

Associate Prof. (HES) Patrick Keller

Curriculum vitae

1. Personal information

Personal details

Born: 15th May 1967, in Lausanne

Nationality: Swiss

Marital status: Married (25.08.2017), no child

Contact information

ECAL, 5 Avenue du Temple, Renens VD

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2. Education

12.12.1995	Postgraduate degree EPFL in Computer Visualization and Communication, School of Computer Sciences, Computer Graphics Lab, École Polytechnique Fédérale de Lausanne (EPFL)
23.04.1993	Architect diploma EPFL (equivalent: M.Sc.), School of Architecture, École Polytechnique Fédérale de Lausanne (EPFL). Supervisors: prof. Mario Bevilacqua, Dr Pieter Versteegh
31.07.1987	Maturité fédérale type C (Scientifique), Gymnase cantonal, Pully (1984-1987)

3. Employment history

Since 09.2015	Associate Professor (HES), ECAL University of Art and Design, Lausanne (50%, until 31.08.2021)
Since 04.1997	Co-founder, Art & Research director, fabric ch (architecture, interaction, research)
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05.2014–03.2017	Senior researcher, ECAL University of Art and Design, Lausanne
03.2013–07.2013	Guest researcher (residency), Art & Sciences Media Laboratory, Tsinghua University, Beijing
07.2011–02.2012	Guest researcher (residency), EPFL+ECAL Lab, Lausanne
03.2005–08.2007	Researcher, ECAL University of Art and Design, Lausanne
09.2000–08.2014	Professor (HES), ECAL University of Art and Design, Lausanne
09.2000–08.2003	Head of Media & Interaction Design, ECAL/University of Art and Design, Lausanne
09.1996–08.2000	Scientific collaborator, DI-LIG (Computer Graphics Lab, Prof. Dr. Daniel Thalmann), EPFL, Lausanne
05.1993–03.1997	Self-employed, architect EPFL at Keller ++ Weber architects, Lausanne
03.1990–09.1990	Architect intern, Daniel Libeskind architects, Berlin

4. Institutional responsibilities

09.2000–08.2003	Head of Media & Interaction Design department, ECAL/University of Art and Design, Lausanne
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5. Approved research projects

2015–2017	Strategic fund for design and visual arts, University of Applied Sciences and Arts Western Switzerland (RCDAV, HES-SO): “Inhabiting and Interfacing the Cloud(s)”, phase 2, senior researcher and project coordinator (main applicant)
2014–2015	Strategic fund for design and visual arts, University of Applied Sciences and Arts Western Switzerland (RCDAV, HES-SO): “Inhabiting and Interfacing the Cloud(s)”, phase 1, senior researcher and project coordinator (main applicant)
2009–2011	Pro Helvetia: “Globale Surveillance” & “Paranoid Shelter”. As fabric ch (main applicant)

2004–2007	Strategic fund for design and visual arts, University of Applied Sciences and Arts Western Switzerland (RCDAV, HES-SO): “Variable _ Environment/ mobility, interaction city and crossovers”, researcher and project coordinator
2002–2005	FP5-IST European Commission: “Spacemantix: Combining Spatial and Semantic Information in Product Data” (main applicant: prof. Dr Rainer Malkewitz). As fabric ch (under its former name of Alternet Fabric Sàrl)

6. Supervision of junior researchers

2014–2017	Supervision of two junior researchers HES (Graduate), and students (BA, Mas) in the frame of the design research “Inhabiting and Interfacing the Cloud(s)”, phases 1 & 2
2005–2007	Supervision of two junior researchers HES (Postgraduate) and students (BA) in the frame of the design research “Variable _ Environment”

7. Teaching activities

Since 2018	Associate Professor (HES), Supervision of Master Thesis. Ma Innokick (HES-SO).
Since 2015	Associate Professor (HES), Media & Interaction Design, ECAL University of Art and Design, Lausanne (50%). Courses: – 3D graphics (versatile use of 3d from moving images, interactive 3d, to 3d printing); – Theory and history of Media & Interaction Design; – Diploma workshop.
2000–2014	Professor (HES), Media & Interaction Design, ECAL University of Art and Design, Lausanne. 30%). Courses: – 3D graphics; – Interactive graphics; – Diploma workshop.

8. Memberships

09.2001–08.2003	Member of scientific commission, Project Sitemapping, Federal Office of Culture (BAK), Bern
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9. Active memberships

Since 09.2014	Member, Swiss Society of Engineers and Architects (SIA), Zurich
Since 01.2013	Member of scientific commission, RCDAV, competence network in Art and Design, HES-SO

10. Organization of conferences

2019	Member of scientific committee, ECAL Research Day, Technology, Art and Design
2017	Member of scientific committee, 10+10, Research in Art and Design at ECAL

11. Prizes, Awards and Scholarships

2019	Department of Cultural Affairs, Vaud: grant for the development of the project Atomized (curatorial) Functioning. Presented during the exhibition Entangled Realities, HeK, Basel, 2019
2016	Architecture competition (invitation): Pavilion for Plateforme 10, Vaud, 1 st prize and study mandate
2009	Pro Helvetia, City of Lausanne & Canton of Vaud: grant for the project Globale Surveillance
2005	Federal Office of Culture (BAK): grant for the development of the project Perpetual (Tropical) Sunshine. To be exhibited during the Festival of Lights, Lyon, 2006
2004	Federal Office of Culture (BAK): grant for the development of the project MIX-m. An experimental mixed museum combining the physical and digital dimensions
2004	Pro Helvetia: selected for Collection Cahiers d’artistes. As fabric ch
2000	Golden Lasso Award (1 st prize), Web3D 2000 ACM Siggraph Conference, Monterey CA-USA

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Major scientific achievements (05.2015 – 04.2020)

1. “Atomized (curatorial) Functioning”

Exhibition, Haus der elektronischen Künste (H3K), Basel

Real-time 3D architectural assembly and software based on Machine Learning, associated to rules and live data. Scenography.

http://www.fabric.ch/pdf/65_atomized_curatorial_functioning_m.pdf

2019

Contribution Initiator, designer, scenographer, coordinator.
For the exhibition “Entangled Realities. Living with Artificial Intelligence”, organized by Sabine Himmelsbach and Boris Magrini (curators) at the Haus der elektronischen Künste in Basel (H3K), I co-designed (as fabric | ch) the experimental software piece that created the overall scenography, based on machine learning. The work continuously produced new exhibition configurations, in real-time 3d, for the four months duration of the exhibition.

Impact Presented at H3K during Art Basel 2019 with many feedbacks from the art scene and peers. The work was later published in the magazine Espace Art Actuel, Issue 124 (Montreal, Canada). It undergoes improvements and modifications and is susceptible to appear in new contexts of exhibition, notably in collaboration with museums or architects.

2. “Cloud of Cards”

Platform for the open source dissemination of design research deliverables.

Home cloud kit, software, prototypes, manual, publication.

<http://www.cloudofcards.org>

2018

Contribution Initiator, researcher, coordinator, art director, editor
“Cloud of Cards” is an open source kit composed of four design and technological artifacts. It is the main result of the joint design research “Inhabiting and Interfacing the Cloud(s)” (I&IC, 2014-2017) and is released under a Creative Commons License. I initiated and supervised the setting up of the dissemination platform financed by the Strategic fund for design and visual arts, University of Applied Sciences and Arts Western Switzerland (RCDAV HES-SO).

Impact The platform of open source dissemination and its means are dedicated to both peers and to a broadened community of makers and tinkerers with a strong interest in design, IT and data. By doing so, the dissemination of deliverables contribute in a concrete manner (“empowering tools”) to the debate about the ways citizens could handle their personal data and provide elements of critical answers.

3. "Environmental Devices (1997-2017)"

Monographic exhibition, "Kunshalle Éphémère", Renens

http://www.fabric.ch/pdf/63_environmental_devices_exhibit_m.pdf

2018

Contribution	Initiator, coordinator, designer, curator I curated the whole 2000 sqm monographic exhibition. Together with my colleagues at fabric ch Christophe Guignard and Christian Babski, I supervised and took part in the entire installation of the experimental works, as well as the photo shoot for which it was later to be used.
Impact	Monographic exhibition retracing 20 years of private experiments and researches, as fabric ch. Several projects, artifacts and prototypes were exhibited at this occasion, including "Perpetual (Tropical) Sunshine", "Paranoid Shelter", "Satellite Daylight" and several others. Some prototypes (patents and licenses) were displayed as well and dynamically used by the "Environmental Devices", in particular the "Datadropers" platform.

4. "Inhabiting and Interfacing the Cloud(s)"

Research project

Co-applicants: prof. Patrick Keller and prof. Dr Nicolas Nova

Co-coordinators: prof. Patrick Keller and prof. Dr Nicolas Nova

<http://www.iiclouds.org>

2017 (end)

Contribution	Co-initiator, co-coordinator, researcher, editor of the open access documentary platform. Together with Nicolas Nova, I initiated and coordinated the research project "Inhabiting an Interfacing the Cloud(s)" (I&IC), financed by the Strategic fund for design and visual arts, University of Applied Sciences and Arts Western Switzerland (RCDAV, HES-SO). I also managed the survey, sampling and documentation of the full design research process on the online platform settled for the research, for which I contributed with texts and resources. The project involved four schools and a scientific committee composed of seven peers from the interdisciplinary fields of design, architecture, ethnography, computer sciences and art theory, for which I also coordinated the interventions and meetings.
Impact	Open sampling, documentation and publication of an ongoing design research process. Monitoring of the field in relation to design stakes. The temporary results of this continuous work have been exhibited in 2015 at the Haus der elektronischen Künste (H3K) in Basel and have been the subject of a talk at the Centre Culturel Suisse in Paris in 2016. Numerous talks have been given as well, in institutions such as HEAD – Genève, ECAL/University of Art and Design, Lausanne, EPFL+ECAL Lab, Lausanne and conferences such as LIFT 15 in Geneva, Renewable Futures in Riga or "Unfrozen" – Swiss Design Network conference in Giessbach.