

Kirk Clyne

Toronto, ON
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Kirk Clyne is a Toronto-based emerging artist who creates digital, and typically generative works. Fascinated by random chance, the artist codes algorithmic software that, in turn, autonomously creates ever-changing visuals, animations, music and stories. He also creates digital images and animations, and original electronic music.

Solo Exhibitions

- 2017 *Fleeting Glimpses*, Likely General, Toronto
- 1998 *Untitled*, Propellers.org (online gallery)

Group Exhibitions

- 2018 Salon of Inclusiveness, Black Cat Artspace, Toronto
- 2018 Cubed Luminous, Pensacola
- 2018 Art After Dark, Toronto
- 2018 Art on The Screens, Mississauga
- 2017 Salon of Inclusiveness, Black Cat Artspace, Toronto
- 1999 theremediproject, Issue #2

Bibliography & Media

- 1999 *The New Internet Design Project Reloaded: The Best of Graphic Art on the Web*, Universe Publishing
- 1999 Von Frank Puscher, *Gegen die Langeweile*, Der Spiegel Online, March 30, 1999
- 2010 David Young, *Remembering Quokka*, Inventing Interactive, May 26, 2010

Community Involvement (Recent)

- 2020 Judge, *Applied Arts* Annual Design Awards
- 2020 Host, *Design Alley*, a five-part webinar panel series for young designers
- 2020 Portfolio Reviewer, RGD
- 2019 *Controlled Chaos* presentation, Creative Coding Meetup
- 2018 – Advisory Board, Graphic Design Program / Multimedia Design Program, Humber College

Teaching Experience

- 1999 – 2008 Faculty Instructor, Multimedia Studies Program, San Francisco State University
- 2000 – 2001 Graduate Student Portfolio Review Board, San Francisco State University
- 1995 - 2000 Faculty Instructor & Outreach Co-host, Computer Arts Institute

Professional Activities

- 2012 – Co-Founder and Chief Creative Officer, Art & Science Digital Experience Design
- 2010 – 2012 Creative Director, The Juice Agency
- 2005 – 2010 Creative Director, Communicate New Media
- 2005 – 2006 Associate Creative Director / Studio Manager, Interactive Solutions New Media
- 2004 – 2005 Designer, Interactive Solutions New Media
- 2002 – 2004 Independent digital designer
- 2001 – 2002 Interaction Designer, TATU Design
- 1999 Interaction Designer, Live 365
- 1997 – 1998 Interaction Designer, Quokka Sports
- 1997 – 1997 Creative Consultant, Berkeley Systems
- 1994 – 1997 Independent digital designer

