



MARKUS LERNER

CURRICULUM VITAE



Academic title Diplom-Designer, Berlin University of the Arts

Info After studying Visual Communication at Berlin University of the Arts and the London College of Communication Markus Lerner graduated in the Digital Media Class of Prof. Joachim Sauter. His work has been honoured with the IF Award, the Red Dot and an Honorary Mention at the Prix Ars Electronica. He works as an Interaction Designer and Software Developer based in Berlin.

He focuses on the concept and development of interactive installations, screen based applications and physical computing, the design and building of interactive physical objects by using software (artificial intelligence) and hardware, that can sense and respond to the analog world. Generativity is a fundamental part of many of his projects. This can result in any kind of design generated with the aid of a computer, whether interactive or static.

Aspects of time, perception and mental imagination have always been very fascinating to him and are thus reflected in many of his works. Due to his love for nature, design, art and physics he attaches great value to both aesthetics and technology.

WORK

2001–2012 Interaction design and programming for various clients (selection):
ART+COM AG, Berlin
Floor5, Berlin
Mutabor, Hamburg
studio bec, London/Berlin
Töchter+Söhne, Berlin
WHITEvoid, Berlin

2003 35 mm & 16 mm camera assistance
Arena I.D. (Director: Fillipos Petridis)
Samantha (Director: Lukas Axiopoulos)

2001 Graphic design
Internship at Miro Pistek Design, Bayreuth

AWARDS

2011 IF Award Communication Design, Solar Module Designer
IF Award Communication Design, Interactive Research Table
Red Dot Award, Solar Module Designer

2009 IMA Interactive Media Award,
Outstanding Achievement, 3D Image Search

2006 Europrix Top Talent Award, Overall Winner, Outerspace
Prix Ars Electronica 2006, Honorary Mention Interactive Art, Outerspace
CYNETart_06humane, TMA, Honorary Mention, Outerspace

2005 :output 08, Outerspace

EXHIBITIONS

- 2011 **I/O/I. The senses of machines**, Disseny Hub, Barcelona, Spain
22 June 2011 – 31 August 2012, Polygon Playground
Erik Spiekermann – The Face of Type, Bauhaus Archive, Berlin
23 March – 6 June 2011, Interactive Research Table
- 2010 **Berlin University of the Arts Annual Show 2010** | 16-18 July 2010,
Interactive Research Table »What was German Graphic Design?«
- 2009 **FREEZE! Art Show**, National Taiwan Museum of Fine Arts, Taichung,
Taiwan | 25 July – 27 September 2009, Polygon Playground
STRP Festival, Eindhoven, NL | April 2009, Polygon Playground
- 2008 **Smukfest**, Skanderborg, Denmark | August 2008, Polygon Playground
- 2007 **WIRED Nextfest**, Los Angeles, USA | 13–16 Sept. 2007, Outerspace
Ars Electronica Center, Linz, Austria | From 1 May 2007, Outerspace
- 2006 **Top Talent Award**, Vienna, Austria, 23–25 November 2006, Outerspace
CYNETart 2006, Kunsthaus Dresden, DE | 9–19 Nov 2006, Outerspace
O.K Center, Linz, Austria, 31 August–08 October 2006, Outerspace
STRP, Eindhoven, The Netherlands, 24–26 March 2006, Outerspace
- 2005 **RE/ACT**, Heidelberg, 02–04 December 2005, Outerspace
Artbots, Dublin, 15–17 July 2005, Outerspace
Designmai, Berlin, 13–15 May 2005, Outerspace
Dorkbot, Transmediale 2005, Berlin, 07 February 2005, Outerspace
Lange Nacht der Museen, Berlin, 29 January 2005, Outerspace
- 2004 **Karl-Hofer Gesellschaft**, Berlin, 05 November 2004, Outerspace

PUBLICATIONS

- 2011 **A Touch of Code**, Die Gestalten Verlag, Berlin:
Outerspace, Polygon Playground
Page Online: Odersun Solarmodule-Designer
- 2010 **Staging Space**, Die Gestalten Verlag, Berlin: Polygon Playground
Page 10/2010: Was war deutsches Grafik-Design?
Fontblog.de: Was war deutsches Grafik-Design?
- 2009 **Media Facades**, Av Edition: Polygon Playground
Smart Surfaces, Birkhäuser Verlag: Polygon Playground
- 2006 **CYNETart_06 humane 2006**, Outerspace
10. International Festival for Computer-Based Art, Dresden
- CyberArts 2006**, Outerspace
International Compendium Prix Ars Electronica
- EINFACHHEIT oder Die Kunst des Komplexen** | 18 September 2006,
Outerspace
Report on Ars Electronica 2006, 3Sat TV
- 2005 **:output 08**, Outerspace
- 2003 **Grundlagenstudium**, website & CD

EDUCATION

- 2001–2006 Visual Communication (Diploma)**
Berlin University of the Arts
Digital Media Class
Prof. Joachim Sauter
- 2005 BA Graphic & Media Design (Erasmus)**
University of the Arts London
London College of Communication
Interactive Course
Biggles
- 2000 Abitur**
Gymnasium Christian Ernestinum, Bayreuth

SKILLS

- Design** Art direction, interaction design, screen design, concept, typography, camera, editing, postproduction
- Programming** Java, OpenGL, Flash (AS1, AS2, AS3), Papervision, PHP, MySQL, HTML, HTML5, CSS, JavaScript, Ajax , Webkit
- Software** Mac/PC. Text editor, Eclipse, Photoshop, InDesign, Illustrator, Premiere, Flash, Freehand, Prepress, Network
- Hardware** Camera, 35mm film, digital video, model-making, microcontroller

CONTACT

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