

# Bee Nix

New Media Artist & Researcher | Systems • Play • Fabrication • Unstable Media  
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## EDUCATION

MFA, **Interactive Design & Game Development** | Savannah College of Art & Design (2025)  
Focus: game, level, and system design; play theory

BFA, **Design and Multimedia** | Northern Illinois University (2016)  
Focus: new media art and animation

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## PRACTICE / RESEARCH

My work investigates play, systems, and emergent behavior across digital and physical media through interactive installations, experimental animation, and game environments. I work with unstable media, real-time engines, electronics, and fabrication processes to examine how technical systems shape perception, agency, and collective behavior.

Digital Tools: Adobe Creative Suite; Blender; Fusion360; Unreal Engine; Arduino; Processing

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## SELECTED CREATIVE WORK

2025 — Video Artist Conclave | Pittsburgh, PA | musical color instrument made in Unreal Engine  
2023 — Fractal: Order in Chaos Video Art Group Exhibition | Tehran, Iran | 2D-animation  
2022 — FUBAR | Zagreb, Croatia | 2D-animation  
2022 — IMAGE PLAY - International Video Art Festival | Funchal, Madeira - Portugal | 3D Videos  
2021 — Connection | Dispatch Gallery - Chicago, IL | video of 3D-live performance  
2021 — Glitch: Pixel Language, Vol. 02 | Bavan Gallery - Tehran, Iran | 2D-animations  
2020 — Hyperborean | Elastic Arts - Chicago, IL | live interactive performance collaboration  
2018 — SHRINE | Digital Art Demo Space - Chicago, IL | live interactive performance collaboration  
2017 — what | Autotelic Studios - Chicago, IL | interactive sculpture installation, \*solo exhibition  
2017 — G.A.I.D. | Gamut Gallery - Minneapolis, MN | 2D-animation video & 3D-printed sculptures  
2016 — Welcome To The End | The Franklin - Chicago, IL | 1-minute 2D-animation video  
2016 — Affreightments | Gunder Exhibitions - Chicago, IL | video mapped 3D-animations

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## TEACHING & INSTRUCTION

### Guest Lecturer / Workshop Instructor

- DXARTS, University of Washington (2020) — 2-day lecture & workshop, *Breaking an Image* (databending, moshing, experimental media workflows)
- University of Chicago, NOT.GLI.TCH/H (2023) — talk on online community and collective digital practice
- FUBAR, MaMa, Zagreb (2023) — lecture, *No One Way To Play* (play, systems, media practice)
- FUBAR (2021–2022) — virtual gallery walkthroughs and moderated discussions

### Teaching Assistant

- Chicago School of Guitar Making (2017) — basic electronics instruction, labs, troubleshooting

### Mentoring / Technical Training

- Led internship programs and trained teams in fabrication, CNC workflows, and interactive systems (Illumivation Studios)
- Trained staff in arcade/pinball system troubleshooting, repair, and maintenance (Pins Mechanical)

## **SELECTED LECTURES & PANELS (not previously listed)**

2023 — MFRU - International Festival of Computer Arts | Maribor, Slovenia | Panel speaker on Sustainability and Autonomy of Digital Art

2021-22 — FUBAR | Zagreb, Croatia | virtual gallery walkthrough and discussions

2018 — blux80 | Villette Makerz, Paris, France | interactive lecture performance on digital identity

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## **SELECTED CURATORIAL & COMMUNITY PRACTICE**

August 2025 — Video Sync | Portland, OR | Guest Curator

Fall of 2024 - Present — FUBAR | Zagreb, Croatia and Online | Curator/Moderator

October 2024 — Glitch'N'Games | Pittsburgh, PA | Curator/Producer

September 2022 — GlitchArtIsDead | Granite Falls, MN | Curator/Producer

Supported by a grant from the Southwest Minnesota Arts Council

Nov. 2019 - Mar. 2020 — EPICENTRE, The Wrong Biennale | Throughout Spain | Guest Curator

October 2019 — Nuit Blanche, Glitch Art at Villette Makerz | Paris, France | Guest Curator

2016 - Present — Glitch Artists Collective | FB 90K & IG 113K+ | Curator/Admin/Organizer

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## **RELEVANT PROFESSIONAL EXPERIENCE**

Children's Museum of Pittsburgh — April 2025-Present, Pittsburgh, PA

### **Exhibit Build/Design Specialist**

Design and build interactive, play-based exhibits; support artists-in-residence; prototype installations integrating mechanical systems and microcontrollers with an emphasis on accessibility and sustainability. Contribute to fabrication, prototyping, and installation of exhibits serving thousands of weekly visitors.

Pins Mechanical — 2022-2025, Pittsburgh, PA

### **Arcade & Pinball Technician / Assistant General Manager**

Maintained and repaired ~100 arcade, pinball, and duckpin machines, implementing preventative maintenance systems to minimize downtime. Managed vendor coordination, facilities maintenance, staff training, inventory, and operational procedures for a high-volume entertainment venue.

Voyre360 — 2019-2022, Chicago, IL

### **Video Editor, Motion Graphics Artist**

Edited and delivered 360°/180° VR video, including stitching, stabilization, masking, and motion graphics for headset distribution across nonprofit and commercial projects. Produced immersive media for VR platforms and client campaigns requiring high-resolution stereoscopic workflows.

Illumivation Studios, LLC — 2018-2021, Chicago, IL

### **Lead Designer / Fabrication Lead**

Led production teams and internship program; oversaw CNC fabrication; designed and produced large-scale interactive installations for public and commercial environments. Managed fabrication workflows and installation logistics for multi-site experiential projects.

Additional experience (available on request):

JBTV Studios; Chicago School of Guitar Making