

Everest Pipkin
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Education;

University of Texas at Austin
BFA in Studio Art (minor in Philosophy), 2013

School for Poetic Computation,
Summer 2015

Carnegie Mellon University
MFA in Studio Art, 2018

Selected Exhibitions;

2018

Monopines, Not Gallery, Austin, TX (*2-person*)
Immutable Stage, Miller Gallery, Carnegie Mellon University, Pittsburgh, PA
Stream Capture, Minneapolis College of Art and Design, Minneapolis, MN
Artificial Creativity, Boston Cyberarts Gallery, Jamaica Plain, MA
Pixels x Paper, Babycastles, New York, NY
Make Pictures, Bitforms, New York, NY
Author Function, Rotch Library, MIT, Cambridge, MA

2017

24 Hour Water, Powder Room, Pittsburgh, PA (*solo*)
GIPHY Presents: TIME_FRAME: Celebrating 30 Years of the GIF, Gallery 151, New York, New York
Subsurface: site-specific sight and sound, Brady's Bend Limestone Mine with Carnegie Mellon University, PA
Up In Arms, Ezra and Cecile Zilkha Gallery, Wesleyan University, Middletown, CT
First Digital Popup, The Uncommon at Miyako Yoshigana Gallery, Chelsea, New York
Intake, Austin Design Week, Seaholm Power Plant, Austin, TX
Spam's The Internet: The Restaurant, Fusebox Festival & Museum of Human Achievement, Austin, TX
Small Objects on Tables, Flotilla Flotilla, Pittsburgh, PA
Invisible Cities: #digitalbaroque, Miriam and Ira D. Wallach Art Gallery, Columbia University, New York, NY
(id)ea.code++: algorithmic objects, Vitrine Gallery, Holon Institute of Technology, Holon, Israel
Cabinet, Project Room at David B Smith Gallery, Denver, CO
The Highest Grossing Film of 1994, Museum of Human Achievement, Austin, TX
The Very Best Deserts on Planet Earth, 937 Liberty Gallery, Pittsburgh, PA
Mild Rumpus, The Game Developer's Conference, San Francisco, CA

2016

The Milano Game Festival, XXI Triennale, Triennale Design Museum, Milan, Italy
Beazley Designs of the Year, The Design Museum, London, UK
The Art of Bots, Abandon Normal Devices, Somerset House, London, UK
What's a steak, 5122 Penn and Carnegie Mellon University, Pittsburgh, PA
Mild Rumpus, The Game Developer's Conference, San Francisco, CA
Electronic Literature: A Matter of Bits, The Stedman Gallery at Rutgers University, Camden, NJ

2015

picking figs in the garden, Not Gallery, Austin, TX (*solo*)
Now Play This, Somerset House, London, UK
Babycastles Living, Babycastles Gallery, New York City, NY
ELO: The End(s) of Electronic Literature, Bergen, Norway
The Only Knowledge Worth Possessing, Gray Duck Gallery, Austin, TX
Ins & Outs, Art Science Gallery, Austin, TX
Just Some Me Time..., Museum of Human Achievement & Applied Self-Instruction Foundation, Austin, TX
Shapes and Other Shapes with Octopus Project, Fusebox Festival, Austin, TX, 2015
Electronic Objects Salon, XOXO Fest, Portland, OR

2014

six drawings of dogs and some of rocks, LPM Gallery, Austin, TX (*solo*)
West, The Haskell House, Austin, TX
Group Hug, Pump Project Flex Space/Lullwood Group, Austin and San Antonio, TX
Baroquemon, Museum of Human Achievement, Austin, TX

2013

Texas Biennial, Blue Star Contemporary Art Museum, San Antonio, TX
New Digital Art Biennale, The Wrong, Worldwide
Basements Were Rooftops, Fusebox Festival, Austin, TX
Snowfall DESTROYS 3 Cars, Fusebox Festival, Austin, TX
East, Fisterra Studios, Austin, TX
The Grayduck 5k, Grayduck Gallery, Austin, TX
October, Joshua Tree Art Gallery, Joshua Tree, CA
17 Tips Project, Sleeth Gallery, Buchannon, WV

Arts administration;

Board of Directors, The Museum of Human Achievement Austin, TX, 2016-current.
Gallery Director, The Museum of Human Achievement Austin, TX, 2014-2015.
Director and Founder, Wardencllyffe, Austin, TX, 2011-2013.

Residencies, Programs, and Grants;

Center for Land Use Interpretation at Wendover, UT, 2018
Signal Culture, Owego, NY, 2018
Montello Foundation, NV, 2018
Lacawac Station, Lake Ariel, PA, 2018
Triple Canopy Publication Intensive, Los Angeles, CA, 2018
How to: not make an architecture magazine, a mutinous workshop, CCA, Montréal, Ca, 2018
Shell House, Roxbury, NY, 2018
North Street Collective, Willits, CA, 2018
Welcome to my Homepage, Digital Artist Residency, 2017
Hunting Art Prize Finalist, Houston, TX, 2015 + 2016
New York Mills Arts Retreat, New York Mills, MN, 2014
Pilot Balloon Church House, Lawrence, KS, 2014
Caldera, Sisters, OR, 2014
Madrono Ranch, Madrono, TX, 2013
Joshua Tree Artist Residency, Joshua Tree, CA, 2013
Artist of the Year: Early Career, Austin Visual Arts Awards, 2012
Young Masters Award through the Texas Cultural Trust, 2008 and 2009

Talks and Publications;

Rune Factory 3, Logic Magazine, Fall 2018
Art and Code at XOXO festival, Portland, OR, 2018
Fragment Ecology for Online Space, Eyeo festival, Walker Museum, Minneapolis, MN, 2018
Finding Judith Bronte, the accidental spam poet of Southern California, Blackflash Magazine, 2018
Visiting Artist Lecture, Youngstown State University, Youngstown, OH, 2017
Visiting Artist Lecture, MICA Interactive Arts Department, Baltimore, MD, 2017
A Prehistory of Farmville, Interrupt 4, Brown University, Providence, RI, 2017
A Digital Flower Cycle, Feral Vector, Hebden Bridge, UK, 2017
A Video Game Immerses You in an Opera Composed by Dogs, Hyperallergic, 2017
Guillaume: Visitar a Chris Marker en Second Life, Backroom Caracas, 2017
Holy words in service to generative text, Workshop in the Woods, Dartmouth University, NH, 2016
A garden-ecology for bots, Electronic Literature Organization, University of Victoria, Victoria, Canada, 2016
The Contemporary Melitzah, WORDHACK XXIII, Babycastles, New York City, NY, 2016
Bots & the rise of digital folklore, Botsummit, Victoria & Albert Museum, London, 2016
Language after the Writing Machine, Indiecade, Los Angeles, CA, 2015
Selfhood, the Icon, and Byzantine Presence, Bot Summit MIT Media Lab, Boston, MA, 2014
Pecha Kucha Vol 20, at The Contemporary Austin, TX, 2014
Curating Youtube Ephemera, Lawrence Arts Center, KS, 2014
The Forgotten Concrete Arrows of Early US Airmail, 787XX, 2014
the boy with a sun for a head, Roughhouse, March 2013

Selected Press;

A Twitter Bot Is Posting the Names and Locations of Immigrant Detention Centers, Slate, June 2018
A Twitter Bot Has Joined the Immigration Battle to Fight ICE With Facts, Gizmodo, June 2018
6 Bots That Deliver Science and Serendipity on Twitter, The New York Times, April 2017
Printed Web #5, Library of the Printed Web, February 2017
Design Museum names this year's top designs, Creative Review, August 2016
A Collection of Magical Realist Games for Your Smartphone, Hyperallergic, August 2016
These robots are better at art than you are, Dazed Digital, April 2016
About a bot, Furtherfield, December 2015
12 Weird, Excellent Twitter Bots Chosen by Twitter's Best Bot-Makers, New York Magazine, November 2015
How to Make a Moth, Studio 360, WNYC, August 2015
These procedurally generated space bowls are killer, Boing Boing, November 2015
Curator's choice: Digitale Kunst, Kunst Bulletin, March 2016
Review: The Only Knowledge Worth Possessing, The Austin Chronicle, August 2015
picking figs in the garden, The Austin Chronicle, July 2015
Procedurally-generated moths are wonderfully haunting, plausible, Boing Boing, July 2015
A Twitter Bot That Generates Beautiful, Imaginary Moths, Hyperallergic, July 2015
The Art of Twitter Art, The Atlantic, February 2015
BOOOOOOOM, August 2014
Techno-Artistic, The Austin Chronicle, August 2013