Curriculum Vitae

Damjan Jovanovic

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Teaching Experience

2014 - ongoing
Tutor/Lecturer (full time) in the First Year and the Second Year Post-Graduate Studios,
Städelschule Architecture Class (SAC), Frankfurt am Main, Germany :

•   2017 – 2018 (ongoing) :

  SAC 1st Year Studio - **Main Tutor:**
  Seminars: "Drawing and Representation", "The History of Collage: From Braque to Google Deep
  Dream and Beyond", "A semi-technical introduction to Computer Graphics", "Software as an
  Apparatus".
  Theory Seminars (weekly): "The History and Practice of Formalism", "Contemporary Representation
  Practices".
  Visual Studies workshops (weekly): "Post-parametric representation techniques",
  Software Workshops: 3d Scanning using photogrammetry, Autodesk Remake, ZBrush, Quixel Suite,
  "Platform Sandbox v.3", Unity 3d with c# programming language, Rhino 3d.
  Individual and group project supervision and tutoring.

  SAC 2nd Year specialization studio: *Architecture and Aesthetic Practice* - **Studio Tutor:**
  Seminars: "A Possible History of Visual Regimes: The Automatization of Vision from Alberti to
  Computer Games", "The Origins of the First-Person Shooter Genre in Computer Games", "The
  Contemporary Image", "Software as an Apparatus".
  Software Workshops: "Diorama software", Unity 3d, Unreal Engine, Quixel Suite + Megascans.
  Individual and group project tutoring.

•   2016 – 2017:

  SAC 1st Year Studio - **Main Tutor:**
  Seminars: "Drawing and Representation", "Games as a model for Architectural Pedagogy", "A semi-
  technical introduction to Computer Graphics".
  Theory Seminars (weekly): "The History and Practice of Formalism", "Contemporary Practices".
  Visual Studies workshops (weekly): "Post-parametric representation techniques".
  Software Workshops: 3d Scanning using photogrammetry, Autodesk Remake, ZBrush, Quixel Suite,
  "Platform Sandbox v.2", Unity 3d with c# programming language, Rhino 3d.
  Individual and group project supervision and tutoring.

SAC 2nd Year specialization studio: *Architecture and Aesthetic Practice* - **Studio Tutor.**
Seminars: "The Contemporary Image", "VR/AR in Architecture".
Software Workshops: Adobe After Effects, Unreal Engine, Unity 3d.
Individual and group project tutoring.

- 2015 – 2016:

  SAC 1st Year Studio - **Main Tutor** (with Adil Bokhari):
  Seminars: "Drawing and Representation", "Games as a model for Architectural Pedagogy".
  Theory Seminars (weekly): "The History and Practice of Formalism", "Contemporary Practices".
  Visual Studies workshops (weekly): "Post-parametric representation techniques".
  Software Workshops: 3d Scanning using photogrammetry, Autodesk Remake, ZBrush, Quixel Suite,
  "Platform Sandbox", Unity 3d with c# programming language, Rhino 3d.
  Individual and group project supervision and tutoring.

  SAC 2nd Year specialization studio: *Architecture and Aesthetic Practice* - **Studio Tutor.**
  Visual Studies workshops (weekly): "Post-parametric representation techniques".
  Individual and group project tutoring.

- 2014 – 2015:

  SAC 1st Year Studio - **Main Tutor.**
  Seminars: "Drawing and Representation".
  Theory Seminars (weekly): "The History and Practice of Formalism".
  Visual Studies workshops (weekly): "Mapping techniques".
  Software Workshops: Rhino 3d, 3d Scanning.
  Individual and group project supervision and tutoring.

  SAC 2nd Year specialization studio: *Architecture and Aesthetic Practice* - **Studio Tutor.**
  Visual Studies workshops (weekly): "Post-parametric representation techniques".
  Seminars "The Aesthetics of Computation".
  Software Workshop: Processing programming language.
  Individual and group project tutoring.

2008
Teaching Assistant
Faculty of Architecture, University of Belgrade, Serbia:

- 2008, January – July :
  Studio Project 4, **Faculty of Architecture, University of Belgrade,** Serbia.
  Graduate Studio of Milorad Mladenovic and Tatjana Stratimirovic.
  Individual and group project tutoring.

Education

- 2012 – 2014:
  Postgraduate Master of Arts in Architecture at Städelschule Architecture Class, in the Architecture and Aesthetics Practice specialization, class of Prof. Dr. Johan Bettum and Prof.Dr. Daniel Birnbaum), Frankfurt Am Main, Germany.
- 2006 – 2008:
  Master of Architecture (MArch), class of Prof. Vladimir Milenkovic, Faculty of Architecture, Belgrade, Serbia. Average grade 9.80.
- 2003 – 2006:
  Bachelor of Architecture, Faculty of Architecture, Belgrade, Serbia.

Awards and Scholarships

- AIV Master Thesis Prize 2014, for the best thesis project, Staedelschule Architecture Class.
- DAAD (German Academic Exchange), Scholarship for artists and architects, 2013 - 2014.

Professional practice experience

- 2014, October - present:
  owner at dmjn.net (software, exhibitions), Frankfurt am Main, Germany.
- 2014, October - present:
  design of various graphic material for the Staedelschule Architecture Class, Frankfurt am Main, Germany.
- 2014, July - October:
  freelancer at One To One, Frankfurt am Main, Germany.
- 2013, July - October:
  architectural intern at Henn Studio B, Berlin, Germany.
- 2012, January - October:
  architect at B5A, Belgrade, Serbia.
- 2012, March - from September 2010 :
  Assistant architect, design architect at ARDIFO, Belgrade, Serbia.
  Phases: conceptual design, design development.
- 2011 and 2010 :
  freelance work: art direction, graphic design and photography for the fashion brand Fish&Toad - identity, ads and photo campaign.
- 2009:
  Assistant architect, Apex Arhitektura, Trstenik, Serbia.
  Phases: design development.

Lectures, Conferences, Events

- 2017:
  Participant - "Platform Sandbox", at *ACADIA 17: Disciplines of Disruption Conference,* MIT, Cambridge.
  Lecturer - *"Software as an Apparatus",* Stockholm School of Economics, Sweden.

Discussant - *"Marcel Duchamp in VR", with Daniel Birnbaum, director of Modernamuseet,* Stockholm School of Economics, Sweden.

Panelist - *"Virtual Reality: Subject, Image, Space"*, NODE Festival, Frankfurt, Germany.

Lecturer - *"Fictions: A Speculative Account of Design Mediums",* DIA Anhalt, Dessau, Germany.

- 2016:
  Presenter - "Fictions", at *Between Papers and Pixels* Conference, TU Delft, Netherlands.

  Presenter - "Fictions", at *Drawing Futures* Conference, The Bartlett, London, UK.

  Presenter - "Games as a model for Architectural Pedagogy", at *In-Play* Conference, Porto, Portugal.

Exhibitions, Performances

- 2017:
  Author ("Platform Sandbox" software), Co-Curator - SAC First Year Group at *Städelschule Rundgang 2017*, Städelschule, Frankfurt am Main.

  Author ("The Third Glass" VR/AR Software), Co-Curator - SAC AAP at *Städelschule Rundgang 2017*, Städelschule, Frankfurt am Main.

- 2016:
  Co-Curator - SAC First Year Group at *Städelschule Rundgang 2016*, Städelschule, Frankfurt am Main.

  Co-Curator - SAC AAP at *Städelschule Rundgang 2016*, Städelschule, Frankfurt am Main.

- 2015:
  Exhibitor - *The Other Method v.2*, at Next Level Conference, Dortmunder U, Dortmund.

  Performer, Video Artist - *Lost*, at Warsaw Autumn Festival, Warsaw.

  Co-Curator - *Active Borders*, Braubachfive Gallery, Frankfurt am Main.

  Exhibitor - *The Other Method, at* Caution! Slippery Ground, Istanbul Modern, Istanbul, Turkey.

  Performer, Video Artist - *Limbo Lander*, at Odeon Theatre, Vienna.

  Performer, Video Artist - *Limbo Lander*, at Frankfurt Lab, Frankfurt am Main.

Publications

- Damjan Jovanovic, "Platform Sandbox: A Pedagogical Design Software", in *ACADIA 17: Disciplines of Disruption*, Project Book, ed. Joel Lamere and Cristina Parreno Alonso, ACADIA MIT, 2017.
- Damjan Jovanovic, "Fictions: A Speculative History of Software Mediums", in *Drawing Futures*, *Speculations in Contemporary Drawing for Art and Architecture*, ed. Laura Allen and Luke Caspar Pearson, Bartlett UCL Press, 2016.
- Damjan Jovanovic and Adil Bokhari, "Games as a Model for Architectural pedagogy", in *Architecture In-Play,* Conference Proceedings, ISCTE IUL, Porto, Portugal, 2016.
- Damjan Jovanovic, interviewed by Franziska Porsch, "Mind Your Tools", in Form Magazine, *Dossiers*, online edition, 10. November 2016.
- Damjan Jovanovic, "The Garden in the Machine", in SAC Journal, issue 3 : *The Garden State*, ed. Johan Bettum, Spurbuchverlag, 2016.
- Damjan Jovanovic, "Running on Random", in SAC Journal, issue 3 : *The Garden State,* ed. Johan Bettum, Spurbuchverlag, 2016.

- Damjan Jovanovic and Johan Bettum, "Myopic Numericity and the Aesthetics of Computation", Essay, in *Interlocking Digital and Material Cultures* (ed. S.Pfeiffer), AADR/Spurbuch Verlag, Baunach, 2015.
- SAC Journal, issue 2 : *Mediated Architecture,* Spurbuchverlag, 2015, co-editor, with Johan Bettum.
- Damjan Jovanovic, "A Star in a Bottle" , in *CLOG Magazine, Sci-Fi issue*, New York, 2013.
- Damjan Jovanovic and Peyman Esmaeelpour, "Weisenhoff Estate", in *Sharestan Magazine*, issue Housing, Tehran, 2013.
- Damjan Jovanovic and Peyman Esmaeelpour, "An interview with Beatriz Colomina", in *Sharestan Magazine*, issue Housing, Tehran, 2013.

Software skills

Unity 3d with c# programming language, Unreal Engine, Processing, ZBrush, Quixel Suite + Megascans, Rhino + Grasshopper, Autodesk Maya, Autodesk Remake, Cinema 4d, Adobe Photoshop, Illustrator, InDesign, After Effects, Dreamweaver, Apple and Microsoft OS environments.