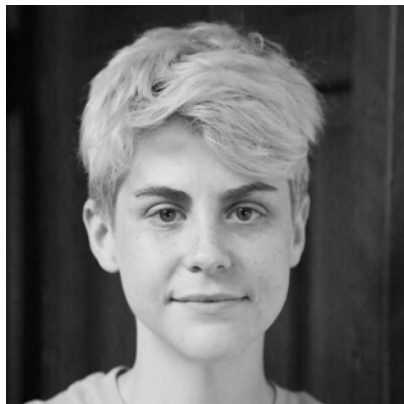


Martha Hipley

Visual Artist, Writer, and Filmmaker



Points of Contact

studio@everyoneisugly.com
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@everyoneisugly

Skills

Illustration
Graphic design
UX/UI design
Electronics design
Software development
3D modeling and AR/VR design
Analog photography
Video production
Theatrical improvisation
Creative writing and screenwriting
Research and critical writing
Traditional painting and sculpture

Languages

English (native speaker)
Spanish (C2)
French (A2)

Education

2022-2023
Notre Dame of Maryland University
BA in Liberal Arts.

2014
School of Visual Arts

Completed a 4-week intensive in interaction design in association with the IxD MA program.

2009-2010
Pratt Institute

Completed over 40 credits towards a BA in Communications Design.

Profile

Martha Hipley is an artist, writer, and filmmaker with more than a decade of experience in commercial design. Since 2011 she has worked in design and development of digital products while maintaining a practice of writing and studio art. As an artist, her work is preoccupied with themes of gender and identity, technology and futurism, and nostalgia and documentation. Her work is focused on storytelling, filmmaking, and photography. She has particular experience in working with emergent technologies like augmented and virtual reality, as well as the combination of these technologies with traditional media. She was born in Baltimore, Maryland in 1987, and she lived and worked in New York from 2008 to 2018. She has lived and worked in Mexico City since 2018.

Professional Experience

2011 – present

Designer, developer, and consultant for digital products

For more than a decade, she has worked in design, development, and product consulting for small and large companies and organizations, both internally and as a consultant. Previously clients include Major League Baseball, ASCAP, KBS+, various Y Combinator startups, and various academic and non-profit organizations.

2017-present

An Artist's Guide

From 2017 to 2022, she wrote and published "An Artist's Guide to Computation," a weekly newsletter of resources and critical conversation on digital media for artists. In 2023 she revived the newsletter with a new focus on long-form writing.

Residencies, Grants, and Learning

Nothing happens in this film, 12-week workshop on audiovisual experimentation, 2023

Narrativas Auditivas, 6-week workshop on sound design with the Centro Cultural del Bosque, Mexico City, 2023

Proyecto Memoria, 6-week workshop on audiovisual self-portraiture, 2023

Pariah Interactive, grant and residency, New York, 2021

Gray Area Creative Code Immersive, residency and group exhibition, San Francisco, 2020

Materia Abierta, residency, Mexico City, 2019

Welcome to My Homepage, virtual residency, 2016

Rhizome Microgrant, grant, New York, 2014

Events and Expositions

"Noise in the Jungle," screening as part of Punkfilmfest, Berlin, 2023

"Art in Odd Places: BODY," group exhibition, New York, 2018

"SPAM'S," group exhibition, The Museum of Human Achievement, Austin, 2017

"The Unframed World," group exhibition, Haus der elektronischen Kunst, Basel, 2017

Art&&Code Conference, featured presented, Carnegie Mellon, 2016

Internet Yami-Ichi, group exhibition, Knockdown Center, New York, 2016

"NSFW - Male Nudes by Female Painters," group exhibition, Outlet, New York, 2016

"Venus, Gazing," group exhibition, POWRPLNT, New York, 2015

Talks and Teaching

"Gender in Digital Interfaces," 6-week workshop, Hyperlink Academy, New York, 2021

"Gender in Digital Interfaces," 2-week intensive workshop, Merz Akademie, Stuttgart, 2021

"Color and Accessibility," 5-week workshop, School of Machines, Making and Make-Believe, Berlin, 2021

"make ur own magical girl," workshop for teens, Tec de Monterrey, Mexico City, 2018

"#tfwbaeclcks," workshop for teens, POWRPLNT, New York, 2017