

Maria Gyarmati

Interactive media and visual artist

Based in Budapest, Hungary

From Perm, Russia

Date of birth: 1987.07.03

masha.gyarmati@gmail.com

www.mariagyarmati.com



Bio:

Originally from Perm, a city by the Ural Mountains bridging Europe and Asia, my journey takes unexpected turns. My father, a helicopter engineer involved in Chernobyl's aftermath, led us back to Perm after a crash.

I pursued my passion at St. Petersburg State University of Cinema and TV, graduating as a director of interactive media. A 2012 exchange program with a Hungarian university turned into a more permanent stay.

Now, I wear multiple hats as the Art Director of a literature and art magazine, navigating the exciting world of new media art while being a mom to two sons. Life's a dynamic canvas, and I'm painting my story at the intersection of creativity and everyday chaos.

Education:

- St. Petersburg State University of Cinema and TV, Department of Interactive art, 2012

- 2011-2012 – Eszterházy Károly Főiskola, Hungary – Arts, Cinema, Web specialist

- Resident in TechLab MOME University of Art and Design, Budapest, since 2013

Exhibitions & Events list:

2023 – Best experimental film “Distance to the Moon” at New York Cinematography AWARDS (NYCA)

2023 – “Distance to the Moon” at Kosice International Film Festival

2023 – “Distance to the Moon” at Lift-Off Sessions 2023 @Pinewood Studios

2023 – “Distance to the Moon” at FESTIVAL ANGAELICA

2022 – “Gradient of Schizophrenia” at “Reverse perspective of war: Art for Sanity”, Budapest, Hungary

2022 – personal exhibition “Distance to the Moon” with live dance performance at Kastner Community, Budapest, Hungary

2022 – “Eye on the riffs” at “Freedom for free” exhibition, Rome, Italy

2021 – “Passion diptych” at Likkle Gallery, Queens, New York

2020 – JANUS online exhibition with “Crying king”

2018 – Average Art magazine, Great Britain published painting “Crying king”

2017 – Contemporary Venice, Venice, Italy with “StereoDance”

2017 – Wild Art exhibition, Budapest with videoart “Crying king” and “Pink Spot”

2016 – Brural Crossroads, New York with interactive documentary “Mine Towns”

2015 – Hungarian National Museum, Budapest with interactive project “Nézz körül!”

2014 – Busho Film Festival, Budapest in the category Experimental with work “StereoDance”

2014 – festival Multimatograf, Russia with videoart “StereoDance”

2014 – MOME University of Art and Design, Budapest, Hungary - protection of interactive project “Wonder Around”

2014 – “New Aesthetics: The constancy of the internal principles ” in NCAA Yekaterinburg with diptych “Stereo Dance / Walk”

from September 2013 – resident in TechLab MOME University of Art and Design, Budapest

2013 – Grass Design Week, design-factory Flacon, Moscow with project “Look into your heart this day”

2012 – presented interactive project “Look into your heart this day” in Moholy-Nagy University of Art and Design Budapest

2012 – Digital Media Arts Forum, St. Petersburg with lecture “Interactive narrative installations”.

2012 – XIII “Media Forum” 34 Moscow International Film Festival, presented interactive projects “Lenin” and “Jump” in workshop “Interactive cinema” by Chris Hales

2011 – Agria Media 2011 Information and Education Technology Conference International Conference on Information

Publications:

Conference “Graphic Design: Traditions and Innovations”, St Petersburg, Russia 2017-2020

Articles:

“Magazine design in pandemic time” 2020

“The challenges in design of literature magazine” 2019

“The Quest for Easy. Ericsson rebranding process” 2018

“Interactive documentary Mine Towns” 2017

“Are we free, yet?” Panel magazine 2020

Projects:

Layers of Sense: multimedia exhibition - a combination of “traditional” visual artworks and modern, innovative technologies, such as augmented reality (AR) - 2022

Distance to the Moon - psychological dance performance with elements of augmented reality - 2022

Panel Magazine for last 5 years I’m acting as an art director for a magazine of contemporary writing and art from Central/Eastern Europe – since 2018

Mine Towns - Documentary (Hybrid) 2016

Wonder around! - Documentary (Hybrid) 2015

StereoDance - stereo video project 2013

Dying Swan 2012 - Interactive Installation

Resurrection (Lenin) 2012 - Interactive installation

Look into your heart this day 2012 - Interactive art project