

Marc Dunand

New Media Artist

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[Website](#)

[Portfolio](#)

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Education

Carnegie Mellon University 2021 - 2025

Bachelor of Computer Science and Arts

GPA: 3.64

Harvard Graduate School of Design 2025 – 2027

Master in Design Studies

Concentration: Mediums

Exhibitions

Extracting Color X Lightsail | Kirkland Gallery | September 2025

REM (Rapid Eye Movement) | Tomayko Foundation | May 2025

Video Artist Conclave | Tech25 | May 2025

The Squeeze | The Frame Gallery | April 2025

Open Studios: 3024 | Carnegie Mellon University College of Fine Arts | December 2024

Live Visuals Performers | Tech25 | November 2024

Talks and Publications

MDes Research Awardee Colloquium | WHCS | December 2026 (Upcoming)

2025 Carnegie Mellon Artist Capstone Catalogue | Collaborative Drawing Machine | May 2025

Lemon Publication, Issue #03: Junction | Scribbler | April 2025

Carnegie Mellon University Meeting of the Minds Artist Talk | Collaborative Drawing Machine | April 2025

Carnegie Mellon University Meeting of the Minds Undergraduate Research Symposium | Wait For It: Unintentional Slapstick in VR | April 2025

Tech25 SHOWCASE | Lightsail | November 2024

Selected Awards and Honors

MDes Research and Development Award | Harvard Graduate School of Design | March 2026

University Honors | Carnegie Mellon University | May 2025

Frank-Ratchye Further Fund for Innovative Artworks | Frank-Ratchye STUDIO for Creative Inquiry | September 2024

Selected Research

WHCS | Marc Dunand, Elena Glassman | Harvard SEAS, Harvard GSD | September 2025 - Present

Paper Marbling Machine | Marc Dunand, David Selles, Quentin Bolsée | MIT Media Lab CBA, Harvard MaP+S Group | September 2025 - Present

Interpretative Wandering | Allen Sayegh, Eric Rannestad, Marc Dunand, Claire Kim, various others | Harvard GSD | September 2025 - Present

Wait For It: Unintentional Slapstick in VR | Lawrence Shea, Marc Dunand | Frank-Ratchye STUDIO, XRTC, CMU VMD | May 2024 - May 2025

Selected Creative Experiences

Teaching Assistant | MIT Media Lab - Future Sketches Group | *January 2026 – May 2026*

- Supported Zach Lieberman’s “Recreating the Past,” guided students in studying and reproducing the work of seminal computational artists
- Held twice-weekly office hours to support student work in recreating code-based art and reverse-engineering artist studies

Creative Technology Intern | Deeplocal | *May 2025 – August 2025*

- Built software and hardware for client projects at Deeplocal, a creative technology agency known for innovative interactive installations
- Worked with creative freedom on client projects from day one, including projects for LEGO, Pinterest, and Google

Creative Software Researcher | Video and Media Design – CMU | *May 2024 – May 2025*

- Hired by Professor Shea to create an experimental mocap lab space, integrating Vive, Rokoko, and CyanPuppets systems
- Developed workflows in Unity, NDI, ReadyPlayerMe, and Mediawiki for live mocap VR and AR performances

Software Instructor | iD Tech | *June 2022 – July 2022*

- Designed custom lesson plans and taught groups of ten students Unity development at a wide range of proficiency levels
- Ported student projects to Oculus Virtual Reality devices and integrated projects with various control schemes.