

Samuel Walker  
Creative Director & Interdisciplinary Artist

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## EDUCATION

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B.A. in Psychology. York University. 2004–2009.

## PROFESSIONAL WORK

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Director & Developer — Contract, current.

Jon Rafman Studios. Institute of Contemporary Art (ICA) in Boston.  
Interactive VR experience. VR Creative Director, Designer, Developer.

Prism and a Pile 1. IX Symposium 2017, La Société des arts technologiques

Interactive VR experience & Artist Talk. Artist, Virtual Reality Director, 3D Modeller, Animator, Technical Artist.

“The Fall” and “Ascending”. Semi-Self Reflections. transmediale 2017, ROCKELMANN& Gallery.  
Video Screening. Berlin, 2016. Curated by Alexine Rodenhuis and Kat Rickard.

Director & Developer — January 2017 to February 2017

VR Pilot Project Collaboration with MU Architecture

Interactive VR experience. VR Creative Director, Designer, Developer.

Talk, Guest Speaker — 27/09/16

Montreal in Motion (MiM), Moment Factory

Event: Virtual Reality & Dome Work

Director & Developer — Contract August 2016 to October 2016

Seventeen Gallery, Frieze Art Fair London 2016

Interactive VR experience. VR Creative Director, Designer, Developer, Installation.

Director & Developer — Contract March 2016 to June 2016

Jon Rafman, 9th Berlin Biennale

Interactive VR experience. VR Creative Director, Designer, Developer.

Director & Developer — Contract August 2015 to October 2015

Jon Rafman, Zabudowicz Collection & Arsenal Contemporary

Interactive VR experience. VR Creative Director, Designer, Developer, Installation.

Director & Developer — Contract April 2015 to June 2015

(MAC) Musée Contemporain d'art Montreal

Interactive VR experience. VR Creative Director, Designer, Developer, Installation.