

VICTOR TIMOFEEV

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Born 1984 in Riga, Latvia. Living in Brooklyn, NY.

EDUCATION	2017	M.F.A., Piet Zwart Institute, Rotterdam, The Netherlands
	2008	B.F.A., Hunter College, Macaulay Honors College at CUNY, New York, NY

EXPERIENCE	2025-current	<u><i>Adjunct Professor / Rhode Island School of Design, Providence, RI</i></u> <ul style="list-style-type: none">• Teaching an experimental computer game course in the CTC department focusing on the Unity Game engine and the ways in which games can be used to create interactive personal narratives.• Teaching EFS Foundation level drawing course focusing on observational drawing, mechanical drawing techniques, as well as drawing from the figure and the imagination.
	2023-2024	<u><i>Adjunct Professor / Entertainment Technology, City Tech, New York</i></u> <ul style="list-style-type: none">• Taught a senior-level game design course that is focused on helping students work together on a single, collaborative semester long project.• The class was broken up into to teams, each of which are have specific duties (Art, Programming, Environment) loosely based on a mock game development company.
	2023	<u><i>Adjunct Professor / Game Design, Stevens University, Hoboken, New Jersey</i></u> <ul style="list-style-type: none">• Taught Game Design levels II and III at intermediate and advanced levels in Unity 3D.• The course builds on 2D fundamentals covered in Game Design I and helps students plan, build and distribute their own 3D games, including writing pitch-decks and development logs.
	2022-present	<u><i>Adjunct Professor / New Media Practices, Baruch College, New York</i></u> <ul style="list-style-type: none">• Taught <i>Art Games and Virtual Worlds</i>, a hands-on course that focuses on art-minded computer games and is half theoretical and half technical, splitting the students' time between reading about, playing with and making games.• The course emphasizes the expression of personal identity, formal play and art historical context, building an academically rigorous environment that fosters inclusivity and experimentation.• The course is focused on the Unity 3D game engine and has no prior experience required. I use a system of pre-written modular scripts that allow students to use the program without having to write code, while leaving room for those who are interested in programming to explore further.
	2020-2021	<u><i>Visiting Professor, Academy of Arts, Architecture and Design, Prague, Czech Republic</i></u> <ul style="list-style-type: none">• Led a Contemporary Studio Art course split between theory and practice that pushed graduate and undergraduate students working across painting, digital media, performance and sculpture to experiment with new mediums, approaches and collaborations.• Held monthly one-on-one tutorials with students, followed up with written constructive feedback and repositories of relevant references and materials.
	2021	<u><i>Visual Arts Coordinator, The Point, Bronx, NY</i></u> <ul style="list-style-type: none">• Developed an arts education program hosted during the summer of 2021 for students aged thirteen to sixteen that combined community engagement and development of creative skills using various generative drawing exercises, collage-making, painting and sculpture including clay and paper mache.• Together with the students, installed an exhibition of student work made during the program at the Point and organized an opening reception.

SKILLS	<i>Software:</i> Proficient in the Adobe Create Suite, Cinema 4D, Unity game engine, HTML, CSS, C#, Javascript, Python programming languages; experienced with Max MSP, Blender, Ableton, React, node.js, and Ruby on Rails.
	<i>Materials:</i> Knowledgeable in drawing & painting techniques: oil, acrylic, enamel, ink washes and mediums.

Languages: Fluent in English, Russian, and Latvian; conversational in Italian and German.

References furnished upon request.

**SELECTED SOLO
EXHIBITIONS**

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| 2025 | <i>Other Passengers</i> , Latvian National Museum of Art, Riga, Latvia |
| 2024 | <i>Pedagogical Games 1: Agents and Boundaries</i> , 427, Riga, Latvia
<i>A Window Without A Building</i> , la niece, Nice |
| 2023 | <i>Paris Internationale</i> with Kim? Contemporary Art Center |
| 2021 | <i>DOG</i> , Interstate Projects, New York, NY |
| 2020 | <i>God Objects</i> , Karlin Studios / Futura, Prague
<i>Game</i> , MX Gallery, New York, NY |
| 2018 | <i>God Room</i> , Alyssa Davis Gallery, New York, NY |
| 2017 | <i>Stairway To Melon</i> , Kim? Contemporary Art Centre, Riga, Latvia |
| 2016 | <i>Sazarus I</i> , Cordova, Vienna, Austria |
| 2014 | <i>Proxayah v1</i> , Kim? Contemporary Art Centre, Riga, Latvia |
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**SELECTED TWO
PERSON / GROUP
EXHIBITIONS**

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| 2025 | 1st Klaipeda Biennial, Klaipeda, Lithuania (curated by Valentinas Klimašauskas)
19th Tallinn Print Triennial, Tallinn (curated by Marika Agu)
<i>Patience (Game)</i> , Malmö Konstmuseum, Sweden
<i>Breaking The Joints</i> , Sapieha Palace, Vilnius, Lithuania
<i>Intercession CSS Bard</i> (curated by Audrey Min), Hessel Museum of Art, NY |
| 2024 | <i>New Address: Eden</i> , Kim? Contemporary Art Centre, Riga |
| 2023 | Tallinn Photomonth, Tallinn Art Hall, Tallinn (curated by Ilari Laamanen)
<i>Shallow Springs</i> , Kohta Kunsthalle, Helsinki
<i>Crucible</i> , Spencer Brownstone Gallery, New York |
| 2022 | <i>Telephone Conversations</i> , Newtontn.io, New York (with Jaakko Pallasvuo) |
| 2021 | <i>Post Digital Intimacy</i> , National Gallery Prague, Prague
<i>Metabolic Rift at Berlin Atonal</i> , Berlin Kraftwerk, Berlin
<i>14th Baltic Triennial</i> , Contemporary Art Center, Vilnius
<i>Spatial Affairs</i> , Ludwig Museum, Budapest |
| 2020 | <i>Riga Notebook: Following the Lines of Wacław Szpakowski</i> , Museum Stzuki, Lodz
<i>DO NOT LINK</i> , Upstream Gallery, Amsterdam (curated by Dirk Paesmans) |
| 2019 | <i>Portable Landscapes</i> , James Gallery, CUNY Graduate Center, New York, NY
<i>Cosmic Existence</i> , Den Frie Center for Contemporary Art, Copenhagen, Denmark
<i>Unexpected Encounters</i> , Latvian National Museum of Art, Riga, Latvia
<i>Rite Of Access</i> , Strom Den Haag, The Hague, The Netherlands (organized by left.gallery)
<i>Digital Gothic</i> , Centre D'art Contemporain - Synagogue de Delme, Delme, France
<i>Modern Nature</i> , Drawing Room, London, UK |
| 2018 | <i>Orient: The New East</i> , Bunkier Sztuki, Krakow, Poland
<i>Somewhere in Between</i> , Bozar, Brussels, Belgium
<i>A Barbarian In Paris</i> , Fondation Ricard, Paris, France
<i>Portable Landscapes</i> , Latvian National Museum of Art, Riga, Latvia |
| 2017 | <i>White Walkers</i> , 427 Gallery, Riga, Latvia |
| 2016 | <i>Roy Da Prince</i> , Futura, Prague, Czech Republic
<i>Longshore Drift</i> , Sorbus Gallery, Helsinki, Finland |
| 2013 | <i>Palazzo Peckham</i> (with Simon Werner and Cindy Cheung), 55th Venice Biennale, Italy |
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**RESIDENCIES,
AWARDS, AND
GRANTS**

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| 2018 | Research and Development Grant, CBK Rotterdam, The Netherlands |
| 2015 | Artist Residency, Rupert, Vilnius, Lithuania |
| 2014 | Artist Residency, Jupiter Woods, London, UK |
| 2013 | Artist Residency, Mahler & Lewitt Studios, Spoleto, Italy
Artist Grant, Pollock-Krasner Foundation, New York, NY |
| 2012 | Adolf Loos Prize, Van Den Valentyn Foundation, Cologne, Germany |
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**SELECTED
BIBLIOGRAPHY AND
PUBLICATIONS**

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| 2025 | Langley, Patrick. Viktor Timofeev's Other Passengers. e-flux Criticism |
| | Ericka Beckman & Viktor Timofeev. e-flux Film Notes |
| 2022 | Rhizome.org <i>Artist Profile</i> , May. Web |
| 2021 | <i>Vitamin D3: New Perspectives In Drawing</i> , Phaidon, 2021. Print. |
| 2019 | Jones, Alex A. <i>God Room Review</i> , The Brooklyn Rail. February, 2019. Print. |
| 2018 | Černiauskaite, Neringa. <i>Stairway to Melon Review</i> , Artforum, February, 2018. Print.
Ludovico, Alessandro. <i>Physical Capacity Interview</i> , Neural Magazine. Winter, 2018. Print. |
| 2017 | Emery, Tom. <i>Sazarus IV Review</i> , Art Monthly UK. April, 2017. Print.
<i>Zolitude Review</i> Wire Magazine, Issue 396, February 2017. Print. |
| 2015 | Fite-Wassilak, Chris. <i>Proxayah v2 Review</i> , Art Papers, May/June, 2015. Print. |
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**ARTIST
LECTURES /
WORKSHOPS**

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| 2021 | <i>Art Practice Masters</i> , invited by Haseeb Ahmed, School of Visual Arts, NY
<i>Interdisciplinary Art Practice</i> , class of Tyler Coburn, MFA CCNY, New York NY
<i>Experimental Picture Making</i> , class of John von Bergen, Bard, Berlin |
| 2019 | <i>Portable Landscapes & Refugee Modernism</i> , James Gallery, Graduate Center, NY |
| 2017 | <i>Visual Communication Department</i> , Art Academy of Latvia, Riga, Latvia |