

Brian Oakes

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Brian Oakes (they/them) is an interdisciplinary sculptor based in Brooklyn. Their spatial investigations manifest through means of technocraft such as open source agendas, DIY materiality, and the inherent strangeness of being “online.” A meditation on humans’ relationship with the device, Oakes’ sculptures combine form and function to allow their own subconscious to come to life. In a world increasingly more invested in software, their works are a refreshing reminder of the soil which allows all realities to grow, sustained by a community dedicated to the education and development of the technocraft.

Education

Rhode Island School of Design (RISD) — Providence, RI

Bachelor of Fine Arts in Sculpture, Concentration in Computation, Technology, and Culture (2018)

Teaching & Academic Experience

Part Time Faculty:

- *Intro to Physical Computing*, RISD, Art and Computation (2026)
- *Materializing Code*, RISD, Art and Computation (2026)

Guest Lecturer / Workshop Leader

- *Public Lecture & “Ambient Interface” Class Visit* — CTC Department, RISD (2024)
- *Circuit Art Workshop* — Pioneer Works, Brooklyn, NY (2021)
 - Led a two-part circuit building and electronics workshop for artists.
- *Device Art* — The New School, NY (2021)
- *Main Studio Class Visit & Presentation* — Sculpture Department, RISD (2021)
- *Power Ground Water* — NYU (2021, in-person and virtual presentations)

Visiting Art Teacher

- *Pono School* — Harlem, NY (2019–2020)
Taught sculpture and mechanical fundamentals to children ages 4–8.

Instructor / Lab Monitor

- *Co-Works Lab* — Providence, RI (2017–2018)
Taught physical computing and digital fabrication to graduate and undergraduate students.
- *Experimental & Foundation Studies*, RISD — Providence, RI (2015–2018)
Taught 3D printing, 3D scanning, laser cutting, CNC milling, and woodworking.

Teaching Assistant — RISD (2014–2018)

- *Intro to Computation* (Chris Novello)
 - *Pre-College Sculpture & Drawing* (Lu Heinz)
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Professional Experience: Studio & Fabrication

Lead Fabricator & Installer — Jason Krugman Studio, Brooklyn, NY (2022–Present)

Costume Fabrication For “The Nutcracker” — Brooklyn Ballet, Brooklyn, NY (2022–2025)

Lead Fabricator & Studio Assistant — Naama Tsabar Studio, Brooklyn, NY (2019–2022)

Fabricator & Studio Assistant — Tom Sachs Studio, Manhattan, NY (2018–2019)

Studio Assistant Roles — Petah Coyne, Evan Robarts, Jean Blackburn, Chris Novello, Douglas Borkman (2016–2017)

Selected Exhibitions

Solo Exhibitions

- *Lumen Spectra* — Visit Gallery, Newburgh, NY (2025)
- *Seed* — Blade Study, New York, NY (2024)
- *Sound Booth* — George Segal Gallery, Montclair State University, NJ (2023)
- *Nocturne No. 2* — Feiertag Gallery, Kassel, Germany (2022)
- *Nocturne No. 1* — Merry Gates, Brooklyn, NY (2021)

Selected Group Exhibitions

- *Gothic Materialism* — Flatline gallery, Chicago, IL (2026)
- *Objects USA* — R & Company, New York, NY (2024)
- *Homecoming* — Public Works Administration, Brooklyn, NY (2023)
- *Better Together: Living Room* — Spazio Fonte, Milan, Italy (2023)
- *America Runs* — Dunkunsthalle, New York, NY (2023)
- *C h a n n e l s* — The Shed, New York, NY (2022)
- *Group Exhibition III* — Fall River Museum of Contemporary Art, Fall River, MA (2021)
- *Ars Electronica .ART Pavilions* — Linz, Austria (2020)
- *Bohemian Centipede* — Scooters for Peace, Shibuya, Tokyo (2019)

Residencies & Awards

Residency

- Pioneer Works Technology Residency — Brooklyn, NY (2020)

Awards

- NYSCA/NYFA Artist Fellowship (2026)
 - RISD Material Fund Grant — Thesis support (2018)
 - RISD Parents Council Fine Arts Grant — Studio collaboration, NYC (2017)
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Selected Press & Publications

- *Spike Magazine* — “Portrait of Brian Oakes” (2026, print)
 - *Cultured Magazine* — “What’s the Line Between Artist and Mad Scientist?” (2025, print)
 - *New York Times* — “What to See in N.Y.C. Galleries in September” (2024, print & digital)
 - *Artforum* — “Critics’ Picks, New York: Brian Oakes” (2024)
 - *Wallpaper* — “50 of America’s Top Creatives, Photographed by Inez & Vinoodh” (2024)
 - *Spike Magazine* — “What’s after Post-Internet Art?” (2024, Digital)
 - *RISD News* — “Interdisciplinary Sculptor and RISD Alum Brian Oakes Sees Tech as Vital Artistic Medium” (2024)
 - Additional features in *Elephant Magazine*, *Whitehot Magazine*, *Joia Magazine*, *Coeval Magazine*, *Artnet*, and others (2021–2024).
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Technical Skills

Fabrication: Physical Computation, PCB Design, Microcontrollers, Sensors, Digital fabrication (3D printing, laser cutting, CNC), Soldering, Woodworking, Metalworking.

Software: Rhino, Arduino, HTML, CSS, JavaScript, Adobe Illustrator, Adobe Photoshop.