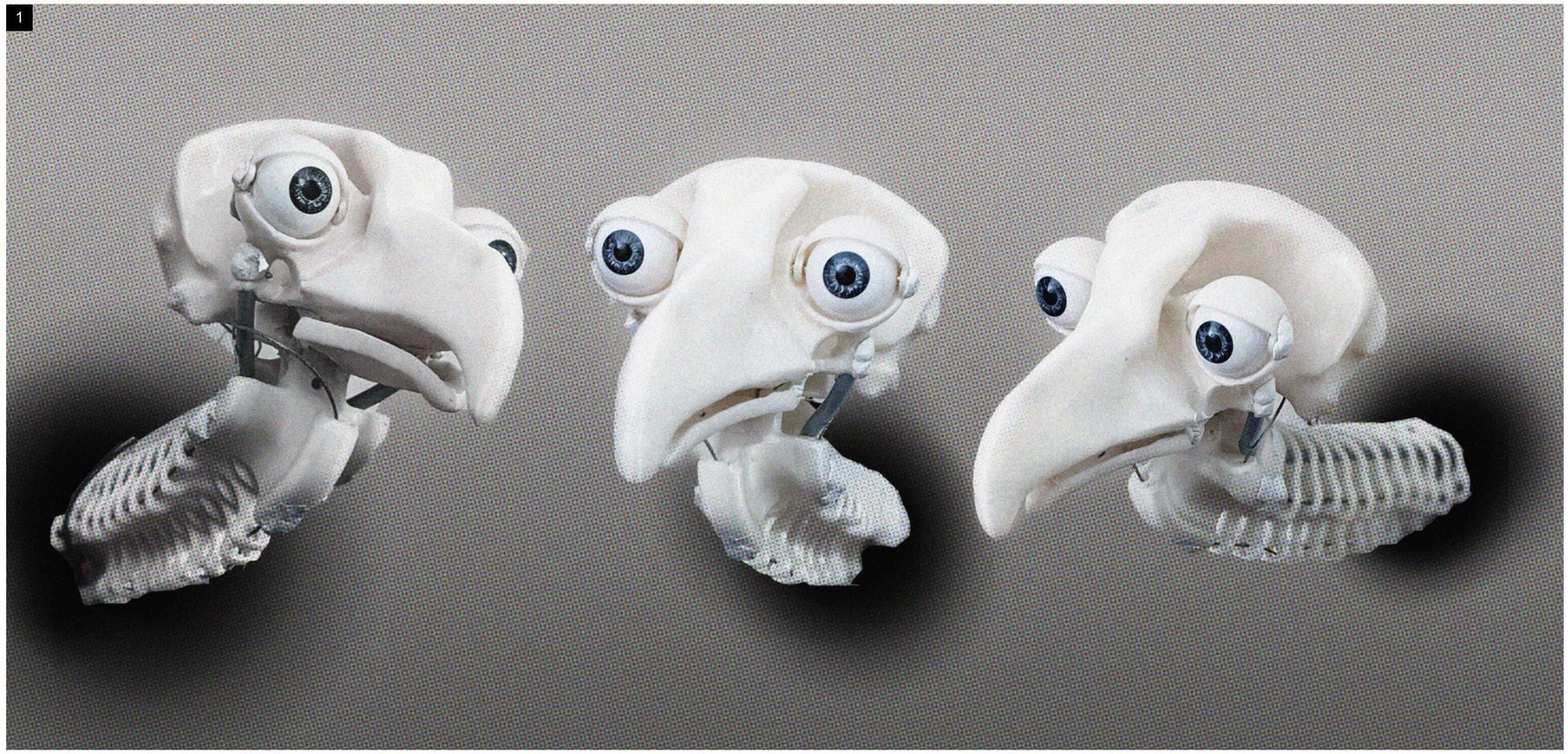
2. Documentation of early proof of mechanical elements prototype
Berlin, Germany, 2021

3. Documentation of 3D printing of early prototype before cable system.
Berlin, Germany, 2021

4. Documentation of first working prototype of cable system..
Berlin, Germany, 2021

5. CAD models being prepared for 3D printing
Berlin, Germany, 2021

6. Documentation of final prototype sequencing testing
Berlin, Germany, 2021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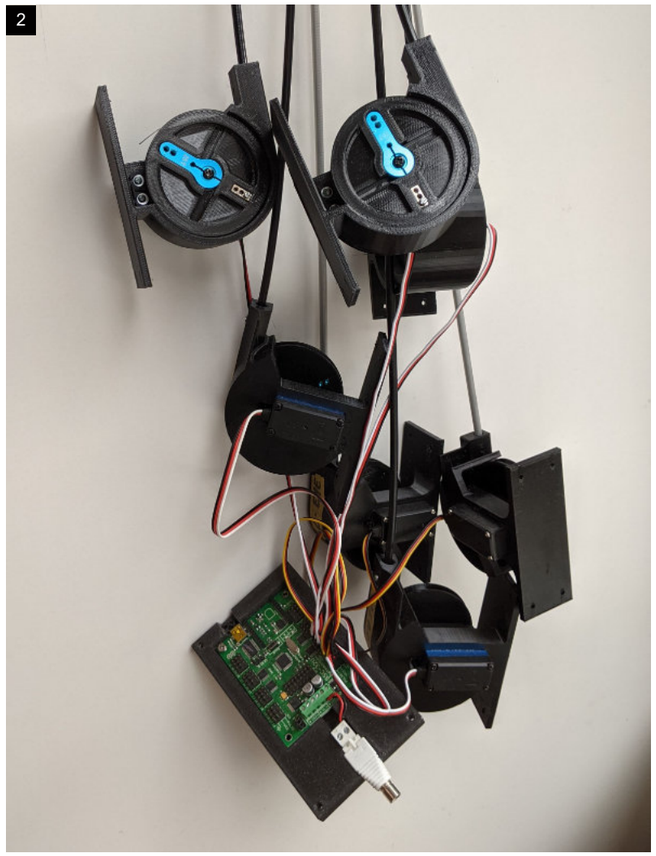
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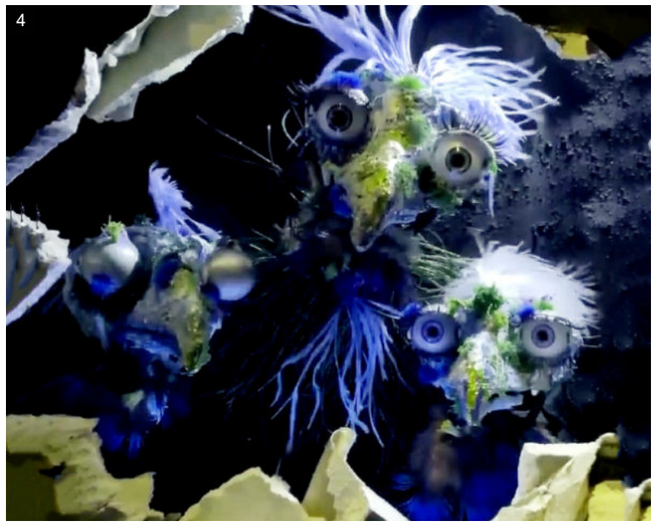
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1. Illustration for installation concept
Berlin, Germany, 2021

2. Documentation of final servo pulley system
Berlin, Germany, 2021

3. Documentation of testing final installation in Australia.
Melbourne, Australia, 2021

4. Exhibition installation view.
UNSW Galleries, Sydney, Australia, 2021

THE CLOSE WORLD II

ANIMATRONICS COMMISSION

Design and construction of a specialized animatronic sculpture for the upcoming exhibition of Daniel Jenatsch.

After our original collaboration for the John Fries Award back in 2021, Jenatsch commissioned me to develop a new animatronic piece building on the theme and technology of our original collaboration. Combining mesh modelling and parametric CAD in Fusion360 I developed a new series of Bowden cable based mechanical systems allowing both eyes, beak, neck and wing movements to be realized through a series of detached linear actuators controlled by programed servos. With this installation we decided to leave the servo system exposed allowing viewer to witness the mechanics behind the robots movement and also making the mechanical parts as a sculptural element in their own right. The majority of the robot is 3d printed and the final version evolved from a series of prototypes and physical experiments all 3d printed. The robot will be adorned and programed by Jenatsch and will be shown as part of an audio/visual installation at Sarah Scout Gallery in the 2nd half of 2022.

Sarah Scout Gallery, Melbourne, Australia, 02.2022 – 05.2022

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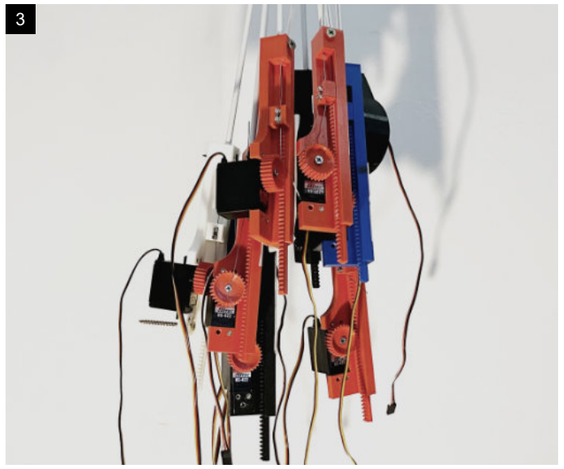
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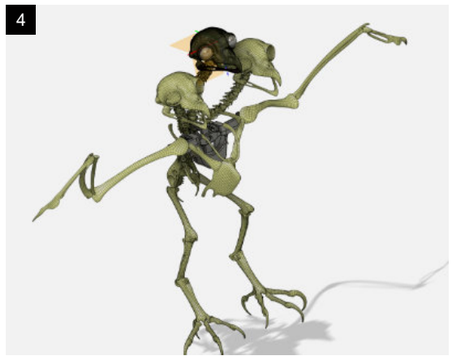
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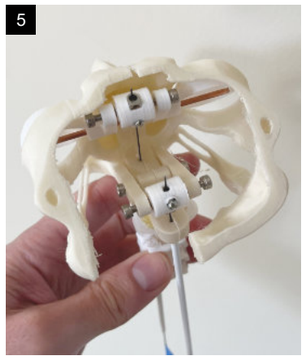
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1. Detail view of the final version of the animatronic sculpture
Melbourne, Australia, 2022

2. Install view of the final version of the animatronic sculpture
Melbourne, Australia, 2022

1. Detail view of the linear actuators of the final version of the animatronic sculpture
Melbourne, Australia, 2022

4. Fusion360 CAD model of the final version of the animatronic sculpture
Melbourne, Australia, 2022

5. Documentation of a mechanical prototype for testing the Bowden cable pulley system for both the eye and beak movements.
Melbourne, Australia, 2022

NEUGERRIEMSCHNEIDER

INSTALLATION / TECHNICIAN

Senior member of a small and highly professional art handling team, working with high budget and complex installations both in-house and internationally.

Galerie neugerriemschneider represents artists such as Olafur Eliasson, Ai Weiwei, Simon Starling, Mike Nelson, Michel Majerus, Pae White, Jorge Pardo, Sharon Lockhart, Elizabeth Peyton and Andreas Eriksson amongst others. It is one of Germany's foremost established private galleries with over 20 full time staff, as well as a team of freelancers and part-time workers. Founded in 1994, the Berlin-based gallery exhibits in all the major international art fairs as well as their intensive in-house exhibition program.

Assisting in artwork fabrication, art fair preparation, artwork conservation, transport and logistics and exhibition installation, my work at the gallery requires a cross-disciplinary skillset, constant problem solving, intense attention to detail, meeting high-pressure timelines and working with a diverse international network. The gallery is overtly involved with artwork production with many projects being fabricated in-house. This often requires me to manage a hectic schedule of the on-site program, client installations and off-site productions. Freelancer (40-160hr p/m)

Berlin, Germany, 09.2017 - Present

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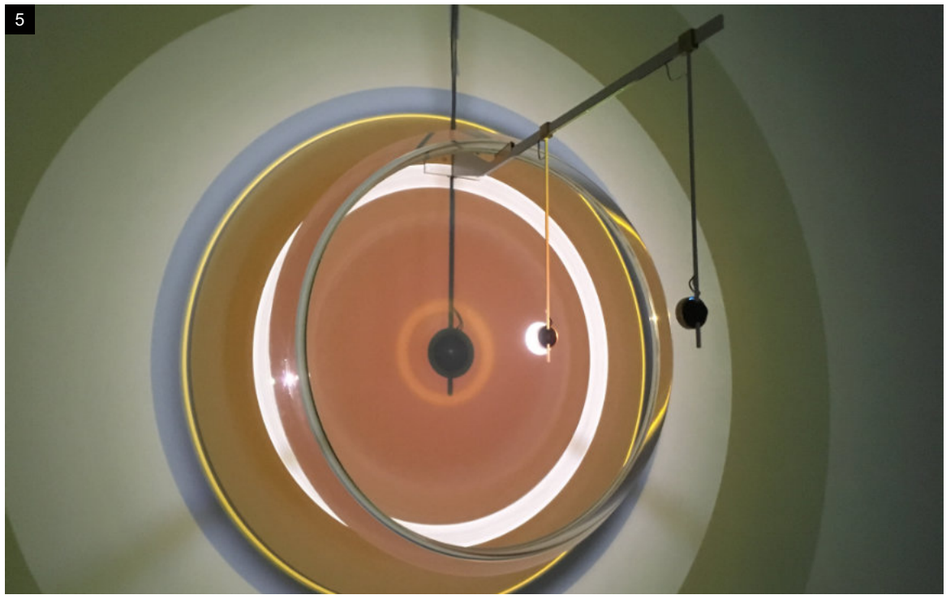

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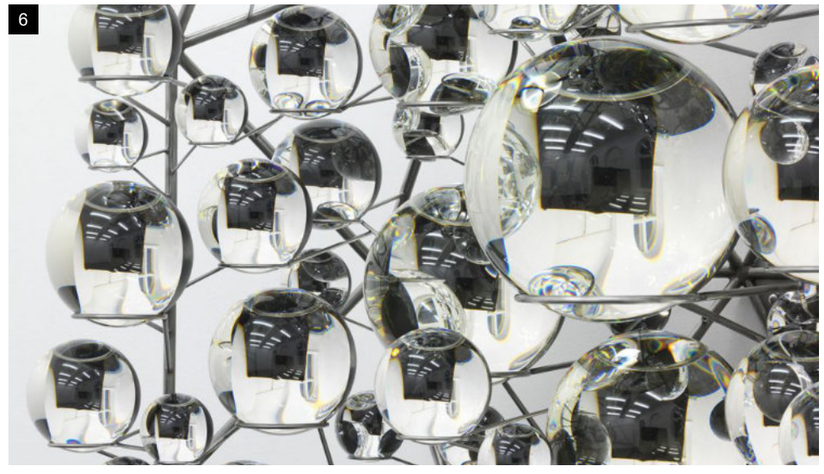


1. Installation view
majerus wool warhol… "cold beer" the "smudge tool" and other short stories, Michel Majerus Estate, Berlin, 2019

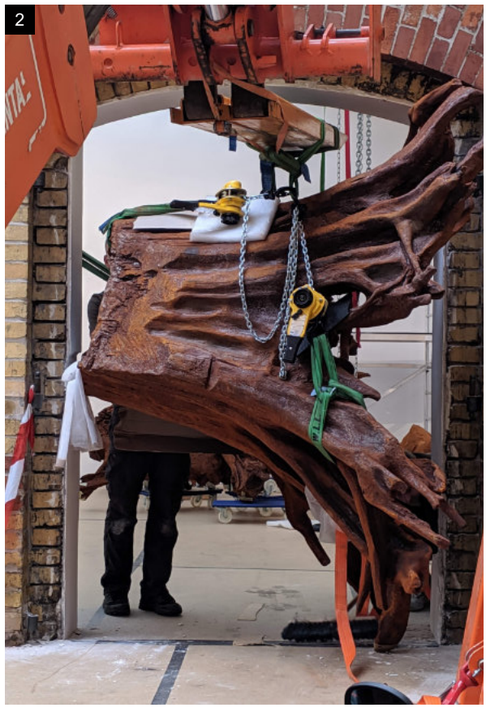
2. Installation view
Jorge Pardo, Neugerriemschneider, Berlin 2017

3. Installation view
Pae White, Neugerriemschneider, Berlin 2019

4. Installation view detail
Pae White, Neugerriemschneider, Berlin 2018

5. Installation view detail
Olafur Eliasson, *Neugerriemschneider, Berlin 2019*

6. Installation view detail
Olafur Eliasson, *Neugerriemschneider, Art Basel, 2019*



1. Installation view
Ai Weiwei – Roots, Neugerriemschneider, Berlin, 2019
Ai Weiwei's Roots exhibition shows a series of monumental sculptural works made of iron, which were cast from huge tree roots that originated in Brazil. The roots come in cast iron sections which then have to be precisely assembled and locked together. With the individual sections nearing a 1000kg each and the assembled pieces heavy enough to warp concrete floors, the whole installation process required techniques and protocols rarely necessary in normal installations. Constrained by the heritage listed building and its small entrances and work areas, we printed 3D scale models of the roots to assist in ensuring how the roots would fit in the space once installed but also whilst installing. Using Portable gantry cranes, fork lifts and an experienced team the installation of seven roots were installed in a number of weeks.

2. Install documentation
Ai Weiwei – Roots, Neugerriemschneider, Berlin, 2019

3. Install documentation
Ai Weiwei – Roots, Neugerriemschneider, Berlin, 2019

4. Installation view
Ai Weiwei – Roots, Neugerriemschneider, Berlin, 2019

ART BASEL

INSTALLATION / TECHNICIAN

Member of the intimate install team for Neugerriemschneider's international art fair program in 2018 and 2019.

Closely involved in the extensive Art Basel Unlimited installation, including both gallery fair booths (changing daily) and showroom installations. For Art Basel 2019 I worked 10 consecutive days with shifts averaging at 15 hours – the physical and mental marathon of art fair cannot be underestimated and have definitely raised my thresholds of endurance and stamina.

Galerie Neugerriemschneider, Esther Schipper Galerie, König Galerie, Art Basel, Switzerland, 2018, 2019, 2021

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1. Installation view
Pae White - Foreverago
Neugerriemschneider, Art Basel Unlimited, 2019

2. Fair Booth installation view
Neugerriemschneider, Art Basel, 2019

3. Install documentation
Ai Weiwei - Tiger, Tiger, Tiger
Neugerriemschneider, Art Basel Unlimited, 2018

4. Installation view
Renata Lucas - Farsa
Neugerriemschneider, Art Basel Unlimited, 2019

5. Fair Booth installation view
Neugerriemschneider, Art Basel, 2018

6. Installation view
Jorge Pardo - Unlimited
Neugerriemschneider, Art Basel Unlimited, 2019

KÖNIG GALERIE

INSTALLATION / TECHNICIAN

Senior member of a large art handling team working on a diverse range of large scale installations.

König Galerie is a contemporary art gallery representing international visual artists, with locations in Berlin, London and Tokyo. Located within St. Agnes, a monumental former church built in the 1960s in the Brutalist style, this unique space is especially suited to extensive large-scale installations.

Working on a freelance basis, tasks include installation of their onsite exhibition program, undertaking condition reports, performing maintenance on art work, packaging and logistics and off-site client installation. Artists exhibitions I have worked on include Isa Genzken, Alicja Kwade, Claudia Comte, Andreas Muhe, Norbert Bisky, Jorinde Voigt, Kathryn Andrews, Jeppe Hein, among others. Freelancer (40-140hr p/m)

Berlin, Germany, 07.2017 - Present

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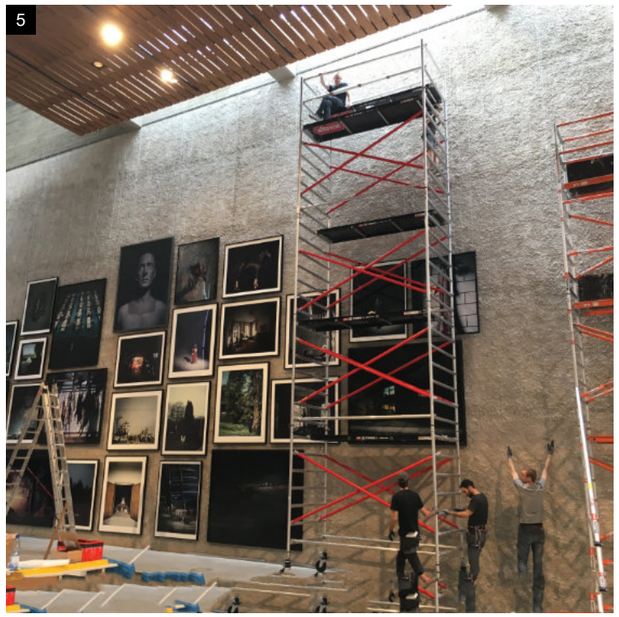
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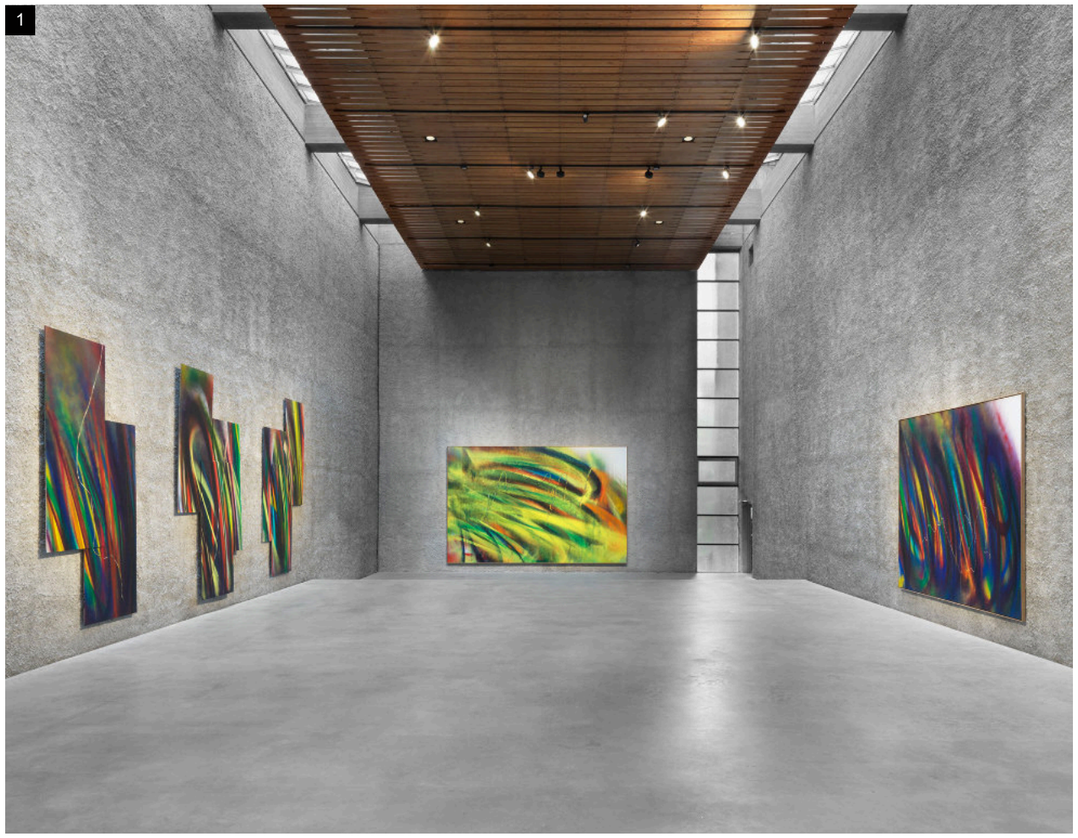
1. Installation view
Isa Enzken - Issie Energie
König Galerie, Berlin, 2017

2. Installation view
Kathryn Andrews - Circus Empire
König Galerie, Berlin, 2019

3. Installation view
Alicja Kwade - Entitas
König Galerie, Berlin, 2019

4. Installation view
Claudia Comte - When Dinosaurs Ruled The Earth
König Galerie, Berlin, 2019

5. Install Documentation
Andreas Mühe - Subversive Practices
König Galerie, Berlin, 2019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1. Installation view
Katharina Grosse - At 30 paces she could split a playing card
König Galerie, Berlin, 2020

2. Installation view
Andreas Schmitten - Sesshaft
König Galerie, Berlin, 2021

3. Installation view
The artist is online (group exhibition)
König Galerie, Berlin, 2021

4. Installation view
Chiharu Shiota - I hope...
König Galerie, Berlin, 2021

ESTHER SCHIPPER

INSTALLATION / TECHNICIAN

Art handler and technician at major international gallery.

Esther Schipper is a major international gallery for contemporary art based in Berlin. It represents artists such as Ryan Gander, Angela Bulloch, Dominique Gonzalez-Foerster, Liam Gillick, Philippe Parreno, Tomas Saraceno and The Estate of General Idea.

My tasks at the gallery involved installation, handling, undertaking condition reports, packing and performing maintenance on artworks. Throughout the construction of their new gallery space, I also assisted with the preparation and transition from the previous space to the new one. For the merger with Johnen Galerie, I was involved with the inspection and conservation of artworks from both collections. My tasks also included preparation for international art fairs as well as museum loans and other off-site exhibitions.
Freelancer (40- 140hr p/m)

Berlin, Germany, 10.2016 - 08.2017

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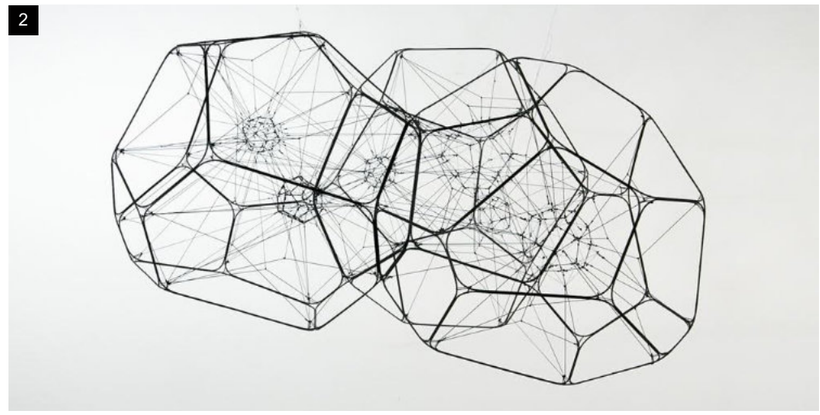

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1. Exhibition view
Angela Bulloch - Heavy Metal Body
Esther Schipper, Berlin, 2017

2. Installation view
Tomás Saraceno
Esther Schipper, Berlin, 2016

3. Exhibition view
Liam Gillick - Were people this dumb before TV?
Esther Schipper, Berlin, 2017

4. Installation view
Philippe Parreno - Marquee
Esther Schipper, Berlin, 2016

5. Exhibition view
Anri Sala - Take Over
Esther Schipper, Berlin, 2017

ANTON BURDAKOV

ARTIST ASSISTANT

Assistance in concept development, CAD and production for installation and object-based projects for Berlin and international exhibitions.

Originally studying neuroscience and later sculpture, Anton Burdakov is a visual and installation artist based in Berlin. In the past, I have provided technical, developmental and production support to a number of his exhibitions at NIROX foundation, South Africa, Kunsthal 44 Møen, Denmark & Eden Project, UK, among others. Parallel to his artistic practice, Burdakov also runs Studio Currents for furniture design, where I have assisted with the development of a number of smaller furniture and sculptural explorations. In this venture I have employed my knowledge of industrial design and fabrication background to assist with CAD modeling, preparing off-site manufacturing, fabrication of works as well as proof of concept prototyping. We regularly work together on a mixture of installation-based objects in Berlin.

Berlin, Germany, 08.2014 - 10.2018

1. Quartz, Installation view, Kunsthal 44 Moen, Denmark, 2016
Based on the molecular structure of quartz, a basic constituent of sandy soils, a crystalline scaffold is filled with objects and images. Part of an ongoing series, the work cumulatively inhabits a fixed structure, establishing connections and trails within it. Elements of urban geology, suggestions of intimate narratives and other significant fragments form constellations of competing meanings, contending with complexity and boundaries.

2. Installation View, Kaolinite, Centre for Contemporary Art and the Natural World, Eden Project, UK, 2015
The work is organized around a three-dimensional grid based on the molecular structure of kaolinite, the most basic form of clay. A constellation of artifacts and images which 'inhabits' it is based on research into the range of personal associations with soil, from molecular attraction in mineral particles to emotional bonds with the land.

3. Sculptures using building materials common in Berlin domestic interiors, Berlin studio, 2014

4. Sculptures using building materials common in Berlin domestic interiors, Berlin studio, 2014

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1. Detail view, Rain Catcher, NIROX Foundation, South Africa, 2016
As the freely hanging container fills with rain, the structure pivots to the other side, returning as the water evaporates.

2. Installation view, Rain Catcher, NIROX Foundation, South Africa, 2016

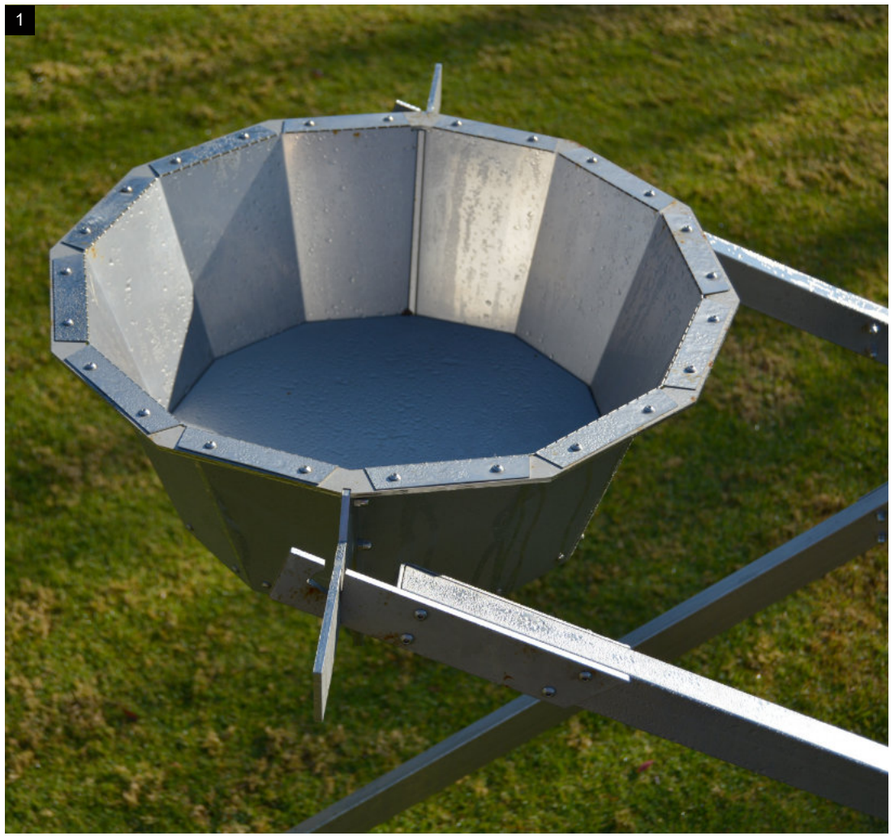
3. CAD Assembly Drawing, Rain Catcher, Berlin, 2016

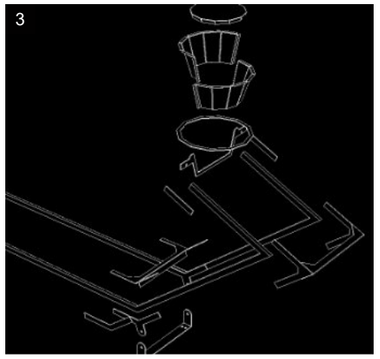
4. Full-size model, Rain Catcher, Berlin, 2016
With the project being produced and installed remotely, we decided to build a full size model of the sculpture in-house at the studio to ensure both aesthetic, production and assembly decisions were well grounded before submitting the technical drawings to the manufacturer.

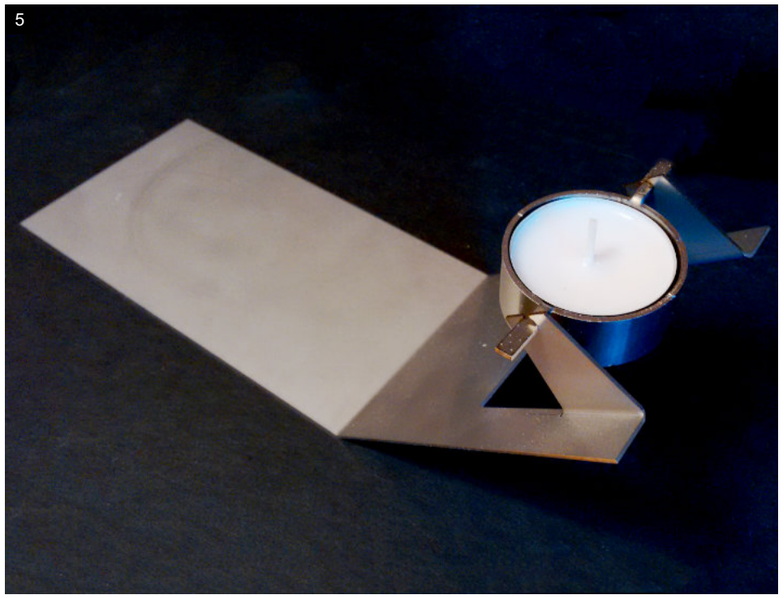
5. Kinetic candle-holder prototype, Downtime, Studio Currents, Berlin, 2016
Downtime, a series of kinetic sculptures acting as domestic candle holders. The collection is based on a simple observation, that a burning candle gradually becomes less heavy as the wax is used up in the flame. Responding to the change in weight, the pieces spontaneously re-balance through mechanical movement, 'performing' the transformation, and while at rest, creating a space of suspense in anticipation of the gesture.

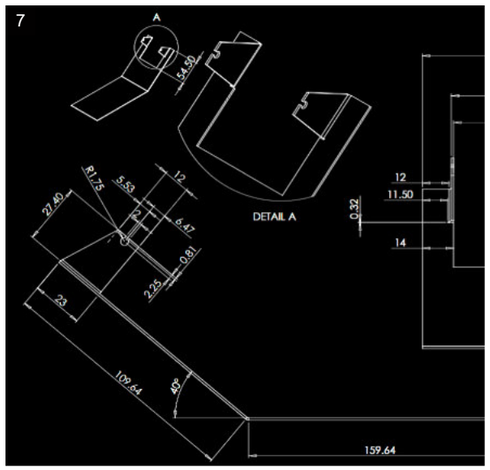
6. Kinetic candle-holder prototype, Downtime, Studio Currents, Berlin, 2016
The final objects are made from laser-cut and folded stainless steel pipe and sheet. We produced both inhouse and via outsourced fabricators a range of prototypes for testing both mechanical and aesthetical aspects of the objects.

7. CAD models, Downtime, Studio Currents, Berlin, 2016









ALEX MARTINIS ROE - TO BECOME TWO

EXHIBITION FABRICATION

Working with Artist Alex Martinis Roe and Architect Fotini Lazaridou-Hatzigoga to design and construct a series of exhibition installations touring Europe and Australia.

The exhibition To-Become-Two explored a series of interconnected feminist political practices. The project, consisting of 6 films with related objects and printed media displayed on custom built structures, was exhibited in both Europe and Australia. These structures were made from powder coated perforated aluminum extrusions, with partial board display surfaces and custom-built projection screens.

The original intent of this design was that the installations could be flat packed while touring the five different venues which hosted it. Unfortunately, due to logistical clashes it required three separate builds – one conducted solo on-site in Australia – where working from only basic plans many decisions on the form and constructions were made whilst already in the construction stage. The project required consulting with material suppliers, working with local manufacturers and brainstorming custom transport solutions to get both the building materials and the finishes pieces to their international destinations.

Yvonne Lambert, Berlin, Germany, 2016
Casco - Office for Art, Design and Theory, Utrecht, 2016 The Showroom, London, 2017
ar/ge kunst, Bolzano, 2017
Art Gallery of New South Wales, Sydney, 2017 Badischer Kunstverein, Karlsruhe, 2017

Berlin, Germany & Melbourne, Australia, 08.2016 - 02.2017

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1. Installation view
To Become Two, ar/ge kunst, Bolzano, 2017

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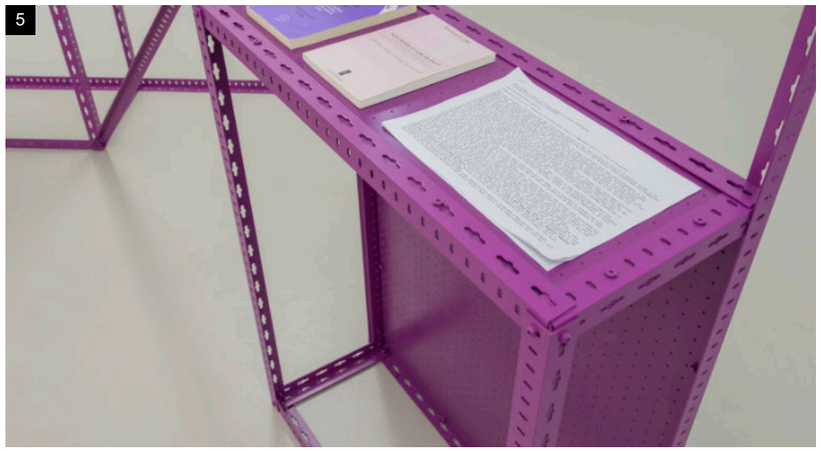
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1. Installation view
To Become Two, The Showroom, London, 2017

2. Installation view
To Become Two, Casco - Office for Art, Design and Theory, Utrecht, 2016

3. Installation view
To Become Two, Badischer Kunstverein Karlsruhe, 2017

4. Installation view
Art Gallery of New South Wales, Sydney, 2017

5. Installation view
To Become Two, ar/ge kunst, Bolzano, 2017

EULER

PRODUCTION / FABRICATION

Technician for the production of furniture and sculpture commissions from international designers and artists.

The Euler workshop specializes in metalwork but also shares a building with other specialists such as stone masons, carpenters, professional painters which means the projects and mediums commonly crosspollinates with its neighbours. At the workshop I worked on projects for artists such as Shannon Finley, Mona Hatoum, Michael Sailstorfer, Alicja Kwade and Slavs and Tatars, among others. At the workshop I contributed to design decisions and assisted with the production and manufacturing of projects, as well as general assistance. Freelancer (40-140hr p/m)

Bernd Euler GmbH, Berlin, Germany, 08.2017 - 12.2017

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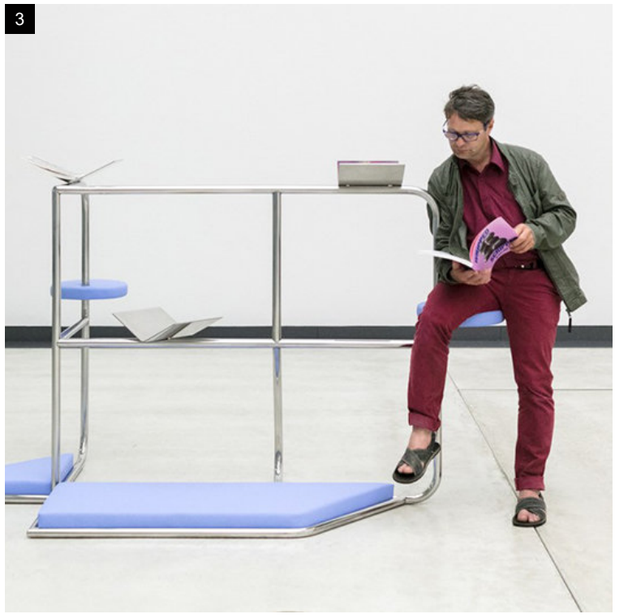

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1. Installation view
Alicja Kwade - Revolution (Gravitas), 2017

2. Installation view
Shannon Finley: Mutation 7, 2017

3. Installation view
Slavs and Tatars - Königsberger Gitter, 2017

4. Installation view
Michael Sailstorfer, Ofen, 2017

6. Workshop documentation
Bernd Euler GmbH , Berlin, 2017

5. Installation view
Mona Hatoum: Quarters, 2017

7. Furniture installation documentation
Black Isle Bakery - Cafe Furniture, Berlin, 2017

GAVIN BUFTON DESIGN STUDIO

INDUSTRIAL DESIGNER

Industrial designer in the manufacturing hub of China.

Gavin Bufton Design Studio (GID) has been operating out of Guangzhou since 2006. During my time there I worked directly with Gavin Bufton as his assistant learning his design process and getting first-hand experience on guiding a design brief from ideation to manufacturing.

My roles included research development, market analysis, manufacturing processes, prototyping and visualization. I worked on multiple projects such as Furniture, Interiors, Ceramics, Lighting and Audio. Having direct contact with manufacturers helped me appreciate the importance of having a defined brief and how small changes in the design can greatly improve efficiency in its manufacture. Working in an intimate team of Chinese and western professionals developed my teamwork skills and emphasized the value of delegation.

With Hong Kong just 120km away, Guangzhou is the main manufacturing hub of the Pearl River Delta, one of mainland China's leading commercial and manufacturing regions with an estimated population of 40 million. Working for an extended period in this area was an invaluable experience not only in building design skills but also in comprehending the realities of modern manufacturing on the scale of the global market.

Guangzhou, China, 10.2013 - 04.2014

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1. Final working prototype of VA series Speakers.
Voca Audio, GID, Guangzhou, 2014

2. Renderings of ceramics for client presentation.
GID, Guangzhou, 2014

3. Renderings of dinning setting design ready for manufacture.
GID, Guangzhou, 2014

4. Prototype testing for modular lighting system.
GID, Guangzhou, 2014

SERVICE DESIGN

EXCHANGE SCHOLARSHIP

Designing products and service systems for multinational corporations in Tokyo, Japan

I received a Japan Society for the Promotion of Science funded exchange scholarship with Chiba University to be part of their Service Design Master's Program. As part of this program I worked on multiple group projects, primarily as a think tank for future products and services for multinational corporations including Mitsubishi, Dyson and Fujitsu. Developing and conceptualizing service systems for electric vehicles, ecological packaging and aeroponic food technology. From this experience I gained insight into the work methods of professionals and companies from non-western backgrounds. It encouraged me to communicate my ideas visually with storyboards and diagrams rather than relying on language. The department's emphasis on teamwork and collective outcomes also taught me the importance of collaboration, delegation and consensus.

Chiba University, Tokyo, Japan 09.2010 - 03.2011

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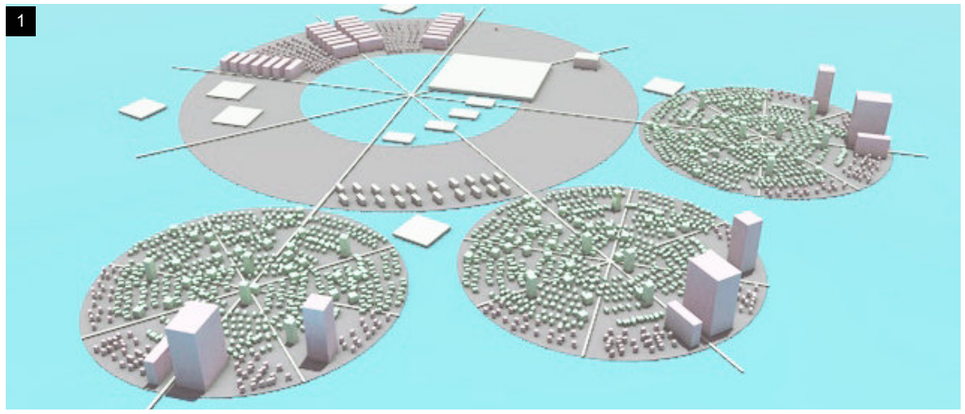

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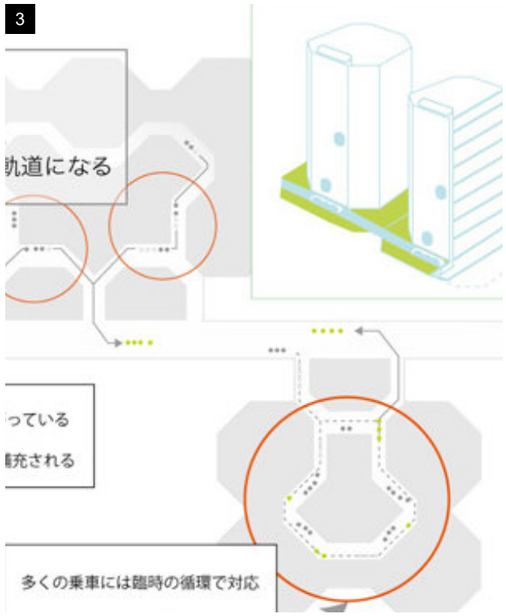

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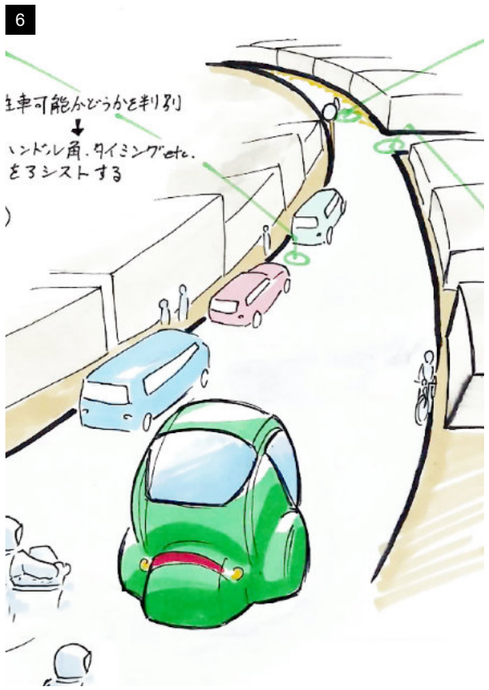

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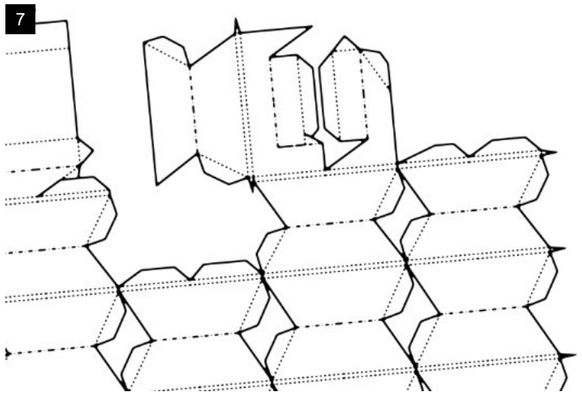

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1. Rendering from electric vehicle service system presentation for Fujitsu.
Chiba University, Tokyo, Japan, 2011

2. Presentation for aeroponic food project for Mitsubishi.
Chiba University, Tokyo, Japan, 2010

3. Rendering from electric vehicle service system presentation for Fujitsu.
Chiba University, Tokyo, Japan, 2011

4. Documentation of concept workshop from electric vehicle service system presentation for Fujitsu.
Chiba University, Tokyo, Japan, 2011

5. Documentation of presentation for electric vehicle service system to Fujitsu executives.
Chiba University, Tokyo, Japan, 2011

6. Concept sketches from Electric vehicle service system for Fujitsu.
Chiba University, Tokyo, Japan, 2011

7. Illustration for packaging concept from Dyson design project.
Chiba University, Tokyo, Japan, 2010

8. Rendering from Electric vehicle Service system concept for Fujitsu.
Chiba University, Tokyo, Japan, 2011

SCENE / UNSEEN

RESEARCH PROJECT & EXHIBITION

Scene | Unseen exhibition is the culmination of a self-directed two year research project involving intensive collaboration with a computer programmer, a light scientist and three visual artists. The exhibition enabled participants to explore multiple exhibitions within one physical space using a purpose-built interactive projection system.

It consisted of handheld projection devices, each with its own image feed anchored to QR coded coordinates located throughout the gallery. This allowed the audience to navigate multiple series of images simultaneously, enwrapping the entirety of the gallery in images, yet allowing only a selection to be viewable once a coordinate became illuminated by the device. The images were selected independently by three artists, in essence producing a triad of overlapping exhibition within a single space.

The concept played on light's capacity for revelation, which was employed this to ask antithetical questions regarding the conscious concealment of information in contemporary society. We wanted to reflect on some of the limitations of vision which have been highlighted in the physical to virtual transition by creating an experience that allowed the audience to navigate digital images in a way that resembled navigating physical space. In this way, the installation engages our spatial memory in ways currently unrealised in conventional methods of looking.

My role was central in the project – guiding a collaborative process from conception to materialised outcome, acting as project manager and coordinating technological development. In turn professional computer programmer Matt Blair purpose-built software to run on raspberry pie hardware to facilitate the exhibition and photonics doctorate Adam Taylor developed a spatial tracking system that employed infrared light. The exhibition was presented at Bus Projects, one of Melbourne's historical artist-run spaces, and features work by visual artists Charles O'Loughlin, Warwick Baker and Daniel Jenatsch.

Exhibition Space: Bus Projects, Melbourne, Australia | Collaborating Programmer: Matt Blair | Photonics Advisor: Adam Taylor, PhD | Collaborating Image Library Artists: Charles O'Loughlin, Warwick Baker, Daniel Jenatsch

Melbourne, Australia, 04.2011 - 10.2013

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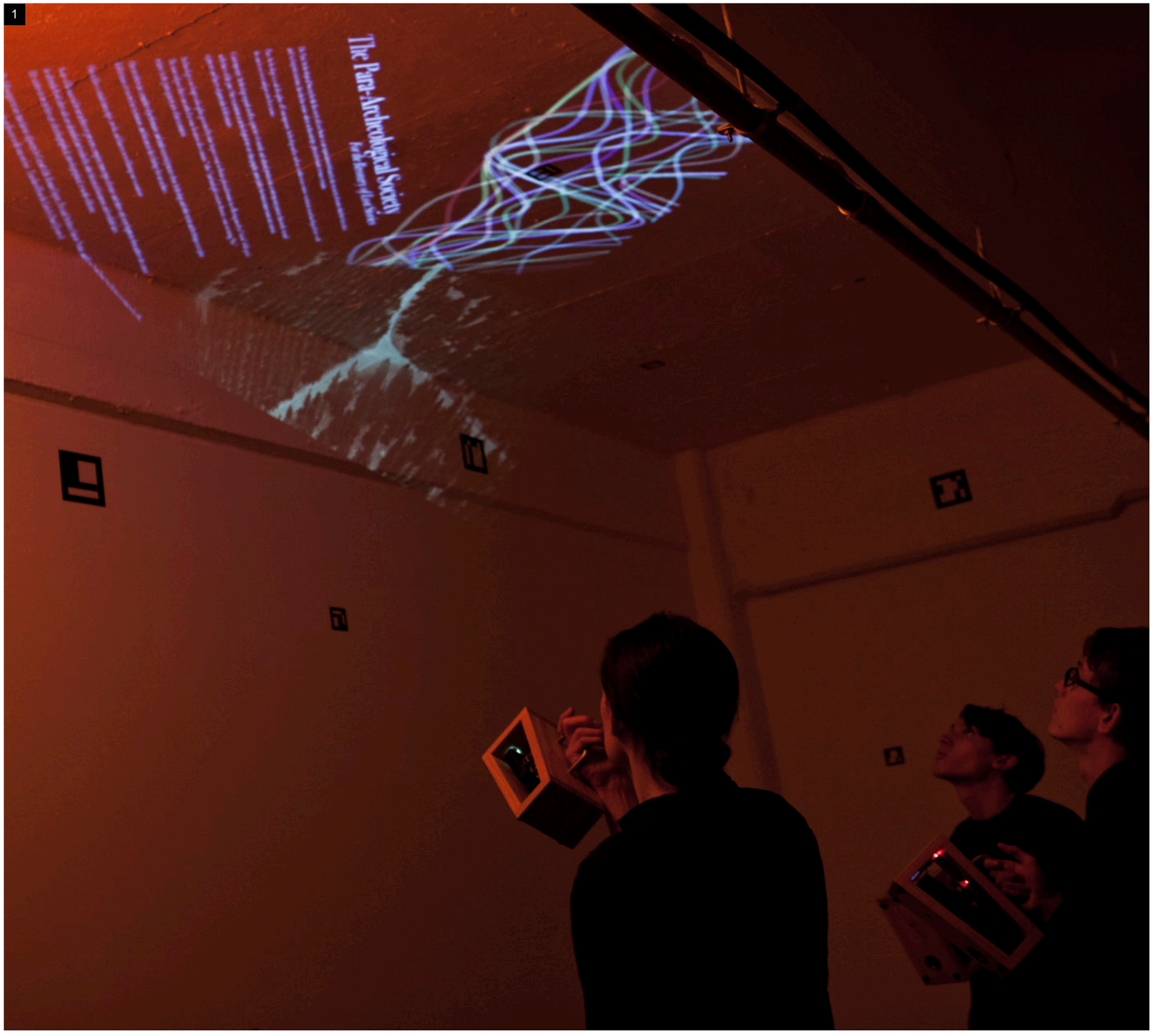
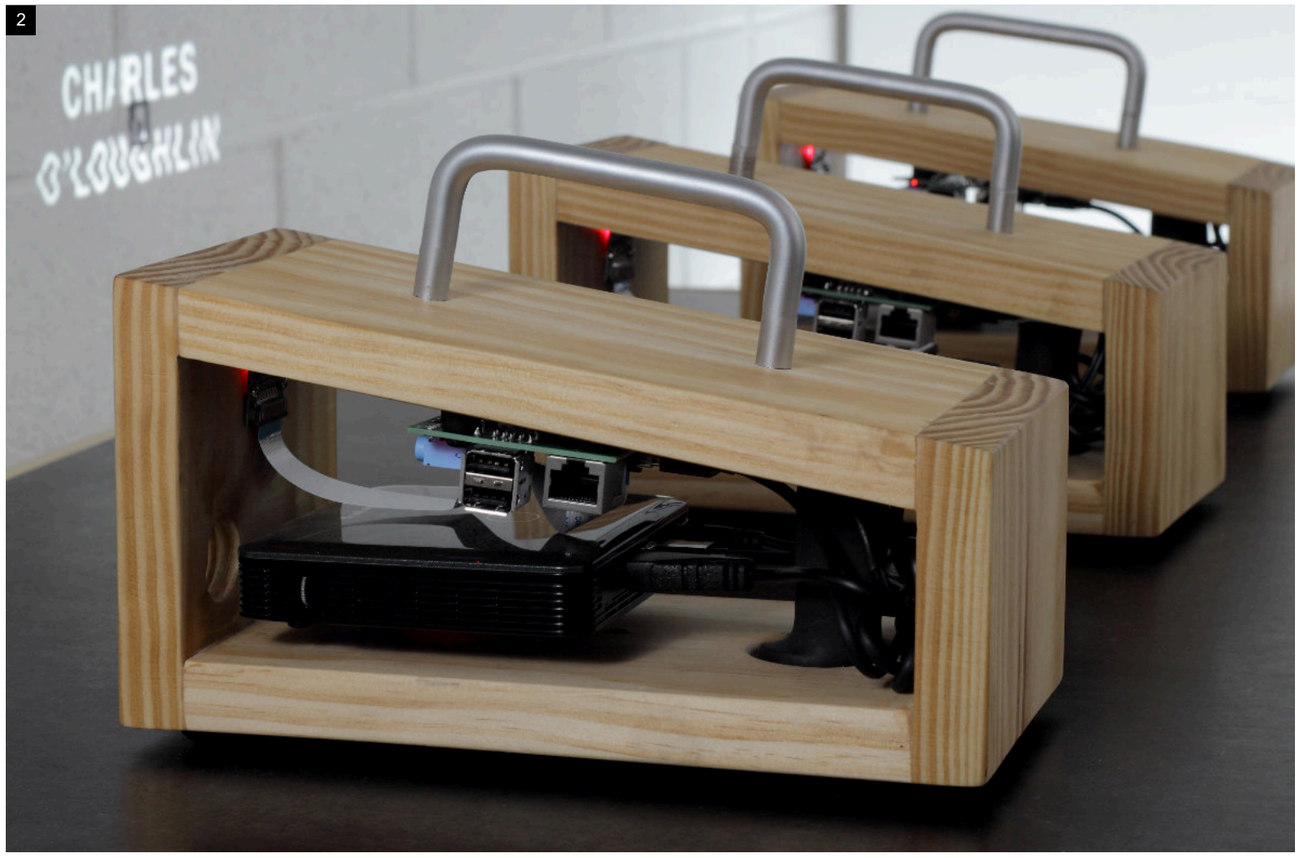
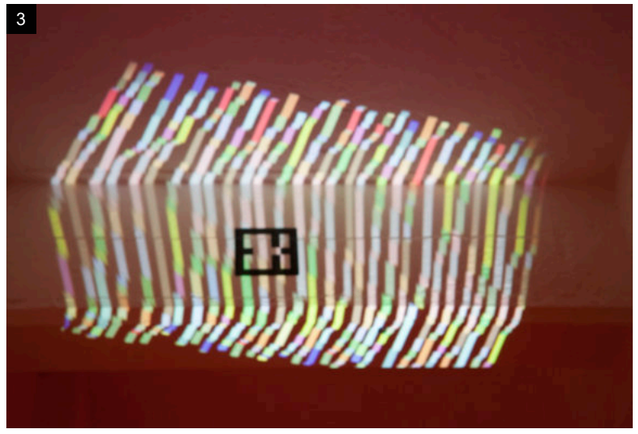


1. Exhibition Documentation, 2013





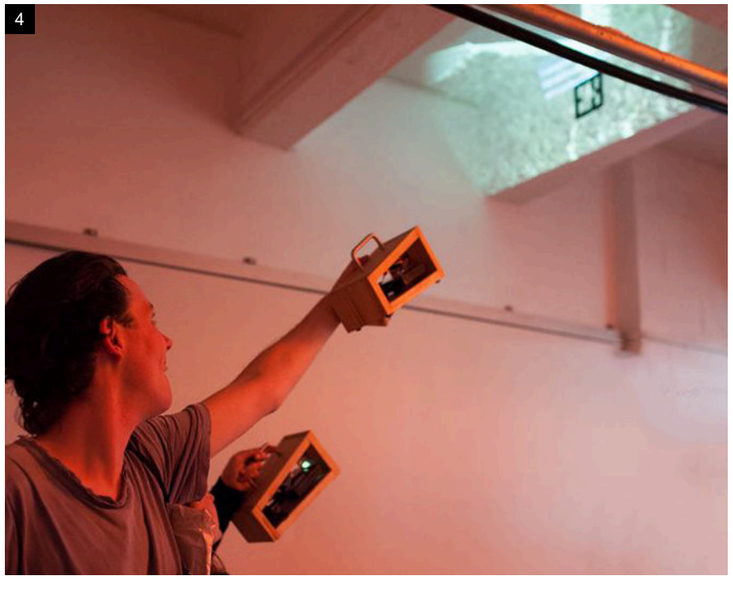
1. Exhibition Documentation, 2013
Following your own path through the QR code points distributed throughout the space

2. Exhibition Documentation, 2013
Three 'flashlight' devices each projects a different artists work.

3. Exhibition Documentation, 2013
QR codes were stenciled onto the gallery walls/ ceiling from which the flash light then recognizes as a specific point and projects the image assigned to it.

4. Exhibition Documentation, 2013
Exhibition visitors playing with the ability to overlap different projected images onto the same surface.

5. Exhibition Documentation, 2013
Exhibition Opening, 16 Oct. 2013



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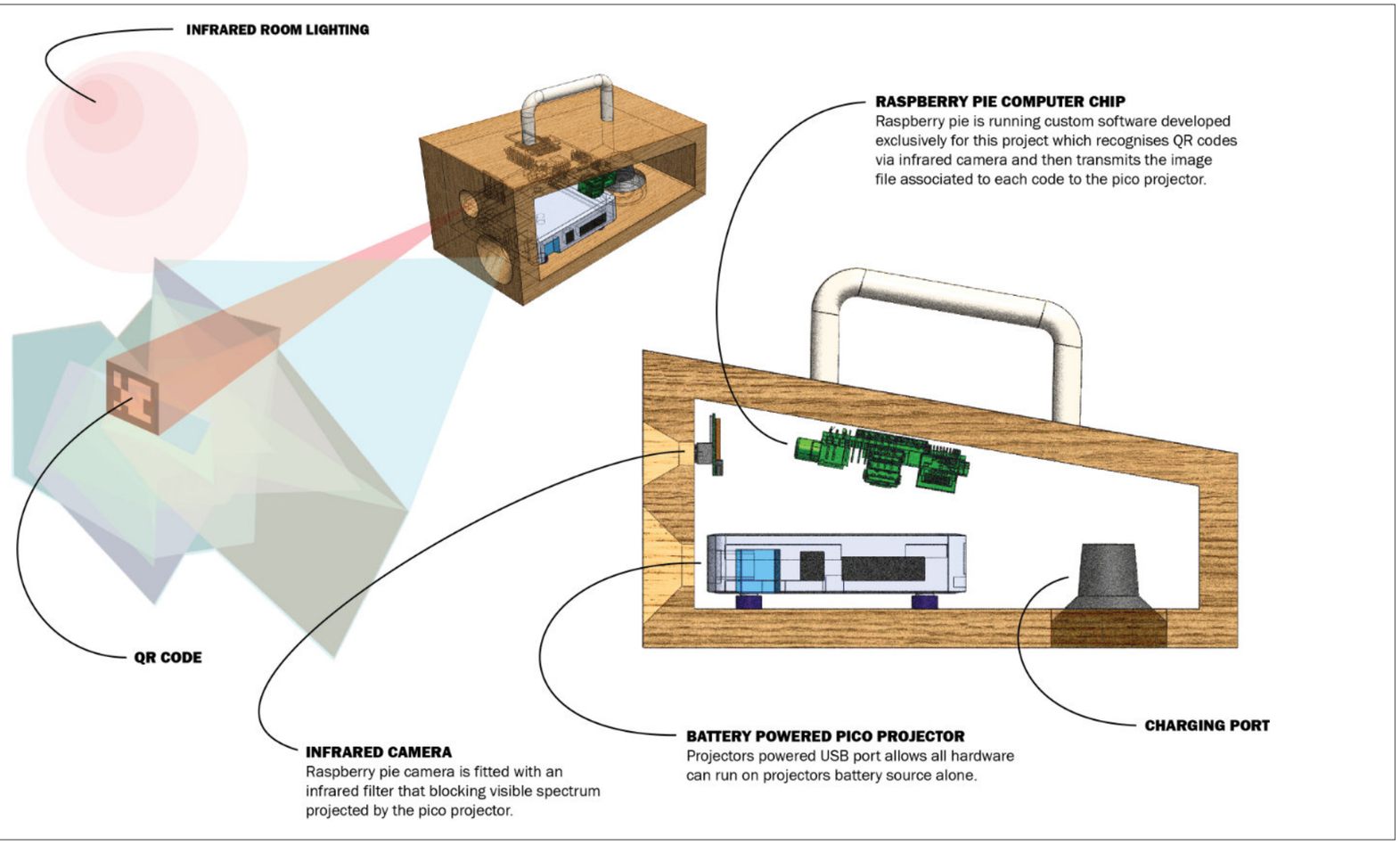

1. IR & Projection System Diagram, 2013
Consisting of 3 handheld projection devices, each with its own image feed which is anchored to QR coded coordinates located throughout the gallery. This allows the audience to navigate multiple series of images simultaneously. In effect the entire gallery is wrapped in images, a selection of which becomes visible when a coordinate is illuminated by the device. These images have been curated by three different artists, creating three exhibitions within one overlapping, physical space.

2. Infrared (IR) Camera Vision
The device uses an infrared camera to recognize the QR code in the infrared spectrum and whilst not allowing the projected images in the visual spectrum to interfere with the QR recognition.

3. Infrared (IR) Pigment Experimentation, 2013
Experiments with using IR sensitive pigment for the QR code stencils. This allowed the QR codes to be almost invisible to the human eye. Although we got some very promising results from our experiments, unfortunately within the time constraints of the final months of the project we were not able to make the system reliable enough to use in the exhibition installation.

4. Documenation of University Project, 2011
Scene | Unseen was a development of an earlier project Forgetting To Remember : Reconnecting Our Artifact's And Histories. The research behind the project centered around the question "With the increasing impermanence of our material surrounds, how can we find new ways to explore our digital artifacts using our spatial environments? The system used RFID technology, infrared light navigation techniques, pico projectors and Processing software to create the interactive experience that enables the user to explore digital images spatially.

5. Documentation of coding experiments, 2011
Processing software was used for early prototyping for the software side of the project, before committing to developing our own purpose built code.

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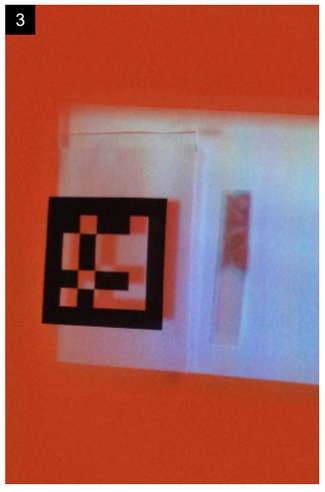

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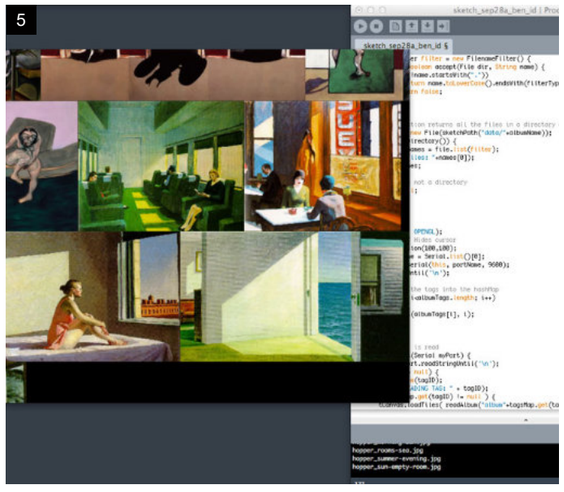

TRANSMISSION

PRODUCTION / FABRICATION

Installation fabrication for prominent Melbourne artist.

This project was a commission from Melbourne-based artist Drew Pettifer for his exhibition Transmission. The artist intention was to transform audio recordings of men masturbating into pulsating light, which we materialized in an installation together with sculpture artist Marcin Wojcik, furniture designer Rowan Bevin, programmer Matt Blair and electrician Justin O'Conner.

Drew Pettifer, Craft Victoria, Melbourne, Australia, 2012

1

1.Exhibition view
Drew Pettifer - Transmission
Craft Victoria, Melbourne, 2012
Sculptured lamps sit suspended on high tables referencing the wood grain aesthetics typical of the bedroom environments in which the original recordings were made.

2

2.Exhibition view detail
Drew Pettifer - Transmission
Craft Victoria, Melbourne, 2012
The intimate MP3 recordings are transformed to servo movements by Arduino chips from which the servos then rotate domestic light dimmers. Thus through this process each lamp plays an individual score of light through its tungsten bulb. Accompanying this visual representation is the squirming hum of the mechanical elements that are constantly transposing the digital representations back into the analogue.

3

TIME WARP

ARTIST RESIDENCY

Month long artist residency in Estonia culminating in a short film and installation-based exhibition.

Time Warp was a collaborative project by Piotr Bockowski and myself. It resulted in a projection installation exhibited at Trükimuuseum in Estonia as part of a month-long residency program hosted by TAiR (TARTU Artist in Residence) during October 2014. Exploring themes such as climate change, technological artefacts, genetic modification and earth system science, this work concluded in the creation of multi-channel video work and exhibition, where installations each visualized different aspects of a future scenario within a post-apocalyptic world.

Collaborator: Piotr Bockowski

Trükimuuseum, Tartu, Estonia, 10.2014

1. Still frame from short film
Time Warp, Trükimuuseum, Tartu, Estonia, Oct. 2014

2. Still frame from short film
Time Warp, Trükimuuseum, Tartu, Estonia, Oct. 2014

3. Still frame from short film
Time Warp, Trükimuuseum, Tartu, Estonia, Oct. 2014

4. Still frame from installation projection
Time Warp, Trükimuuseum, Tartu, Estonia, Oct. 2014

5. Installation view
Time Warp, Trükimuuseum, Tartu, Estonia, Oct. 2014

SUMMARY

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benjamincreek@gmail.com
Naugarder Str. 3, 10409 Berlin
+4915750776380

EDUCATION:

2008 -11 **Bachelor of Arts**
Industrial Design
RMIT
Melbourne, Australia

2010 **Exchange Scholarship**
Service Design
Chiba University
Tokyo, Japan

2004-05 **Diploma of Arts**
Product Design
RMIT
Melbourne, Australia

EXPERIENCE:

2023

Sculpture Commission
Shayne Oliver
Mall Of Anonymous
Schinkel Pavillon
Berlin, Germany

Robotics Commission
Julius von Bismarck
The Elephant in the Room
When Platitudes Become Form
Berlinische Galerie
Berlin, Germany

Animatronics Commission
Dennis Osadebe
Factory Reset
König Galerie / Numero
Berlin, Germany

3D Printing Commission
Tue Greenfort
Plactic World
Schirn Kunsthalle
Frankfurt, Germany

3D Printing Commission
Dennis Osadebe
Do You Know How To Pray?
König Galerie
Berlin, Germany

2022

3D Printing and Rhino Grasshopper Commission
Tue Greenfort - Equilibrium
König Galerie
Berlin, Germany

Animatronics Commission
Daniel Jenatsch
Sarah Scout Gallery
Melbourne, Australia

Industrial Designer
Antidote Biomedical
Melbourne, Australia

2021

Art Fair Installer
Esther Schipper
Art Basel, Switzerland
London Frieze, UK

Animatronics Commission
Daniel Jenatsch
The Close World
UNSW Galleries
Sydney, Australia

3D Printing Commission
Sam Durant
Non-Aligned Monuments
CC Strombeek, Belgium

2020

3D Printing Commission
Laxlan Petras
Berlin, Germany

2019

Art Fair Installer
Neugerriemschneider
Art Basel, Switzerland

Head Installer
Maness, Andreas Mora
Gesellschaft der Freunde Junger Kunst Baden-Baden, Germany

Furniture Commission
Ursula Chandler Architects
Melbourne, Australia

2018

Art Handler
Neugerriemschneider
Berlin, Germany

Art Handler
König Galerie
Berlin, Germany

Design Consultant
Meyers Place Bar
Melbourne, Australia

2017

Art Handler
Esther Schipper
Berlin, Germany

Technician
Bernd Euler GMBH
Berlin, Germany

Installation Fabrication
Alex Martinis Roe - To Become Two
Art Gallery of New South Wales, Australia

Artist Assistant
Slavs and Tatars
Berlin, Germany

2016

Exhibition
Meyers Place Art Wall
Melbourne, Australia

Installation Fabrication
Alex Martinis Roe - To Become Two
Yvonne Lambert, Berlin, Germany
Casco, Utrecht, Netherlands
Ar/ge Kunst Bolzano Bozen, Italy
The Showroom, London, UK

Artist Assistant
Anton Burdakov
Berlin, Germany

Installation Fabrication
Olivia Steele
Berlin, Germany

Installer
Plan B Gallery
Berlin, Germany

Installer
Centre For Style - H.B. Peace
9Th Berlin Biennale
Berlin, Germany

2015

Installation Commission
Territorial Pissings
Bus Projects, Melbourne, Australia

Venue Manager
Meyers Place Bar
Melbourne, Australia

2014

Artist Residency
Trükimuuseum
Tartu, Estonia

Artist Assistant
Anton Burdakov
Berlin, Germany

Industrial Designer
Gavin Bufton Design Studio
Guangzhou, China

2013

Solo Exhibition
Scene | Unseen
Bus Projects, Melbourne, Australia

Film Project Assistant
Mapping the Interior
VCA Margaret Lawrence Gallery,
Melbourne, Australia

2012

Installer
Experimenta - Speak To Me
5th Biennial of Media Art
Melbourne, Australia

Installation Commission
Drew Pettifer - Transmission
Craft Victoria, Melbourne, Australia

2011

Group Exhibition
Forgetting To Remember
RMIT Graduate Exhibition
Melbourne, Australia

2010

Industrial Partner Projects
Mitsubishi, Dyson, Fujitsu
Chiba University
Tokyo, Japan

2009

Installation Commission
Gabriella & Silvana Mangano
Monash University Museum of Art,
Melbourne, Australia

2008

Group Exhibition
Don't you know who i am?
Trocadero Artspace
Melbourne, Australia

2007

Professional Model
Models 1, UK
Exiles/Hype, Japan
Vivien's Models, Australia

2006

Events Director Assistant
London International Film Festival,
London, UK

Shoe Making Internship
Invicta Shoes
Melbourne, Australia

2005

Committee Member
Agideas Design Conference
Melbourne, Australia