

Frank (Haotian) CONG

Frank is a media artist and educator based between Cambridge (US) and Shanghai (China). His practice and research explore potential poetic relationships between computational systems and biological media, with an emphasis on a transdisciplinary understanding of art and biotechnology.

Education

2023 - 2025
M.S. (Candidate)
Art, Culture, And Technology
Program, Massachusetts
Institute of Technology

2015 - 2019
B.A. (Hons)
Roy Ascott Technoetic Arts
Studio, Shanghai Institute of
Visual Arts

Scholarships

National Scholarships
2015 - 2019

Contact

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Selected Exhibitions

- 2022 **Lab2: Co-Working Space**, Liu Haisu Art Museum, Shanghai
- 2021 **AI Medusa**, Flare Media Art Exhibition, Shanghai
- 2021 **Smart Vision & Immersive Future**, Guangzhou
- 2021 **Photosynthesis**, Shanghai
- 2020 **Shanghai Science Festival**, Shanghai
- 2019 **The Pine**, Song Museum and China Central Place, Beijing
- 2019 **Ars Electronica**, Linz
- 2019 **Open Day Show**, Shanghai Institute of Visual Arts, Shanghai
- 2019 **Technoetic Arts BFA Thesis Exhibition**, Shanghai
- 2018 **Digital Suzhou**, Suzhou
- 2017 **Shenzhen Maker Faire**, Shenzhen
- 2017 **Andante - Image Tape**, Five-Three Art Museum, Jiangsu
- 2016 **Première Vision**, Paris

Curatorial Projects

- 2018 **Out of Control: Noise, Glitch, and Mutation**, Songjiang Art Museum, Shanghai
- 2018 **Digital Suzhou**, Suzhou

Conferences and Publications

- 2020 Cong, Frank. **“An Alternative Future of Digitized Genetic Information and Digital Procreation.”** *Technoetic Arts* 18, no. 1 (March 1, 2020): 41–58.
- 2020 Cong, Frank (as a team member of Digital FUN). **“Chapter 1: Introduction”, “Chapter 2: Creative Visuals”, “Chapter 3: Live Performance”, “Chapter 4: Hardware and Communication.”** In *Exploring TouchDesigner*, 1st ed., 8–215. People Daily Press, 2020.
- 2017 Cong, Frank. **“Crossing Systems: Glitch, Noise, and Mutation.”** Presentation at the 20th Consciousness Reframed Conference, Central Academy of Fine Arts, Beijing
- 2017 Cong, Frank. **“Amphibios: To Sense, Respond and Live an Artificial Double Life.”** Undergraduate Presentation at The 9th Nanshan Forum for PhD Candidates, Southern University of Science and Technology, Shenzhen

Course Designs

Open-Source Installations with TouchDesigner

Online creative coding course

Moist Media III: Life Spectrum

Undergraduate course

Moist Media II: Bioethics through Speculative Lenses

Undergraduate course

Urban Life - Tracing and Creating

UN SDG camp for pre-college students

Ecological Literacy

UN SDG camp for pre-college students

Towards Biophilia

Graduate course (Instructors: Claire Qi, Frank Cong, and Jeff Zhang)

Creating Anything with Anything

Experiential learning workshop series in media art

Skills

Creative Coding

DIY Bio-Lab

Media Design

Course Development

Languages

English

(Full professional proficiency)

Chinese

(Native)

Selected Academic and Professional Experiences

Graduate Teaching Assistant, Massachusetts Institute of Technology

Sep 2023 - Present

Assist artist Erin Genis in the course 4.301 - *Introduction to Artistic Experimentation*.

Founding Director, Knot Cafe, an art studio

Dec 2019 - Present

Direct studio educational projects and commissioned interactive art projects, including public light installations and experimental theatres.

Adjunct Lecturer, China Academy of Art

Sep 2022 - Jul 2023

Design and teach *Innovative Thinking and Practice: Towards Biophilia* with Claire Qi and Jeff Zhang for the MA Integrated Design program.

Adjunct Lecturer, Roy Ascott Studio, Shanghai Institute of Visual Arts

Feb 2021 - Jul 2023

Design and teach *Moist Media II & III* courses for the BA Technoetic Arts program .

Co-teach *Moist Media I* course lab sessions with Dr. Mariana Bobadilla.

Expert on Media Art, Experiential Education Program, Wild China

Dec 2020 - Dec 2021

Design and teach experiential learning camps and workshops in media art for pre-college students.

Adjunct Teaching Associate, New York University Shanghai

Sep 2020 - Dec 2020

Research body interaction under the supervision of Prof. Stavros Didakis.

Teaching associate of Prof. Stavros Didakis' *Media Architecture* course.

Office hours with the students of the BA Interactive Media Arts program.

Senior Lecturer & Course Researcher, TEA Community

Jun 2020 - Jul 2023

Design and teach online and offline courses in creative coding.

Advise new lectures and teaching associates.

Teaching Assistant, Roy Ascott Technoetic Arts Studio

Feb 2019 - Jul 2019

Teaching assistant of Prof. Vivian Xu's *Moist Media I, II & III* courses.

Responsible for organizing student assignments and assisting lab sessions.

Interactive Designer & Forum Manager, Digital FUN

Jul 2018 - Oct 2019

Design and develop interactive systems for light installations and audio-visual shows.

Organize TouchDesigner Summit in China.

Media Artist, Eyesperience Studio

Sep 2017 - Aug 2020

Create interactive art projects for research and for commissions with dancers, designers, and programmers.