

MARIAM ZAKARIAN

EDUCATION:

- 2013-2017 **Master of Science in Media Technology** – specialization: Virtual Reality Art. Aalborg University, Copenhagen, Denmark.
- 2014 Eucroma digital crossmedia arts program, Denmark.
- 2011-2012 Art History, Stockholm University, Sweden.
- 2009-2012 **Bachelor of Art in Digital Design**. Aarhus University, Denmark.
- 2008-2009 Medicine. Aarhus University, Denmark

EXHIBITIONS:

Solo exhibitions:

- 2017: DK Copenhagen, Galleri Oxholm
- 2017: DK Copenhagen, The Danish Film School
- 2012: SE Stockholm, KGB Bar
- 2012: SE Stockholm, Zita
- 2010: DK Aarhus, La Kantina
- 2005: DK Aabenraa, Aabenraa Statsskole
- 2000: DK Padborg, Bov Biblioteksgalleri

Group exhibitions:

- 2018: SE Karlshamn Creative Coast Festival
- 2018: DK Nordborg Universe Science Park
- 2018: DE Berlin A MAZE Festival at Urban Spree
- 2018: HK Hong Kong Art Basel Hong Kong with Museum of Other Realities
- 2018: US San Francisco GDC with Museum of Other Realities
- 2018: DK Copenhagen Virtual Reality and Embodiment: Copenhagen University
- 2017: SE Karlshamn Creative Coast Festival
- 2016: DK Copenhagen Culture night at the Ministry of Science Innovation and Higher Education
- 2016: DK Copenhagen CopenX VR summit
- 2015: SE Karlshamn Creative Coast Festival
- 2015: DK Copenhagen SpilBar at Cinemateket
- 2015: DK Copenhagen Shayla VR Games festival
- 2015: DE Berlin A MAZE festival
- 2015: UK London REZZED festival
- 2015: US San Francisco Game Developers Conference
- 2015: FI Helsinki, Slush summit
- 2014: PL Poznań, Poznań Game Arena festival
- 2014: DK Viborg, Select/Start PLAY festival
- 2014: DE Cologne, Gamescom Conference
- 2014: SE Linköping, NärCon Convention
- 2014: DK Copenhagen, Shayla Games festival
- 2014: DK Aarhus, Interaction Design and Children Conference
- 2006: DK Aabenraa, Aabenraa Statsskole
- 1998: DK Vordingborg, Marienberg Skole

PUBLIC SPEAKING AND VR ART WORKSHOPS:

2018: Creative Coast Festival (SE)
2018: Internet Week Denmark: The Danish VR Scene (DK)
2018: Copenhagen University (DK)
2017: NGJ Conference (DK)
2017: SpilBar(DK)
2016: Creative Coast Festival (SE)
2015: A MAZE Festival (DE),
2015: Creative Coast Festival(SE)
2014: Interaction Design for Children conference (DK),
2014: Game Industry Conference(PL),
2014: Spilbar(DK),
2010: Organisation for Digital Design Students event(DK),

Selected Press:

	<i>Language</i>	
2018 Jan	ENG & RU	Russian VR Seasons (online)
2017 Nov	DK	Realities.dk (online)
2017 Aug	ENG	Dextra (online)
2017 Aug	ENG	Blacklisted.dk (online)
2017 Aug	DK	VRNEWS.dk (online)
2017 May	SE	Blekinge Läns Tidning (online & print)
2017 May	SE	SverigesRadio P4 Blekinge (radio - interview and live review of VR art piece)
2017 May	SE	Sydöstran (online & print)
2016 Sep	DK	Politiken (print in National newspaper & online):
2016 May	SE	Lokaltidningen (online - interview)
2015 Mar	ENG	Voices of VR Podcast interview (online)
2014 Oct	ENG	Edge Magazine (print)