

Florence Gouvrit

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PROFILE

Visual artist specialized in creating interfaces and experiences that spark questions in the viewer. Expertise in Human Computer Interaction, data visualization, design, critical thinking, and social studies of science and technology. Over 10 years analyzing and interpreting information to find compelling ways to display it.

My interpersonal skills and experience working in communication areas allow me to excel in leadership and mentoring positions. My project management knowledge and attention to details skills position me to ensure ideal project integrity and continuity. My background in arts, science, technology and research allow me to perform and collaborate within many and diverse topics. Finally my bi-cultural multi-language education puts me in a privileged position to work with people from different cultures and languages.

Artist, Designer, Maker, Innovator, Critical Thinker, Data Enthusiast, Project Manager, Trainer, Problem-solver, Analytical thinker, Leader, Team worker, Computer proficient.

EDUCATION

MFA, Art and Technology (2011)

The Ohio State University, Columbus, OH, USA

MPhil, Philosophy of Science and Technology (2004)

National Autonomous University of Mexico, Mexico City

BFA, Art/New Media Art (2002)

School of Visual Arts (ENPEG) "La Esmeralda", National Center for the Arts, Mexico City

SKILLS

ENGLISH: Fluent

SPANISH and FRENCH: Native

OS/OFFICE: Windows⁽³⁾ • MacOS⁽³⁾ • LINUX⁽¹⁾ • Microsoft Office⁽³⁾
 DESIGN: Adobe Photoshop⁽³⁾ • Adobe Illustrator⁽³⁾ • InDesign⁽²⁾
 3D MODELING/ ANIMATION: Autodesk Maya 3d⁽³⁾ • Unity⁽¹⁾
 INTERACTIVE INTERFACES: MAX MSP/Jitter⁽²⁾ • Processing⁽³⁾
 PROGRAMING: HTML⁽²⁾ • Processing (Java)⁽²⁾
 DATAVIZ: Tableau⁽²⁾ • Plotly⁽²⁾ • Leaflet⁽¹⁾ • Datarwrapper⁽¹⁾ • SQL⁽¹⁾ • Gliffy⁽¹⁾
 PROTOTYPING, UX, UI: UXPin⁽²⁾ • Invision⁽²⁾ • Axure⁽¹⁾
 DIGITAL FABRICATION: Laser Cutter⁽³⁾ • 3D printer⁽³⁾ • CNC⁽²⁾
 FABRICATION: Woodshop Equipment⁽²⁾
 VIDEO: Adobe Premiere⁽³⁾ • Final Cut⁽³⁾ • Adobe After Effects⁽²⁾
 AUDIO: Adobe Audition⁽²⁾ • Audacity⁽²⁾
 WEB: Adobe Dreamweaver⁽²⁾ • Wordpress⁽²⁾
 PMP: Agile⁽¹⁾ • TFS Visual Studio⁽¹⁾

(3) Advanced

(2) Intermediate

(1) Familiar

GROUPS

Data Visualization Columbus Group

STEAM Factory Group at the Ohio State University

RESEARCH FOCI

- Data Visualization
- Interface Design
- Interactive installations / Robotics
- 3d modeling/ Animation
- AI, AL, L-Systems, Natural Systems
- Virtual Reality & Augmented Reality
- Philosophy of Science & Philosophy of Technology
- Synthetic Emotions, Embodied Technologies
- Video Installations (cctv cam, webcams, kinect)

EXPERIENCE

OHIO STATE UNIVERSITY (2011-2017) Columbus, OH

COLUMBUS COLLEGE OF ART AND DESIGN (2013-2015) Columbus, OH

ITT TECHNICAL INSTITUTE. (2015-2016) Columbus, OH

ART & TECHNOLOGY SPECIALIST (ADJUNCT PROFESSOR IN ART, DESIGN AND TECHNOLOGY)

Courses developed and Teaching: Digital Image Manipulation, Digital Fabrication, 3d Modeling Sculpture, Computer Animation, Programming Concepts and data visualization, Drawing, Visual Studies, Art Education

Over 25 sections taught. Over 400 students trained. Over 20 exhibitions produced

About the Companies: *College level education*

Responsibilities: Develop new courses and content, student advising, grading. Art & Technology Area Assistant Coordinator

Accomplishments: Initiated data visualization and programming concepts as a core necessity for students majoring art and technology.

Students graduating from my courses got positions as Designers, DataViz Specialists, UX designers, App developers, and 3D artists within the first months from graduating.

DIGITRACK MEXICO, Mexico City (2002-2016)

PROJECT MANAGER, GRAPHIC DESIGNER, UX/UI DESIGNER

About the Company: *Software and Hardware. GPS tracking and vehicle localization*

Responsibilities:

2015-2017: UX/UI designer (Web and mobile app)

Project Manager (QA, Communication with Developer)

Business Analyst

New Product Analyst

2007-2014: Graphic Designer, Lab technician, GPS programming

UNIVERSITY MUSEUM OF CONTEMPORARY ART (MUAC) (2009)

PROGRAM MANAGER (Communications Department)

Responsibilities:

- Communications & International Liaison

- Private Events Production/Coordination

- Concerts and Performances Curatorial Program and Production

RTA MEXICO. Mexico City branch (Robert Temkin Associates, NY, US) (2009)

PROJECT MANAGER

About the Company: *Imports and supplier for leading cosmetics brands.*

Responsibilities:

- Coordinate with Warehouse Manager new products specs, protocols and QA

- New Product Manager

- Coordinate Imports logistics including shipments coming from China, comply with customs regulations, tracking and documenting shipments, advising clients, categorizing shipments, optimizing the flow of shipments through customs, until delivery in warehouse

Accomplishments: New Factory development project

Set up new factory in Mexico as alternative to China's seasonal low production to be able to keep delivering products to top international brands for their distribution in all USA and Latin-American market distribution. Prepared site evaluation, procedures and personnel.

MULTIMEDIA CENTER, NATIONAL CENTER FOR THE ARTS (CENART) Mexico City (1999-2008)
ARTIST, PROJECT MANAGER. R&D.

About the Company: *Interdisciplinary Research institution for Art and Technology. Hosts a major international New Media and Video Festival. Sponsors international Artist residency.*

Theory Lab (2005-2008), Virtual Reality Lab (2000-2005), Internship (1999)

Responsibilities: Research, develop, coordinate and promote projects (Artistic, Academic and Technological)

- Develop tools and promote how the software, technologies and tools can be used for the arts, through cross-disciplinary projects and community outreach with exhibitions, workshops, events, etc.
- Driving a wide variety of projects—including interactive installations, Virtual Reality exhibitions, multi-system installations, documentation, software tools and hardware purchase and updates, procedural improvements, etc.
- Coordinate teams activities, project flow and communication in all phases of development (design, research, development and delivery)
- Oversee and train artists and interns in 2d, 3d, VR, interactive installations.
- Lab administration, logistics, management, budget development

Accomplishments:

- Negotiated collaborative projects among institutions; defining limits, responsibilities and protocols. Initiated weekly meetings between design and development teams and monthly meetings with the clients to make sure that all known issues were being addressed and responded to.
- Led a 1-hour episode of educational television program (including contents, script, hosting, interviews, editing, production, post-production) "DataLab.2 Artificial: The philosophical perspective"
- Directed or collaborated in over 50 cross-disciplinary projects.
- Trained over 40 interns and artists in different mediums.
- Coordinated and produced over 60 events including exhibitions, conferences, courses, and lecture series (International Festival of Electronic Arts and Video Transistio_mx 01 and 02, Juego Doble series, Binary Art Gallery exhibitions)
- Published several articles. Participated in national and international conferences and forums.
- Created new research areas: Socials Studies of Science and Technology, Artificiality, Natural Systems

MICRO-G ELECTRONICA Mexico City (1999-2006)

DESIGNER

About the Company: *Radio communication and custom electronic systems design*

- Web: Design, Website Administrator.
- Design: Brand Identity, Printed Material.

SDI MEDIA GROUP MEXICO AND SDI MEDIA GROUP FRANCE (project based)

LOCALIZATION SPECIALIST (LATINAMERICAN SPANISH)

Translation, Localization, QC, and Subtitling for TV and Videogame (FIFA 2007, FIFA 2008, FIFA 2009)

MULTIPLE CLIENTS AND AGENCIES (project based)

TRANSLATOR AND INTERPRETER

Conferences, Shows and Exhibitions, Face-to-face meetings. (Medical, Business, Technology)