

# Frank (Haotian) CONG

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

## Education

2023 - 2025

### Master of Science

Art, Culture, And Technology Program, Massachusetts Institute of Technology

2015 - 2019

### Bachelor of Arts

Roy Ascott Technoetic Arts Studio, Shanghai Institute of Visual Arts

## Scholarships

National Scholarships

2015 - 2019

## Contact

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## Selected Academic and Professional Experiences

### Research Assistant, Media Lab at Massachusetts Institute of Technology

Sep 2024 - Present

Conduct research on biomaterial design and interactive media art in Critical Matter Group led by Prof. Behnaz Farahi.

### Teaching Assistant, Massachusetts Institute of Technology

Sep 2023 - Present

TA for artist Erin Genis in 4.301 - *Introduction to Artistic Experimentation*.  
TA for artist Prof. Judith Barry in 4.324/5 *Artist, Tinkerer, Architect, Engineer* and 4.35/3 *Advanced Video and Related Media*.

### Founder & 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 mo-cap interaction under the supervision of Prof. Stavros Didakis.  
Teaching associate of *Media Architecture* course.

### Senior Lecturer & Course Researcher, TEA Community

Jun 2020 - Jul 2023

Design and teach online and offline courses in creative coding.  
Advise new lecturers and teaching assistants.

### 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.

## 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)

## Skills

Creative Coding  
DIY Bio-Lab  
Media Design  
Course Development

## Languages

English  
(Full professional proficiency)

Chinese  
(Native)

## 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