

Quintus Glerum Curriculum Vitae

Quintus Glerum is a mixed media artist that exploits the boundaries between humanity and technology. He uses his background in animation in the digital and physical space to play with different realities and hypothetical worlds. Glerum's work offers situations to reflect on what it means to be human when our image is mirrored by the gaze of machines. He got his bachelor degree in animation from AKV st.joost and his master degree in Fine Arts from Frank Mohr Institute. He graduated both programs with honors.

Education:

- MFA degree in Fine Arts Design and Technology (MADtech) (2021)
Frank Mohr Institute, Groningen, The Netherlands
graduated with honors
- BDes degree in Animation (2018)
AKV st.Joost, Breda, The Netherlands
graduated with honors
- Minor in Research in Immersive Storytelling (2017)
AKV st.Joost, Breda, The Netherlands

Grants and Awards

- Dutch Film Festival nominated for Best Student Project (2018)
- GGOBOT festival 2018 nominated for YoungBlood Awards (2018)
- GGOBOT festival 2021 nominated for YoungBlood Awards (2018)
- Lucht Kunstpunt grant 2021
- Mondriaan Corona Overbruggingsfonds 2021

Publications

- Metropolis M (2021)
Metropolis M graduation edition 2021, written by Elles Hesseling

Lectures

- GGOBOT Café artist talk (November 2018)
artist talk as part of the GGOBOT café symposium at TU Twente, Enschede, Netherlands
- Tec Art Symposium artist talk (February 2019)
artist talk as part of Tec Art Symposium in Rotterdam, Netherlands
- Seminar about Art and Technology for the Global Art Consultancy (May 2020)
seminar for The Global Art Consultancy about art and technology in Amsterdam, Netherlands
- Art + Tech Panel at AXS Art (2021)
artist panel with Ine Gevers, Kévin Bray, Noah Latif Lamp

Exhibitions and Festivals

- 2017 May: media art festival: Playgrounds The Art Department in Eindhoven, Netherlands
- 2017 October: group Show: 'Enversed' at Dutch Design Week in Eindhoven, Netherlands
- 2018 September: media art festival: GGOBOT 2018 in Enschede, Netherlands
- 2018 September: media art festival: Emerce E-day, Amsterdam, Netherlands
- 2018 October: Dutch Film Festival Best Interactive Award Exhibition, Utrecht, Netherlands
- 2018 October: group exhibition: 'Frankenstein Symposium' at Baltan Laboraties, Eindhoven
- 2018 November: group exhibition: 'Den Bosch Dataweek' Exhibition, Den-Bosch
- 2019 January: group exhibition: 'Ingekopt' at Breda Cultuurnacht, Breda
- 2019 February: media art festival: 'Tec Art', Rotterdam
- 2019 May: media art festival: Night Of The Nerds, Eindhoven
- 2019 June: group exhibition: 'Artist Bookshop' at Kunsthal 45, Den Helder
- 2019 June: group exhibition: 'One Way Ticket' exhibition at KunsthalKade, Amersfoort
- 2019 December: light festival: Orbitfest, Groningen
- 2020 August: online exhibition: 'Screen Dive' as part of Gaudeamus Music Week
- 2020 October: group exhibition: 'Heardrops' at Sign, Groningen
- 2020 October: music festival: Sounds Of Music Festival, Groningen
- 2021 June: graduation exhibition: Graduation show Frank Mohr Institute
- 2021 August: group exhibition: 'Unity Duality Trinity' at De School, Amsterdam
- 2021 September: media art festival: GGOBOT 2021, Enschede
- 2021 October: media art festival: Night Of The Nerds, Eindhoven
- 2021 October: group exhibition: 'Even Goede Vrienden' at DR8888 in Drachten
- 2022 September: Athens Media Festival in Athens, Greece

Work Experience

- Visual Designer and Programmer for Ricky van Broekhoven (March 2017 - May 2017)
programmer and developer for interactive art installation for STRP Bienale 2017
- Intern Floris Kaayk (August 2017 - January 2018)
concept development and research for videogame project 'Next Space Rebels'
- Design work for Studio Stallinga (September 2018 - April 2022)
film direction, programming and overall content development for several projects at Studio Stallinga
- Concept development for Leon Wennekes (September 2019 - May 2020)
programming and overall developmnt for prototype virtual reality omnitreadmill 'OmniTreadmill'
- Director for Not-So-Ordinary-Gallery-Tour (March 2020 - April 2021)
directing, editing and recording of online series hosted by The Global Art Consultancy
- Game Arts Teacher at MediaCollege(April 2022 - ongoing)
teacher in videogame arts, asset design, animation and programming

Technical Skills

- Physical Media:
 - metal
 - concrete
 - wood
- Digital Media:
 - Video editing
 - Storyboarding
 - Film direction
 - Sound editing
 - Virtual/Mixed Reality
- Software:
 - Unity Engine
 - Adobe Suite (Premiere Pro, After Effects, Illustrator, Photoshop)
 - TV Paint Pro
 - Autodesk Maya
 - Cinema 4D
 - Max MSP
 - Toon Boom
 - BrightSign BrightAuthor
- Programming:
 - C#
 - Javascript
 - C++
 - Arduino
 - Python
 - P5.Js
 - Processing