SA GAr

P.O.R.T.F.O.L.I.O

2015 —————— 2024

CONTEXT

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AN ARTIST
INSPIRED BY
THE INTERSECTION OF

ART

&

TECHNOLOGY

I am a multidisciplinary artist and designer specializing in inter-active and generative art that merges technology with creative expression.

My work explores themes of identity, emotion, and perception through immersive installations and data-driven visual experiences.

Leveraging tools like Python, TouchDesigner, and p5.js, I aim to transform complex ideas into engaging, thought-provoking art that bridges the realms of design, technology, and human connection.

CV

EDUCATION

2019-2022 **Master of Fine Arts in Painting** GPA: 3.9/4

Tehran University, Tehran, Iran

Thesis Title: 'Capabilities of Technology and AI-Based Artworks in Public Spaces: Categorizing Interactive and Data-Driven Artworks in Urban Arts,' supervised by M. Asadi, University of Tehran, Tehran, Iran."

2015-2019 **Bachelor of Fine Arts in Painting** GPA: 3.9/4

Shahid Bahonar University, Kerman, Iran

Thesis Tilte: 'Harmony in Contrast: The Dynamic Interplay of Reason and Emotion in Shaping Romanticism and Realism Painting Styles,' supervised by A. Mehdizadeh, Shahid Bahonar University, Kerman, Iran.".

RESEARCH INTERESTS

• New Media Art • Interactive Art • Digital Art • Coding Art • AI Art • Public Art

HONORS

2022 • Ranked **1st** among **12 master's degree students** at the University of Tehran.

2019 • Ranked **34th** in the **Nationwide Master's Entrance Exam** among **5,500 participants**.

2019 • Ranked **1st** among **25 undergraduate students** at the Shahid Bahonar University.

ACTIVITIES

2019 • Cooperated with the **Kerman Contemporary Art Museum** to organize the '**Watching Spring**' exhibition, showcasing works by a collection of **Iranian artists**.

2019 • Cooperated with the **Kerman Contemporary Art Museum** to organize the '**Kornesh Be Hafez**' exhibition by **Günther Uecker**.

2018-2019 • Member of the **'Beta Kerman'** Conceptual Art Group.

2018 • Cooperated with the **Kerman Contemporary Art Museum** to organize the '**Roots and Stones**' exhibition by **Tony Cragg**.

2018 • Collaborated in **'Karan'** Magazine, Issue No. 1, Spring 2018.

2018 • Collaborated in **'Saracheh'** Magazine, Issue No. 4, Spring 2018.

2017-2019 • Main Member of the **Scientific Association of the Painting Department** at the Undergraduate Level.

RESEARCH

2023 • Under Review
Hasanzadeh, S., Asadi, M., **'AI Art in Public Spaces:** Categorizing Interactive and Data-Driven Artworks**,' Leonardo Journal**.

2023 • Manuscript in Preparation
Hasanzadeh, S. **'Artistic Intelligence in Smart Cities:** Enhancing Urban Space and Social Lives of Citizens and Their Desires.'

2019 • Academic Research
Hasanzadeh, S., & Kafshchian Moghadam, A. **'Studying Modern Methods and Unconventional Materials in Contemporary Urban Art.**

SELECTED ACADEMIC PROJECTS

2021   • **Conceptual Art**
Designed Four Interactive Artworks Based on the Concept of **Presence.**

2020   • **Installation Art**
Designed an Interactive **Pin Art** for **Shahr Park, Tehran**, Using **Rhino** and **Lumion**.

2020   • **Mural Art**
Designed Various **Anamorphic Murals** Using **Rhino**.

2019   • **Coding Art**
Developed an **AR Face Mask Application** to Present in a New Art Lesson.

2017   • **Installation Art**
Designed an Installation for the Public Space of the **Technical and Engineering Faculty, Kerman University**, Themed **'Oedipus and Sphinx,'** Utilizing Mechanical Tools, Using ZBrush.

2016   • **Conceptual Art**
Designed a Conceptual Artwork Focused on the **Environment** and the **Importance of Endangered Animals**.

ART EXHIBITIONS

2021   • Exhibition of Conceptual Art, **Instagram virtual exhibition** (Due to the Coronavirus).

2020   • **Deja-vu**, **Nazargah Gallery**, Tehran, Iran.

2018   • **Kollompeh, Tehran Museum of Contemporary Arts**, Tehran, Iran.

2018   • **Continuity, Yadgaran Gallery**, Kerman, Iran.

SELECTED ACADEMIC COURSES

Year	Course	Grade
2022	• Master Thesis	Excellent
2021	• Advanced Painting Studio 3	20/20
2021	• Critique and Analysis of Paintings Artworks	19.25/20
2020	• Advanced Painting Studio 2	18.5/20
2020	• Mural studio	20/20
2020	• Contemporary Painting	18.5/20
2019	• Advanced Painting Studio 1	18.5/20
2019	• New Media Art	18.25/20

WORK EXPERIENCE

2022   • **MilanPetGroup Magazine, No. 2, Summer 2022:**
Principal Graphic Designer of the magazine
Graphic Designer

2018-2024   • **Dr. Iraj Hassanzadeh Pharmacy:**
Pharmacy Graphic Content Production Manager
Graphic Designer

Python Coding

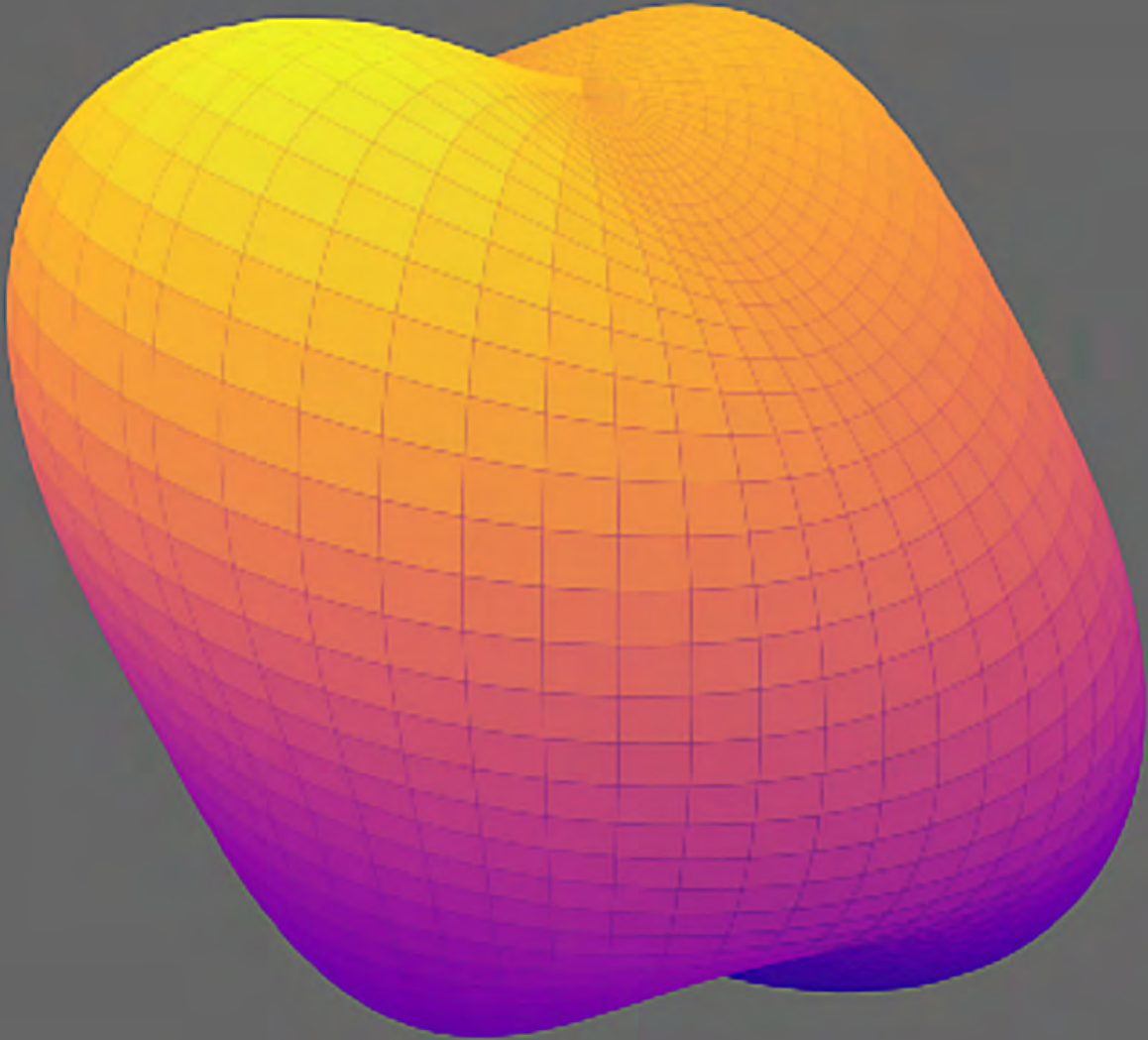**ColorPicker**, 2024, Coding Art, Python ▶

ColorPicker
Painting the World with Dominant Hues

ColorPicker employs computer vision techniques to analyze and extract the three most dominant colors from the surrounding environment. Using K-means clustering, it translates these colors into a dynamic and evolving visual display that reacts seamlessly to environmental changes.

EmotionSphere

A Living Sphere of Emotions in Motion

EmotionSphere, 2024, Coding Art, Python

EmotionSphere is an interactive artwork that uses a dynamic, digital sphere to visualize human emotions. The sphere reacts in real-time, transforming its colors, textures, and fluid motion to reflect emotional states such as joy, anger, and sadness.

EmotionSphere uses the metaphor of a sphere to represent the wholeness and universality of human emotions. Its dynamic changes symbolize the fluid nature of feelings, constantly evolving and influencing one another.

In a real-world context, EmotionSphere could serve as a public art installation in urban spaces, inviting audiences to engage and contribute their emotional inputs.The sphere could act as a collective mood tracker, displaying the dominant emotional state of a community at any given time. EmotionSphere creates a shared space where technology, art, and human experience intersect, making the invisible visible and the intangible tangible.
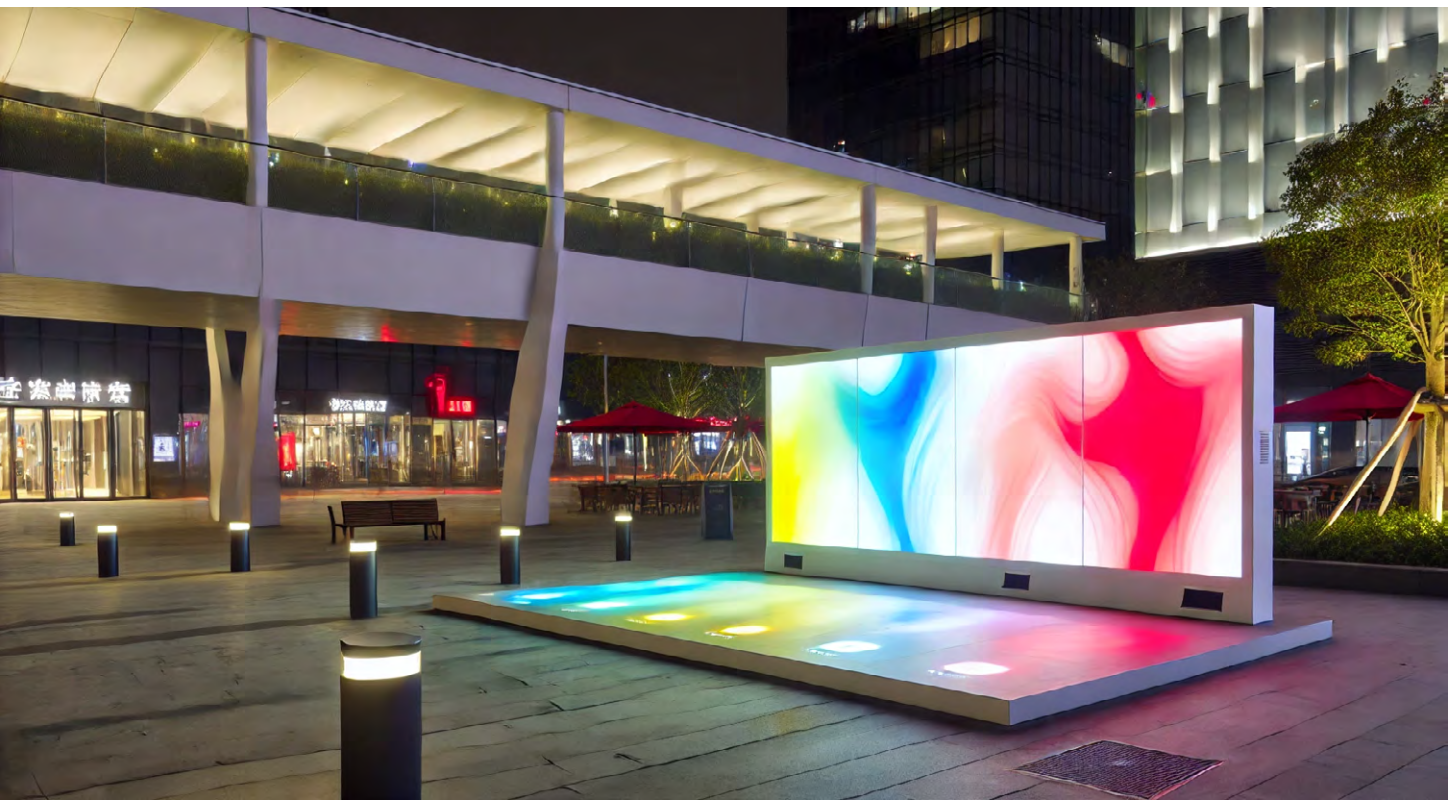
EmoVisual
Transforming Emotions into Living Colors

EmoVisual is an interactive installation that captures and visualizes emotions through dynamic, fluid visuals. Using real-time data, the artwork translates emotional states into vibrant color gradients and motion patterns, offering a continuously evolving display that engages the senses. Each emotion—whether joy, anger, or sadness—takes on a unique visual identity, transforming the intangible into an immersive artistic experience.

In practical use, EmoVisual could function as a centerpiece in public spaces, dynamically visualizing collective moods and fostering emotional awareness.
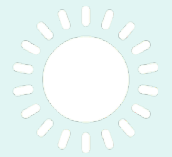
EmoVisual, 2024, Coding Art, Python ▶
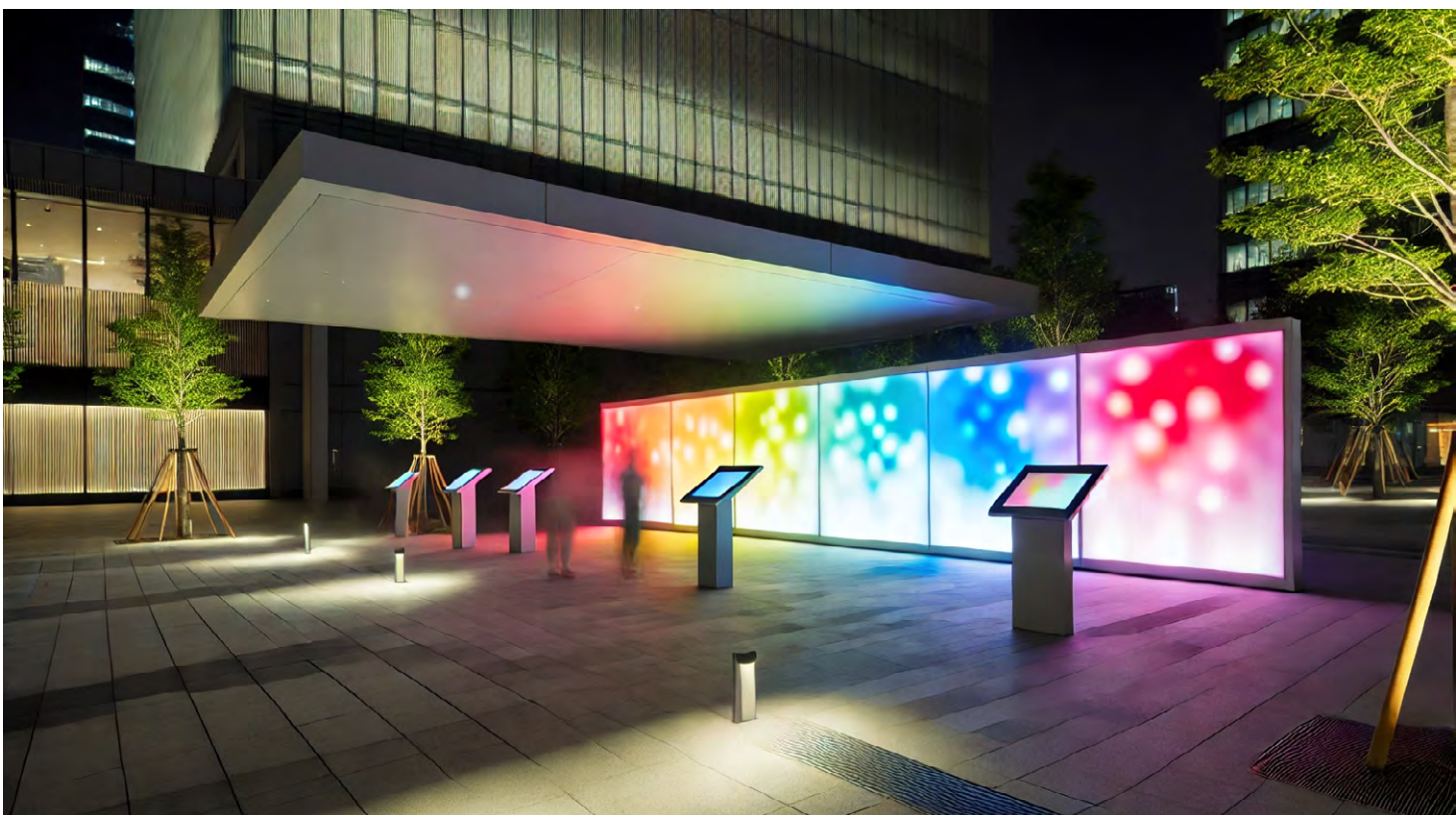
WeatherFractal
Where Nature's Patterns Meet Artistic Geometry

WeatherFractal transforms live weather data into intricate Julia Set fractals, creating a mesmerizing interplay of science and art. Variables like temperature, humidity, wind speed, and cloud cover shape the fractals, resulting in vibrant, evolving visuals that reflect the dynamic beauty of nature. Displayed as immersive projections or interactive panels, the installation offers a unique perspective on the natural world through mathematical elegance.

WeatherFractal reimagines weather data as an artistic experience, blending environmental science with creative expression. The fractals evolve in real-time, mirroring the ever-changing conditions of specific locations, offering both a scientific narrative and an artistic interpretation.

In practical applications, WeatherFractal could be showcased in public spaces such as airports, parks, or city centers, turning weather updates into engaging, visual storytelling. Additionally, it could be utilized in educational and cultural institutions to highlight the intersection of mathematics, weather, and art, inspiring viewers to see the patterns of nature through a new lens.


WeatherFractal, 2024, Coding Art, Python

The Tunnel
Revealing Identity
Through The Tunnel

The Tunnel is an installation art piece created with Rhino modeling software, utilizing anamorphic techniques to craft an immersive experience. Suspended fragments form a tunnel-like structure, revealing the hidden face of the artist when viewed from a specific angle. This interplay between fragmented elements and cohesive imagery invites viewers to explore themes of perception and identity.

The Tunnel delves into the idea of fragmented identity, symbolizing how understanding emerges through exploration and perspective. As viewers move through the installation, they experience the transformation of disjointed pieces into a unified whole, provoking reflection on how fragmented parts contribute to holistic understanding.
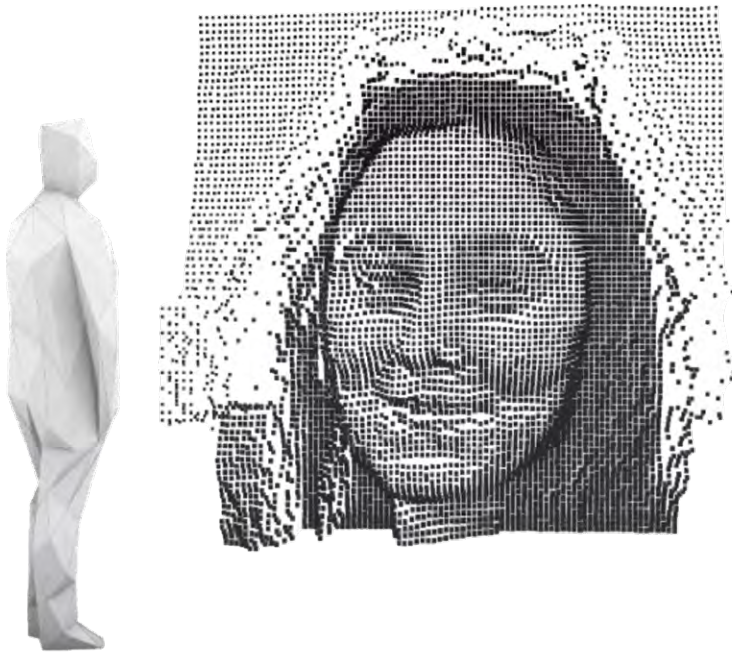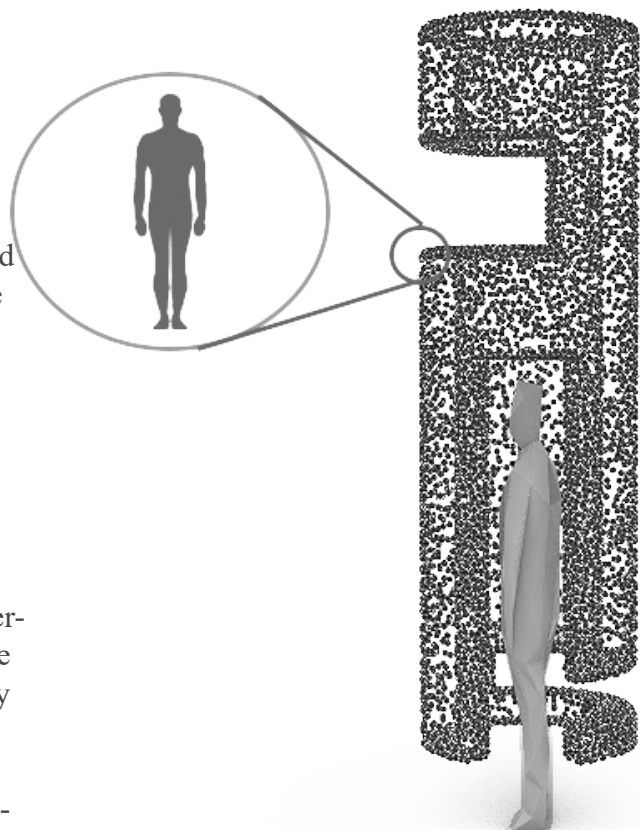
**The Tunnel**, 2021, Modeled with Rhino ▶

Rhino

Plight
Confronting Obstacles
Embracing Freedom

Plight is an immersive installation art piece created using Rhino modeling software, building upon the concepts explored in The Tunnel. This cylindrical structure, filled with suspended fragments, evokes the sensation of being trapped in a narrow, confining space. As viewers move through the installation, they experience a metaphor for life›s challenges and obstacles, symbolizing the struggle for personal freedom and resolution.

Plight explores the journey of confronting and overcoming adversity by addressing small, manageable challenges. The installation reflects the complexity of navigating life›s struggles, with each fragmented piece symbolizing a step toward resolution. As viewers move through the confined space, they engage with the metaphor of resilience and liberation.

plight, 2021, Modeled with Rhino ▶
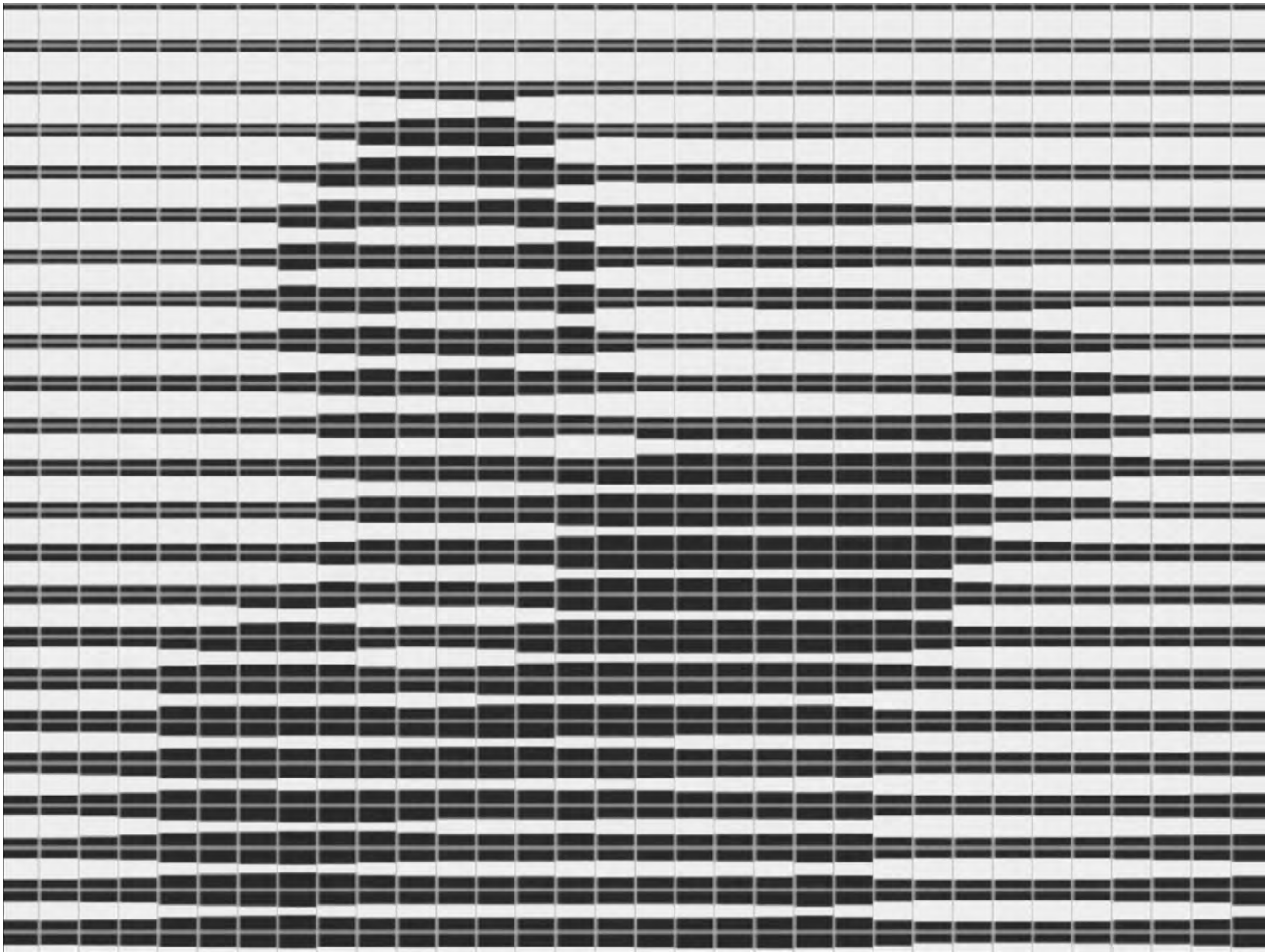
p5.js

Mirror, 2021, p5.js ▶️

Mirror
Reflections in Pixels

Mirror is an interactive digital artwork created with p5.js in 2021. Unlike traditional reflective surfaces, this piece offers viewers a pixelated and abstract depiction of themselves. By stripping away intricate detail, the artwork challenges the notion that self-awareness and identity require complexity. Instead, it invites contemplation on how simplicity can convey the essence of one's perception.

Mirror explores the relationship between identity and representation, encouraging viewers to reflect on how they see themselves and how others perceive them. The artwork underscores the idea that minimalism can be powerful, prompting questions about the layers of identity and what truly defines self-awareness.

This project is part of a broader exploration of interactive digital art using p5.js. For more works blending creativity and code, check out additional projects featured on the YouTube channel.

TouchDesigner

StableDiffusion, 2023, TouchDesigner ▶

StableDiffusion
Exploring Generative Art and Text-Driven Visuals

This project uses TouchDesigner and Stable Diffusion APIs to generate images from text input, demonstrating the power of text-driven generative art. By combining AI with TouchDesigner's capabilities, the piece explores the dynamic interplay between language and visuals.

Discover more TouchDesigner projects and tutorials on the dedicated playlist available on my YouTube channel.