CV

Personal data
Name: **Igor Rjabinin** jr.

Career objectives
Researcher, developer and open-source enthusiast, passionate about the intersections of math, art, and programming. Committed to applying digital technologies in storytelling and cultural heritage, with a strong desire to share knowledge, engage in meaningful communication, and foster interactive learning.

Work Experience
2025 – **developer** at Gerulata Technologies

2013 – 2025 **developer** at Slovak National Gallery
co-founder of lab.SNG platform
creator of webumenia.sk and various web-apps to enrich the exhibitions

2016 – 2018 **developer** at Slido

2011 – 2012 **developer** at **Ferratum Group**

2010 – 2011 **developer** at **WebSupport**

2004 – **Freelance developer**

Other works
2011 – 2014 member of audiovisual project lowii - created application, that transforms live painting into light projections and sounds

2011 – 2019 Co-founder of SOYART OZ - art rental for students of fine-arts

2003 – 2009 Founder K6 OZ - literary and public-art server

Cooperating on various activist project e.g. kulturnystrajk.sk, reakciaumelcov.sk, pozoruhodnachrbtica.sk …

Author of audio-visual installations for various events: BiB, TedX Bratislava, Noc výskumníkov…

Lecturer of creative coding on various workshops (VŠVU, Comenius University in Bratislava, Pan-european University in Bratislava, REMAKE in Brno, KARTEL in Bratislava…).

Contributing in various open-source projects

Exhibitions
2023 Sculpture laboratory - GMB
mixed-reality interactive installation

2023 Space for sharing frustration!
Fotograf gallery, Prague
interactive installation

2023 Ornament explorer - MK&G, Hamburg
site-specific interactive installation

2010 @u [at-u] - Outdoor Gallery, Nitra
site-specific video installation

2009 animars - Turčianska galéra, Martin
interactive video installation

Education
2021 - now Doctoral studies at Digital Arts with the topic "Digital Narratives, Non-linear Stories and Generative Reality in the Desperate Times "
Academy of Fine Arts and Design in Bratislava

2008 - 2012 Master in Applied Informatics, Computer Vision and Graphics
**Comenius University Bratislava
Reached Master's degree**

2008 - 2009 Study stay (ERASMUS), Donnés, Interaction et Web
Université Montpellier 2, France

Awards
NCD 2024 with the project Atlas SNG
Finalist DigAMus Award 2024 with the project "Ornament explorer"
Conference ARTECH 2012, Faro, Portugal
Master thesis honoured with the Dean's award
Finalist of Student Scientific International Conference (ŠVOČ)

IT skills
Open-source enthusiast.

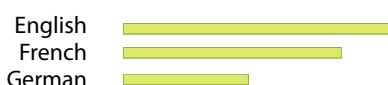**WEB & APP DEVELOPMENT**
Laravel / Vue.js / Nuxt.js / ElasticSearch

INTERACTIVITY
P5.js, Three.js,WebGL, OpenFrameworks

GRAPHICS & VIDEO
Figma, Adobe XD, Photoshop, Illustrator

Linguistic qualifications

English
French
German

Interests
programming, visual art, music, math, literature