

Sofian Audry*

Curriculum Vitae

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*aka J. S. Senécal

Education

- 2017 **Postdoctoral Studies**, *Massachusetts Institute of Technology*, Cambridge, USA.
Supervisor: Nick Montfort.
- 2016 **Ph. D. Humanities (Fine Arts)**, *Concordia University*, Montréal, Canada.
Advisors: Chris Salter (main), Jean Dubois, Bart Simon. Thesis title: *Machines That Learn: Aesthetics of Adaptive Behaviors in Agent-based Art*.
- 2010 **M. A. Communication (interactive media)**, *University of Quebec in Montreal*.
Advisor: Jean Décarie.
- 2003 **M. Sc. Computer Science (machine learning)**, *University of Montreal*.
Advisor: Yoshua Bengio.
- 2001 **B. Sc. Mathematics and Computer Science**, *University of Montreal*.
Completed with honours.

Exhibitions and performances (selection)

- 2022 **Shenzhen Museum of Contemporary Art and Urban Planning**, *Topologies of the Real: Techne Shenzhen 2022*, Shenzhen, China.
Curator: Zhang Ga.
LUXELAKES-A4 Art Museum, *AI Delivered: The Abject and Redemption*, Chengdu, China.
Curator: Zhang Ga.
- 2021 **Kranhalle NOI Techpark**, *TRANSART Festival of Arts*, Bolzano, Italy.
MUTEK Forum, *New frontiers in digital and audiovisual creation*, Montreal, Canada.
Chronus Art Center, *AI Delivered: The Abject*, Shanghai, China.
Curator: Zhang Ga.
World Museum, *AI: More Than Human*, Liverpool, UK.
Curators: Suzanne Livingston and Maholo Uchida.
- 2020 **Digital Cultures Festival**, *The Sound Intervention Service*, Warsaw, Poland.
Curator: Joseph Cutts.
MacKenzie Art Gallery, *To the Sooe*, Regina, Canada.
Curator: Tak Pham.
- 2019 **Groninger Forum**, *AI: More than Human*, Groningen, Netherlands.
Curators: Suzanne Livingston and Maholo Uchida.
Zebrastraat, *International Exhibition for New Technology*, Ghent, Belgium.
New Technological Art Award
Muffathalle, *SENSEFACTORY*, Munich, Germany.
Barbican, *AI: More than Human*, London, United Kingdom.
Curators: Suzanne Livingston and Maholo Uchida
- 2018 **Eastern Bloc**, *Amplification*, Montreal, Canada.
Curators: Martín Rodríguez and Éliane Ellbogen.
Ars Electronica, *Taking Care*, Linz, Austria.
Curators: Ana Kerkeres and Chris Salter.

- ZKM**, *Open Codes*, Karlsruhe, Germany.
- Tolhuistuin Foundation**, *ROBOTANICA: The New Wilderness*, Amsterdam, Netherlands.
Curators: Arjen Bangma and Joannette van der Veer.
- NRW Forum Museum**, *PANDORAN VINCI: Artificial Intelligence Today*, Düsseldorf, Germany.
Curators: Tina Sauerlaender and Peggy Schoenegge (peer to space).
- La Gaîté Lyrique**, *Capitaine futur et la supernature*, Paris, France.
Curator: Jos Auzende.
- 2017 **Dutch Design Week**, *ROBOTANICA: The New Wilderness*, Eindhoven, Netherlands.
Transnatural, *ROBOTANICA: The New Wilderness*, Amsterdam, Netherlands.
Musée d'Art Contemporain de Montréal, *In Search of Expo 67*, Montréal, Canada.
Curators: Lesley Johnstone and Monika Kin Gagnon.
- 2016 **Afropixel**, Dakar, Senegal.
Marrakech Biennale, Marrakech, Morocco.
Festival Montréal en Lumière, *Nuit Blanche*, City Hall, Montreal, Canada.
Curator: Eliane Elbogen.
- 2015 **L'Ososphère**, *Jardin d'Hiver*, Strasbourg, France.
Nuit Blanche, Paris, France.
Léo-Ayotte Exhibition center, *Re-encodings*, Shawinigan, Canada.
Eastern Bloc, *Robotis Personae*, Montréal, Canada.
- 2014 **L'Imagier**, *Re-encodings*, Gatineau, Canada.
International Digital Arts Biennale, *Physical/ité*, Darling Foundry, Montréal, Canada.
Vitra Design Museum, Buckminster Fuller dome, Weil am Rhein, Germany.
Club Transmediale, Stattbad Wedding, Berlin, Germany.
- 2013 **BOZAR Electronic Art Festival**, Brussels, Belgium.
LABoral, *Vessels*, Gijón, Spain.
Vaste et Vague, *Séjour temporaire — altération provisoire*, Carleton-sur-Mer, Canada.
Curator: Marie-Hélène Leblanc.
Occurrences, *Ex Vivo*, Montréal, Canada.
Curator: Aurélie Besson.
LABoral, *N_Polytope*, Gijón, Spain.
- 2011 **Chiang Mai City Arts and Cultural Centre**, *ComPeung revisited*, Chiang Mai, Thailand.
Curators: Helen Michaelsen and Pisithpong Siraphisut.
Galerie Séquence, *Captatio oculi*, Chicoutimi, Canada.
Curator: Sylvain Campeau.
- 2010 **Nocturne Festival**, Halifax, Canada.
- 2009 **LAB30 Art Laboratory**, Kulturhaus abraxas, Augsburg, Germany.
Festival Montréal en Lumière, *Art souterrain*, Montréal, Canada.
- 2008 **Galerie Art Mûr**, *Trace*, Montréal, Canada.
Bibliothèque et Archives Nationales du Québec, *États Généraux des Arts Médiatiques*, Montréal, Canada.
Curator: Valérie Lamontagne.
- 2007 **Piksel Festival**, *Fun House*, Lydgalleriet, Bergen, Norway.
Expression, *Projectiles*, St-Hyacinthe, Canada.
V2 Institute for the Unstable Media, *make do*, Rotterdam, Netherlands.
TENT Gallery, *Wrong Time, Wrong Place*, Rotterdam, Netherlands.
- 2005 **Piksel Festival**, *Games! no fun!*, Hordaland Kunstsenter, Bergen, Norway.
Curators: Isabelle Arvers and Gisle Frøysland.

Publications

- accepted Saunier, Alexandre, Salter, Chris, Vermette, Julien, Quessy, Alexandre, Demeule, Simon, J'vlyn d'Ark, Ursula, Jain, Puneet and Audry, Sofian (2022). "autonomX—Real Time Creation/Composition with Complex Systems", ISEA 2022 Conference Proceedings, Barcelona, Spain, pp. ???
- 2023 Audry, Sofian, Victor Drouin-Trempe, and Ola Siebert (2023). *The Strangest Music in the World: Self-Supervised Creativity and Nostalgia for the Future in Robotic Rock Band 'The Three Sirens'*. MDPI Arts 12(1), 2, December 23, 2022.
- 2022 Audry, Sofian (2022). *AI for Good: Why Artists Are Key to Improving Machine Learning Technologies*. Tilt West (tiltwest.medium.com), April 2nd, 2022.
- Hagler, Jo'Elen, ChiHyeong Kim, Pierre Kateb, JeeYeon Yeu, Noémie Gagnon-Lafrenais, Erin Gee, Sofian Audry, and Fabio Cicoira. (2022). "Flexible and Stretchable Printed Conducting Polymer Devices for Electrodermal Activity Measurements". *Flexible and Printed Electronics*, Volume 7, Issue 1, February 2022.
- 2021 Audry, Sofian (2021). *Art in the Age of Machine Learning*. MIT Press, Boston. 214 pages.
- Audry, Sofian (2021). "Aglaopheme. Version 0.2", in *Le Comportement des Choses*. Quinz, Emanuele (Ed). Les Presses du Réel, Paris, France. pp. 164–171.
- Audry, Sofian (2021). "Behavior Morphologies of Machine Learning Agents in Media Artworks", *Leonardo*, Vol. 54, No 3, pp. 269–273.
- 2020 Audry, Sofian, Dumont Gagné, Rosalie and Scurto, Hugo (2020). "Behaviour Aesthetics of Reinforcement Learning in a Robotic Art Installation", 4th Workshop on Machine Learning for Creativity and Design at Neural Information Processing Systems (NeurIPS 2020).
- Audry, Sofian (2020). "for the sleepers in that quiet earth.: An Artbook Generated by a Deep Learning Agent", in *Attention à la marche ! Mind The Gap!: Thinking Electronic Literature In A Digital Culture Penser la littérature électronique en culture*. Gervais, B., Marcotte, S. (Eds). Les Presses de l'Écureuil, Montreal, Canada. pp. 181–202.
- Armand, Edwige, Audry, Sofian, Garcia, Frédérick and Martinucci, TeZ Maurizio (2020). "Who is Speaking? Artscience Stagings of Nonhuman Sentience", ISEA 2020 Conference proceedings, Montreal, Canada. pp. 579–585.
- Bogart, Ben, Dinkins, Stephanie, Audry, Sofian, Kelly, Stephen and Kite, Suzanne (2020). "Machine Learning as Material: Research-Creation Approaches to Behavior and Imagination", ISEA 2020 Conference Proceedings, Montreal, Canada. pp. 587–591.
- Gee, Erin, Lee, Alex M. and Audry, Sofian (2020). "Playing with Emotions: Biosignal-based Control in Virtual Reality Game Project H.E.A.R.T.", ISEA 2020 Conference proceedings, Montreal, Canada. pp. 489–492.
- Audry, Sofian (2020). "La matérialité révélatrice de l'apprentissage automatique", *ESPACE art actuel*, "IA - Art sans artistes", Issue 124, Winter 2020.
- 2019 Audry, Sofian and Ippolito, Jon (2019). "Can Artificial Intelligence Make Art without Artists? Ask the Viewer", *MDPI Arts*, 8(1), 35, March 18, 2019.
- Gee, Erin and Audry, Sofian (2019). "Automation as Echo", *ASAP/Journal*.
- Audry, Sofian (2019). "Unrolling the Learning Curve: Aesthetics of Adaptive Behaviors with Deep Recurrent Nets for Text Generation", International Symposium on Computational Media Art 2019 Conference proceedings, Hong Kong, China.
- 2018 Audry, Sofian (2018). "for the sleepers in that quiet earth.: Experiencing the Behavior of a Deep Learning Neural Network Agent through a Generative Artbook", ISEA 2018 Conference proceedings, Durban, South Africa.
- Salter, Chris and Audry, Sofian (2018). "Towards Probabilistic Worldmaking: Xenakis, n-Polytope and the Cybernetic Path to Chaos", in *Worldmaking as Techné: Exploring Worlds of Participatory Art, Architecture, and Music*. de Campo, A., Hosale, M., Murrani, S. (Eds). Riverside Architectural Press, Toronto, Canada. pp. 114–143.

- Audry, Sofian (2018). "Aesthetics of Adaptive Behaviors in Embodied Agents", Body of Knowledge 2016 Conference proceedings, UCI, Irvine, USA.
- 2017 Audry, Sofian et al. (2017). "256-Byte Creative Programs" (TROPE-17-02), The Trope Tank, MIT, Cambridge, USA.
- 2016 Senécal, Jean-Sébastien (2016). *Machines That Learn: Aesthetics of Adaptive Behaviors in Agent-based Art*. PhD thesis, Concordia University, Montréal. 307 pages.
- Audry, Sofian (2016). "Aesthetics of Adaptive Behaviors in Agent-based Art", ISEA 2016 Conference proceedings, Hong Kong, China.
- 2010 Audry, Sofian (2010). "Absences: Public Art Interventions in Natural Spaces using Autonomous Electronic Devices", ISEA 2010 Conference proceedings, pp. 469–471. Ruhr, Germany.
- Senécal, Jean-Sébastien (2010). Une exploration des processus d'assignation identitaires à travers une expérience interactive. Master thesis, École des Médias, Université du Québec à Montréal, Montréal. 40 pages.
- 2008 Bengio, Yoshua and Senécal, Jean-Sébastien (2008). "Adaptive Importance Sampling to Accelerate Training of a Neural Probabilistic Language Model" IEEE Transactions on Neural Networks, Vol. 19, No 4, pp. 713–722.
- 2006 Bengio, Y., Schwenk, H., Senécal, J. S., Morin, F. and Gauvain, J.-L. (2006). "Neural probabilistic language models", Studies in Fuzziness and Soft Computing, Vol. 194, p. 137-186, Berlin, Germany.
- 2003 Senécal, Jean-Sébastien (2003). Accélérer l'entraînement d'un modèle non-paramétrique de densité non normalisée par échantillonnage aléatoire. Master thesis, Département d'Informatique et de Recherche Opérationnelle, Université de Montréal, Montréal. 91 pages.
- Bengio, Yoshua and Senécal, Jean-Sébastien (2003). "Quick Training of Probabilistic Neural Nets by Importance Sampling". Ninth International Workshop on Artificial Intelligence and Statistics, Society for Artificial Intelligence and Statistics, Key West, Florida.

Conferences and workshops (selection)

- 2022 **MUTEK Forum**, *The Genrefication of AI – From Critical Encounters to Artistic Practice*, Montreal, Canada. Panel.
With Isabella Salas, José Luis de Vicente and Julieta Agriano Benford. Moderator: Peter Kirn.
- International Conference on New Interfaces for Musical Expression (NIME)**, *Liberating Methods for Music Interaction*, Auckland, New Zealand. Workshop.
With Steve Benford, Alan Blackwell and Filipe Calegario. Organiseurs: Tom Mudd and Simon Holland.
- International Symposium on Electronic Art (ISEA)**, *Art Intelligence*, Barcelona, Spain. Panel.
With Bruno Caldas Vianna, Rosemary Lee and Ramon de Mantaras.
- 2021 **Ars Electronica Garden Hexagram**, *Beyond human art: creation and the posthuman*, Montreal, Canada. Round table.
With Edwige Armand, Navid Navab, Danny Perreault and Gisèle Trudel.
- West Bund Museum**, *AI Delivered: The Abject (panel)*, Shanghai, China. Panel.
With Leslie Garcia, Istvan Kantor and Paloma López. Moderator: Zhang Ga.
- Molior 2021 Symposium – Rethinking our Futures: Art and Collaboration**, *Human-Machine Collaboration in Digital Arts in the Age of Machine Learning*, Montreal, Canada. Keynote.
- 2020 **ISEA**, *Machine Learning as Material: Research-creation Approaches to Behavior and Imagination*, Montreal, Canada. Panel.
With Ben Bogart, Stephanie Dinkins, Suzanne Kite and Stephen Kelly.
- ISEA**, *Matters Mattering: Collective Interactions and Play*, Montreal, Canada. Panel.
With Erin Gee, Aisling Kelliher, Alex M. Lee, Renata Azevedo Moreira and Samuel Thulin.
- ISEA**, *Who is Speaking? Art-science Stagings of Nonhuman Sentience*, Montreal, Canada. Panel.
With Edwige Armand, Frédéric Garcia and Maurizio TeZ Martinucci.
- ALife Conference**, *Interdisciplinary Approaches to A-Life and the Digital Arts*, Online. Workshop.
Organiseurs: Chris Salter, Alex Saunier, Takashi Ikegami, Sofian Audry and David Howes.

- Artificial intelligence in the media arts, industry and knowledge communities**, *Limitations of artificial intelligence*, HEXAGRAM/CQAM/Element AI, Québec, Canada. Round table.
With François Quévillon, Alexandre de Brébisson and Christopher Salter.
- Artificial intelligence in the media arts, industry and knowledge communities**, *Research and development in artificial intelligence*, HEXAGRAM/CQAM/Element AI, Québec, Canada. Round table.
With Marine Theunissen, Maxim Chevalier-Boisvert and Ghyslain Gagnon.
- 2019 **KIKK Festival**, *Art + Artificial Agents*, Namur, Belgium. Keynote.
- International Digital Arts Market**, *Creation versus creativity: conceptualization of artistic thought*, Elektra Festival, Montréal, Canada. Round table.
Moderator. With Marilène Oliver, Hiroko Tasaka, Kaka Fritz Kim and Jonathan Parsons.
- Columbia University**, *Towards a History of Artificial Intelligence*, New York, USA. Workshop.
- Barbican**, *Messy Brains, Bodies, Machines and Worlds*, London, United Kingdom. Round table.
With Chris Salter, Takashi Ikegami and Ana Ridler.
- Centre George Pompidou**, *Behavioral Matter*, Paris, France. Workshop.
- International Symposium on Computational Media Art (ISCMA)**, *Machine Learning and Text Generation*, Hong Kong, China. Panel.
With Winnie Soon, Haytham Nawar and Scott Fitzgerald.
- 2018 **École Nationale Supérieure de Création Industrielle (ENSCI–Les Ateliers)**, *Behavioral Matter*, Paris, France. Workshop.
- University of Ottawa**, *Artificial Intelligence in 21st Century Education*, Ottawa, Canada. Round table.
With Alastair Summerlee and Matthew Kean.
- Electronic Literature Organization (ELO)**, *Apprentissage profond et littérature électronique/Deep Learning and Electronic Literature*, Montreal, Canada. Round table.
With Tom Lebrun and David “Jhave” Johnston.
- ELO**, *AI & Deep Learning Systems*, Montreal, Canada. Panel.
With Steve Dipaola.
- École Nationale Supérieure des Arts Décoratifs (EnsAD)**, *Behavioral Objects Behavioral Matter*, Paris, France. Workshop.
- Artengine**, *Artificial Imagination*, Ottawa, Canada. Round table.
With Ben Bogart and Allison Parrish.
- 2017 **Leonardo/Hexagram/MILIEUX**, *L.A.S.E.R. Montreal*, Concordia University, Montréal, Canada. Round table.
With Roger Malina and Louise Poissant.
- Eastern Bloc**, *Lifelike Embodied Agents : Programming Artificial Behaviors as Art and Craft*, Montreal, Canada. Workshop.
- 2016 **A Body of Knowledge: Embodied Cognition and the Arts**, *Claire Trevor School of the Arts, University of California, Irvine*, Irvine, USA. Panel.
- 2014 **Arte Alameda**, *Agencia Alien: Arte/Investigacion con el Non-humano*, Mexico City, Mexico. Workshop.
Fundación Telefónica VIDA educational program.
- Festival International d’Art Vidéo**, Hassan II University, Casablanca, Morocco. Workshops.
- Sight & Sound**, *Biological Systems as Generative Models for the Future*, Montréal, Canada. Round table.
- Elektra Festival**, *Behaviors in Light and Sound after Iannis Xenakis*, Darling Foundry, Montréal, Canada. Round table.
- 2013 **E-Fest**, Tunis El Manar University, Tunis, Tunisia. Round table and workshop.
- Hexagram — CIAM**, *HEXA_OUT: When Forms of Life Collide*, Phi Center, Montréal, Canada. Round table.
- International Digital Arts Market**, Elektra Festival, Montréal, Canada. Panel with Alexandre Castonguay.

- 2012 **Organisation Internationale de la Francophonie**, *2nd Crea Numerica Meetings*, Tunis, Tunisia. Round table and workshop.
Eastern Bloc, *What space do/can/should hackers occupy in the gallery?*, Montréal, Canada. Round table.
- 2011 **International Digital Arts Market**, Festival NEMO, Paris, France. Panel.
- 2010 **ISEA**, *Media Gardens*, Ruhr, Germany. Round table.
Subtle Technologies, Toronto, Canada. Poster presentation.
International Digital Arts Market, Elektra Festival, Montréal, Canada. Panel.
Société des Arts Technologiques (SAT), *alt_NORD*, Montréal, Canada. Round table.
- 2009 **International Digital Arts Market**, Cimatics Festival, Brussels, Belgium. Panel.
Avatar, *Absences*, Québec, Canada. Panel.
Chiang Mai University, New Media Arts Lab, Chiang Mai, Thailand. Panel.
ComPeung, *Absences*, Doi Saket, Thailand. Panel.
- 2008 **Dorkbot BRU #2**, *Accrochages*, iMAL, Bruxelles, Belgique. Panel with Samuel St-Aubin.
Dorkbot Paris #10, *Accrochages*, Paris, France. Workshop with Samuel St-Aubin.
Festival Métropolis Bleu, *Vévé*, Montréal, Canada. Workshop.

Funding (selection)

- 2022 **Concept to Realization Grant**, *Canada Council for the Arts*.
Title: "Crocodile: Artificial Empathy System" (60,000 CAD). Collaborator: Erin Gee.
Insight Development, *Social Sciences and Humanities Research Council*.
Title: "Reshaping Real-time Digital Art Practices with Reinforcement Learning Technologies: A Reflexive and Ethnographic Research-Creation Study" (72,999 CAD). Role: PI.
- 2021 **Research-creation support for new academics**, *Quebec Research Fund – Society and culture*.
Title: "Téléo : esthétique et pratique des œuvres robotisées contrôlées par apprentissage automatisé" (45,000 CAD). Role: PI.
- 2020 **Strategic clusters**, *Quebec Research Fund – Society and culture*.
Title: "Hexagram - Réseau de recherche-crétion en arts, cultures et technologies" (1,827,000 CAD). Role: PI.
Concerted Project Program/Programme de projets concertés, *Pôle lavallois d'enseignement supérieur en arts numériques et économie créative*.
Title: "Déambulations numériques" (65,000 CAD). Role: PI. Co-PIs: Rosalie D. Gagné and Creative Lab.
- 2019 **Major Research Instrumentation Program**, *National Science Foundation*.
Title: "Acquisition of a high-performance computing instrument to support deep learning, modeling/simulation, and visualization for STEM+Art" (350,000 USD). Role: Co-PI. PI: Roy Turner.
Concept to Realization Grant, *Canada Council for the Arts*.
Title: "Morphoses" (34,225 CAD). Collaborator: Rosalie D. Gagné.
Research and Creation, *Canada Council for the Arts*.
Title: "Crocodile" (24,875 CAD). Collaborator: Erin Gee.
Faculty Grant, *Clement and Linda McGillicuddy Humanities Center, USA*.
Title: "Morphosis: Robots Learning to Roll" (5,000 USD).
- 2018 **Concept to Realization Grant**, *Canada Council for the Arts*.
Title: "Xenolalia" (30,270 CAD).
Research-creation support program, *Quebec Research Fund – Society and culture*.
Title: "Dynamic Light: Behavior and Temporal Dynamics in Contemporary Lighting Design" (145,000 CAD). Role: Co-PI. PI: Chris Salter.
- 2016 **Postdoctoral research-creation fellowship**, *Fonds de Recherche du Québec - Société et Culture*.
Title: "Agents connexionnistes à apprentissage profond en art et en science" (60,000 CAD).
Research grant, *Canada Council for the Arts*.
Title: "Morphoses: projet de recherche pour une installation robotique adaptative" (24,875 CAD). Collaborator: Rosalie D. Gagné.

Co-production grant, *Hexagram*.

2010 **Research and production grant**, *Canada Council for the Arts*.

Title: "Vessels" (30,000 CAD). Collaborators: Adam Kelly, Stephen Kelly, Samuel St-Aubin.

Development grant, *Quebec Art Council*.

Title: "Vessels" (20,000 CAD). Collaborators: Adam Kelly, Stephen Kelly, Samuel St-Aubin.

Doctoral research fellowship, *Quebec Research Fund – Society and culture*.

Title: "L'Apprentissage Machine dans les Oeuvres d'Art Agentielles" (60,000 CAD).

2008 **Production grant**, *Fondation du Maire de Montréal pour la Jeunesse*.

Residency grant, *Quebec Art Council*.

2007 **Production grant**, *Canada Council for the Arts*.

2005 **Doctoral research fellowship**, *Fonds Québécois de la Recherche sur la Nature et les Technologies (declined)*.

2001 **Master research fellowship**, *Fonds pour la Formation des Chercheurs et l'Aide à la Recherche*.

Recognitions

2019 **Official Selection (The Sense of Neoism?! An Infinite Manifesto)**, *New Technological Art Award*.

2014 **Doctoral Award of Excellence**, *Concordia University*.

2013 **Honourable mention (N Polytope)**, *Prix Ars Electronica*.

Special mention (N Polytope), *VIDA Art and Artificial Life Awards*.

2010 **Special Entrance Award**, *Concordia University*.

1999–2001 **Dean's honourable mention**, *Arts and Science Faculty, University of Montreal*.

Press (selection)

2022 McGovern, Sheamus. Lightning Interview: "Art in the Age of Machine Learning". Open Data Science Conference, February 18, 2022.

Dolan, Andrée. "Quand l'art devient « intelligent »". Montréal Campus, February 8, 2022.

2021 Gauvreau, Claude. "Art et intelligence artificielle aux MIT Press". Actualités UQAM, November 18, 2021.

Cossette, Marc-André. "A discussion with Sofian Audry & Ionat Zurr". RE©, September 2021.

2021 Delacour, Emmanuel. "L'IA comme matière première des artistes". CScience, February 5, 2021.

2019 NTAA 2019 New Technological Art Award: International Art Exhibition. Zebrastraat – New Zebra Ghent Belgium. Lannoo, Tielt, Belgium. 111 pages. Exhibition catalog

Wesemann, Arnd. "Wenn Digitale Agenten Übernehmen". Bühnentechnische Rundschau, Issue 6, 2019.

"Rosalie D. Gagné, Sofian Audry & Martin Messier à Résonances Numériques KIKK Festival". Le Lien Multimédia, November 19, 2019.

2018 Berson, Amber. "Amplification". Canadian Art, October 23, 2018.

Richens, Meaghan. "Art and the Machine: Symposium to Explore Impact of Artificial Intelligence on Imagination". ARTSFILE, February 17, 2018.

Scheer, Ursula. "Der malende Roboter ist Expressionist". Frankfurter Allgemeine, June 4, 2018.

2015 "L'Ososphère à l'Université de Strasbourg". UTV, November 19, 2015.

Baichtal, John. *Building Your Own Drones: A Beginners' Guide to Drones, UAVs, and ROVs*. Que, 2015.

2014 *Carnet de Séjour*. Centre d'artistes Vaste et Vague, Carleton-sur-Mer, Canada, 2015. Exhibition catalog.

Brousseau, Marie-Hélène. "Sofian Audry: Perte de signal et morphologies variables". Convergence, no 90, June 2014.

2013 Fisette, Serge. "Du spectacle, du spectaculaire, de la fête! Of the spectacle, the Spectacular, the Party!" Espace Sculpture, no 105, Fall 2013.

Baichtal, John. "Waterborne Robots Display Emergent Behavior", Makezine.com, October 1, 2013.

- Debatty, Régine. "Vessels, a fleet of robots with unpredictable behaviour". *We Make Money Not Art*, September 2, 2013.
- Bosco, Roberta and Caldana, Stefano. "¿Plagio, apropiacionismo o desconocimiento?" *El Pais*, September 1, 2013.
- "Séjour temporaire — altération provisoire", *Capsule Télé-Québec Gaspésie*.
- González, Semíramis. "Vessels, a Research Residency at LABoral". August 12, 2013.
- Desloges, Josianne. "Séjour temporaire à Carleton-sur-Mer: fantaisies touristiques", *Le Soleil*, July 13, 2013.
- Debatty, Régine. "n-Polytope, Behaviors in Light and Sound after Iannis Xenakis". *We Make Money Not Art*, July 25, 2012.
- 2012 Palop, Benoît. "La perspective de l'agent et de l'algorithmie au centre du travail de Sofian Audry", *The Creators Project*, 2012.
- Garant, Barbara. "Captatio oculi", *Ciel Variable*, No 90, Montréal, Winter 2012.
- 2011 Garant, Barbara. "Autre temps, autres yeux", *VOIR*, Chicoutimi, May 12, 2011.
- 2009 Lamontagne, Valérie. "Sofian Audry and Jonathan Villeneuve: Entangled Technologies", *eTC : Revue de l'art actuel*, No 86, Montréal, 2009.
- 2008 Bélisle, J., Charron, M.-E., Gingras, N., Henricks, N. et Lamarche, B.. *10 : Dix ans de création numérique*. Perte de Signal, Montréal, Canada, 2008.
- CIBL "Radio-Montreal" 101.5 FM, "Le 4@6". April 30, 2008.
- Prémont, Charles. "Sofian Audry présente Flag", *Le Lien Multimédia*, April 22, 2008.
- 2007 "Wrong Time Wrong Place" on Antenne Rotterdam, June 22, 2007.
- Répertoire. Perte de Signal, Montréal, 2007.
- 2005 Ludovico, Alessandro. "Update 'me', i dati che muoiono", *Neural.it*, October 25th, 2005.

Professional Experience (selection)

- 2004–present **Independent new media artist**, *Self-employed*.
- 2020–present **Professor**, *University of Quebec in Montreal*.
- 2019 **Assistant Professor of Communication, Media and Design / Computer Science**, *Clarkson University*.
- 2017–2019 **Assistant Professor, New Media**, *School of Computing and Information Science, University of Maine*.
- 2005–2017 **Research assistant**, *LabXmodal, Concordia University*.

Jurys and committees

- 2021 **Evaluation committee for new artistic practices and the multidisciplinary sector**, *Conseil des Arts de Montréal*, Montréal, Canada.
- 2020 **Artistic committee**, *ISEA 2020*, Montréal, Canada.
- Scientific committee: Postdoctoral research-creation fellowship**, *Quebec Research Fund – Society and culture*.
- 2011–2019 **Digital arts committee**, *Quebec Center for Media Arts (CQAM)*, Montréal, Canada.
- 2018 **Permanent Peer Committee (New Media)**, *Canada Council for the Arts*.
- 2009–2017 **President of the Board of Directors**, *Perte de Signal center*, Montréal, Canada.
- 2015 **Reviewing committee of the Emerging Researchers' Symposium**, *Re-Create 2015 Media Art History*. Montréal, Canada.
- 2014 **Evaluation jury for the Grants to New Media and Audio Artists: Research and Production Grants program**, *Canada Council for the Arts*, Ottawa, Canada.
- 2012 **Programming committee**, *Festival HTMLles*, Montréal, Canada.
- 2011 **Evaluation jury**, *Galerie Verticale*, Laval, Canada.

2008 **Evaluation jury for the organizations and independent curators support program**, *Quebec Art Council*, Montréal, Canada.

Affiliations

Hexagram International Network for Research-Creation in Media Arts, Design, Technology and Digital Cultures, Montréal, Canada.

Co-director, Co-researcher Member

Hexagram-UQAM, Montréal, Canada.

Director

HumanIA, *University of Quebec in Montreal*, Montréal, Canada.

Machine Agencies, *Concordia University*, Montréal, Canada.

Perte de Signal artist-run center, Montréal, Canada.

Honorary Member

Skills

areas of expertise new media art theory and practice, creative AI, machine learning, artificial intelligence, artificial life, robotics, electronics, tangible media, computational creativity, science and technology studies, mathematics, software engineering, rapid prototyping

programming C/C++, PHP, Java, Javascript, Python, MySQL, OpenGL, Bash, Scheme, Perl, Prolog, Assembly, BASIC; HTML, CSS, XML, YML, JSON, \LaTeX

tools/libraries Arduino, Processing, P5.js, Qt, JQuery, TensorFlow, Keras, Pytorch, Numpy, Scipy, Symfony, Doctrine, Drupal, Wordpress

platforms Linux, Mac OS, Windows, Arduino, AVR, Raspberry Pi, Commodore 64

softwares PureData, Max/MSP, Final Cut Pro, Kdenlive, Photoshop, Gimp, Illustrator, Inkscape

languages french (native), english (fluent)

other team worker; strong communication skills; solid background in organizational governance