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

Graduate Research Assistant, MIT Media Lab
Sep 2024 - Present
> Conduct research on biomaterial design and interactive media art in Critical Matter Group led by Prof. Behnaz Farahi.

Graduate Teaching Assistant, Massachusetts Institute of Technology
Sep 2023 - Present
> TA for artist Prof. Judith Barry in 4.324/5 *Artist, Tinkerer, Architect, Engineer* and 4.35/3 *Advanced Video and Related Media*.
> TA for artist Erin Genis in 4.301 - *Introduction to Artistic Experimentation*.

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