

# VICTOR TIMOFEEV

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Living and working in Brooklyn, NY.

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## 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

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## TEACHING PROFILE

My teaching bridges fine arts and new media, mirroring my own artistic practice, moving between drawing, painting, sculpture, and experimental game design. I design inclusive, interdisciplinary courses that balance theory and skill building with hands-on production, encouraging students of diverse backgrounds to express personal narratives and develop critical, creative agency. My trajectory, from community-based programs to foundation drawing and basics of game design, reflects a commitment to fostering collaboration, experimentation, and student growth.

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## EXPERIENCE

2025-current	<b><i>Adjunct Professor, Rhode Island School of Design – Providence, RI</i></b> <ul style="list-style-type: none"><li>• Design and teach an experimental computer game course in the Computation, Technology and Culture concentration, introducing the Unity game engine as a tool for building interactive personal narratives and critically engaged virtual worlds.</li><li>• Teach Foundation drawing, guiding students through observational, technical, and imaginative approaches while building visual literacy and confidence in foundational skills.</li></ul>
2024	<b><i>Teacher, School for Poetic Computation – New York, NY</i></b> <ul style="list-style-type: none"><li>• Developed and taught <i>Agential Worldbuilding</i>, an original course linking experimental gamemaking with critical theories of agency, mental health, identity, and self-expression.</li></ul>
2023-2024	<b><i>Adjunct Professor, City Tech (CUNY) – New York, NY</i></b> <ul style="list-style-type: none"><li>• Led a senior-level capstone course in collaborative game design, mentoring students in the production of a semester-long group project.</li><li>• Guided students through professional development practices including project management, teamwork, and public presentation.</li></ul>
2023	<b><i>Adjunct Professor, Stevens Institute of Technology – Hoboken, NJ</i></b> <ul style="list-style-type: none"><li>• Taught intermediate and advanced game design (Levels II &amp; III) using the Unity game engine.</li><li>• Supported students in planning, producing, and distributing original games, incorporating design documentation, pitch decks, and development logs.</li></ul>
2022-present	<b><i>Adjunct Professor, Baruch College (CUNY) – New York, NY</i></b> <ul style="list-style-type: none"><li>• Created and teach Art Games and Virtual Worlds, a hybrid theory–practice course exploring the intersections of art, identity, and game design.</li><li>• Balance critical readings and discussions with hands-on production, cultivating inclusivity, experimentation, and personal expression.</li><li>• Developed a modular Unity curriculum that empowers beginners to create robust projects while providing advanced students with opportunities to deepen technical exploration.</li></ul>
2020-2021	<b><i>Visiting Professor, Academy of Arts, Architecture and Design – Prague, Czech Republic</i></b> <ul style="list-style-type: none"><li>• Taught Contemporary Studio Art at graduate and undergraduate levels, mentoring students across painting, digital media, performance, and sculpture.</li><li>• Designed projects that encouraged cross-disciplinary experimentation, collaboration, and critical reflection.</li><li>• Conducted monthly one-on-one tutorials, followed up with detailed written feedback and curated references to support individual artistic growth.</li></ul>
2021	<b><i>Visual Arts Coordinator, The Point – Bronx, NY</i></b> <ul style="list-style-type: none"><li>• Designed and coordinated a community arts education program for teens (ages 13–16), combining generative drawing, collage, sculpture, and painting.</li><li>• Facilitated collaborative art-making while fostering student confidence, culminating in a public exhibition and opening reception at The Point.</li></ul>

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## SKILLS

*Technical:* Unity game engine; Adobe Creative Suite; Cinema 4D; Blender; Programming in C#, Python, JavaScript, HTML/CSS; Max MSP; Ableton; React; node.js; Ruby on Rails.

*Studio:* Knowledgeable in drawing & painting techniques: oil, acrylic, enamel, ink washes and mediums.

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

SOLO EXHIBITIONS	2025	<i>Other Passengers</i> , Latvian National Museum of Art, Riga, Latvia
		Stairway To Melon, e-flux Screening Room, New York
	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
SELECTED TWO PERSON / GROUP EXHIBITIONS	2017	<i>Stairway To Melon</i> , Kim? Contemporary Art Centre, Riga, Latvia
	2016	<i>Sazarus I</i> , Cordova, Vienna, Austria
	2014	<i>Proxyah v1</i> , Kim? Contemporary Art Centre, Riga, Latvia
	2025	1st Klaipeda Biennial, Klaipeda, Lithuania (curated by Valentinas Klimašauskas)
		19th Tallinn Print Triennial, Tallinn (curated by Marika Agu)
		Patience (Game), Malmö Konstmuseum, Sweden
		Breaking The Joints, Sapieha Palace, Vilnius, Lithuania
		Intercession CSS Bard (curated by Audrey Min), Hessel Museum of Art, NY
	2024	New Address: Eden, Kim? Contemporary Art Centre, Riga
RESIDENCIES, AWARDS, AND GRANTS	2023	Tallinn Photomonth, Tallinn Art Hall, Tallinn (curated by Ilari Laamanen)
		Shallow Springs, Kohta Kunsthalle, Helsinki
		Crucible, Spencer Brownstone Gallery, New York
	2022	<i>Telephone Conversations</i> , Newtunn.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
SELECTED PUBLICATIONS AND REVIEWS		<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
INVITED LECTURES AND WORKSHOPS		<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
	2018	Research and Development Grant, CBK Rotterdam, The Netherlands
	2015	Artist Residency, Rupert, Vilnius, Lithuania
	2014	Artist Residency, Jupiter Woods, London, UK
SELECTED PUBLICATIONS AND REVIEWS	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
	2025	Langley, Patrick. <i>Viktor Timofeev's Other Passengers</i> . e-flux Criticism
		<i>Ericka Beckman &amp; Viktor Timofeev</i> . 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.
INVITED LECTURES AND WORKSHOPS		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>Proxyah v2 Review</i> , Art Papers, May/June, 2015. Print.
	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 &amp; Refugee Modernism</i> , James Gallery, Graduate Center, NY
	2017	<i>Visual Communication Department</i> , Art Academy of Latvia, Riga, Latvia