

Andrew Sempere

I am Dr. Andrew Sempere, a designer, developer and practice-based academic. I am from the US but live and work in Switzerland. My PhD is from EPFL (2015), my Master's is from the MIT Media Lab (MS 2003) and my undergraduate degree is from the School of the Art Institute of Chicago (BFA 2001).

In-between my master's and doctoral work I spent twelve years working in design, software development and research including five years at the IBM Center for Social Software (2007-2012). My production code experience is primarily in database-driven web applications and native OSX desktop and iOS applications written in Objective-C. My design work focuses on user experience and interaction design in the context of performance and interactive environments. My academic research looks at the ways in which contemporary technologies have changed how we consume and produce culture. I am a researcher in residence and lecturer at La Manufacture (Haute École de Théâtre de Suisse Romande) where I develop new technologies for stage production. I have lectured at Zürcher Hochschule der Künste (ZHdK) and Geneva University of Art and Design (HEAD – Genève). I used to teach Computational Art at Harvard Extension. I co-founded the Feral Research Coalition and am a Trustee Emeritus of the Boston Awesome Foundation.

You may have seen my artwork at: Fourth Moscow Biennale, Lausanne Les Urbaines Festival, Seattle Bumbershoot Music Festival, Siggraph 2002, Boston Cyberarts, 7th Manifestation Internationale Vidéo et Art Électronique in Quebec, or Version 2.0 festival at the Chicago Museum of Contemporary Art.