



HAPTIC
SENSORS

CONTEMPORARY
ALCHEMY

M E L I S S A _ A G U I L A R

¡ H O L A ! HALLO! HELLO!

MELISSA AGUILAR



Designer, visual artist and maker from Costa Rica, based in Mexico City.

Melissa is dedicated to museums, exhibitions, culture and the intersection between art and technology.

From 2012 to 2016 she worked as graphic designer in the Museum of Costa Rican Art and in projects supporting the Ministry of Culture and Youth and ICOM Costa Rica.

In 2019 she concluded her master on graphic design and visual communication from the National Autonomous University of Mexico (UNAM). Her research is about immersion in the museum and the application of art + tech to generate meaningful experiences. Currently she is board member of the Costa Rica National Committee for ICOM, and member of the curatorial committee of the Museum of Identity and Pride of Costa Rica (MIO).



Melissa wearing the "Fractal Antenna", circuit designed by Afroditi Psarra, standing in front of the artwork "We will see how it all Reberverates" by Carlos Amoraes at Museo Universitario Arte Contemporáneo, UNAM, México.

PROJECTS/PORTFOLIO:

+Main Website: meliaguilar.net

+Other: behance.net/meliaguilar

+Graphic design- Editorial:

Khipu:

https://issuu.com/axolotlcr/docs/librokipu_issuu_engtest

(older editorial design) Museum of Costa Rican Art:

<https://issuu.com/melissaaguilarcr/>

CONTACT: aguilar.meli@gmail.com

GRAPHIC_DESIGN + MUSEUMS + NEW_MEDIA

+ C.V. ID. 114330679. 1990. San José, Costa Rica.

+ ACADEMIC EDUCATION

August 2016- August 2019

Master in National Autonomous University of Mexico.
Faculty of Art and Design. Visual Communication
Design. Project title: The Immersive Experience in the
Exhibition Environment

October 2017-February 2018

Universitat Der Künste, Berlín, Germany. (Academic
Exchange). Medien Haus, New Media Class.

July 2012

Licenciatura (After bachelor degree) in graphic design
Veritas University, Costa Rica. Honorary mention for
the project "El camino del agua", collaboration with
the National Institute for Biodiversity (INBio)

2008-2012 Veritas University. Graphic Design

2008- 2011 National University of Costa Rica
Art and Visual Communication Faculty

2003-2007 San Judas Tadeo Highschool. Costa Rica.

+ PROFESSIONAL EXPERIENCE

_March 2022- Ongoing

Studio assistant to Morehshin Allahyari

_December 2020 – June 2022

Artist assistant, Estudio Amoraes. Carlos Amoraes

_January 2016-December 2018

Graphic Designer Costa Rica for Innovation Foundation

_February 2012 – July 2016

Graphic Designer, Museum of Costa Rican Art

_August 2016 - Ongoing

Freelance designer

_She has worked with numerous institutions and people
designing for cultural and artistic projects including: Ministry of
Culture and Youth, Costa Rica; AVICOM (Audiovisual and
Technology Committee of the International Council of
Museums); National Autonomous University of Mexico- Costa
Rica department; Costa Rica for Innovation Foundation;
National Children's Hospital Costa Rica, Código Sur
(Initiative for human and digital rights); amongst others.

+ COLLABORATIONS FOR MINISTRY OF CULTURE AND YOUTH CR

_May 2016. Expo Museos. Costa Rican Museums Fair. May 17 -18. Design for printed and digital material. Development of educational projects with low cost art and tech.

_September 2015. Costa Rican International Book Fair. Graphic design, logo redesign, printed and digital publications, design and layout of general programme. Collaboration with Mariella Richmond, Hugo Pineda and Fernando Guerrero.

_July - August 2015. Feria Hecho Aquí. Costa Rican Craft. Graphic design for digital and printed publications, signage, video and promotional campaign.

_January 2015. CELAC. (Latin America and Caribbean States Summit). Graphic and editorial design for digital and printed publications.

Link: http://issuu.com/melissaaguilarcr/docs/cat_celac_eng_issuu

+ OTHER COLLABORATIONS

_March 2018. March 2019. Cyborgrrrls Technofeminist Meeting. General production. Mexico City, México.

_July – September 2017. Khipu by Constanza Piña Pardo. 2020 Honorary Mention Ars Electronica Festival. Content development, artist assistant, editorial design.

_July - September 2017. Miradas 360 II Edition. Development of Immersive Narrative Khipu 360. Buenos Aires, Argentina.

_May 2016. Genuino Day 2016. Costa Rican Foundation for Innovation. Graphic design for digital publications, signage. Art and Tech workshop for kids.



+ INTERSHIPS - VOLUNTEER

_October 2019. Volunteer for Morehshin Allahyari's exhibition Majlis-Al-Jinn, Fragment Gallery, New York City

_June and October 2019. Volunteer at Morehshin Allahyari's studio. Melissa collaborated in the projects of video editing, archive "She Who Sees The Unknown" and art work "She Who Sees The Unknown: Kabous, The Right Witness, The Left Witness" Manual Override, The Shed. New York City.

_January 2018. TRANSMEDIALE. Festival of Art and Digital Culture. Berlín, Germany. Volunteer for exhibition Territories of Complicity.

_January-May 2016. Inventoría Costa Rican Makerspace. Development of art and technology projects for the Museum of Costa Rican Art.

_February 2015. University Museum of Contemporary Art (MUAC, UNAM). Universidad Nacional Autónoma de México. Museography assistant.

+ PUBLICATIONS (Editorial Design)

_June 2020. Museums, audio-visual and digital media in a world of changing communication. Trends, innovations, examples. AVICOM. Editor Michael H. Faber. Published by Books on Demand, Norderstedt, Alemania. Editorial design, cover design.

_September 2017. Khipu. Constanza Piña. Editorial design, photo edition.

_January 2016: Carlos Poveda: Where I Come From and Where I am Going. Book design for Museum of Costa Rican Art. Published by Museum of Costa Rican Art.

_April 2014: DIVERSIDAD E HIBRIDACIÓN: ARTE COSTARRICENSE EN LA COLECCIÓN DEL MAC. (Diversity and Hybridization: Costa Rican Art in the MAC Collection). Boom design for Museum of Costa Rican Art. Published by Museum of Costa Rican Art.

_November 2013: Juan Kelly: Transiciones y transformaciones. (Juan Kelly: Transitions and Transformations). Book design. Published by Museum of Costa Rican Art.

+TEXTS (WRITINGS):

The Future of Tradition in Museology: Notes on different forms of Experimental Museology. 2019. ICOFOM.

<http://meliaguilar.net/texts/notes-on-dif-types-of-muse-melissa-aguilar.pdf>

Interview to Morehshin Allahyari. 2019. Published in Histeria Magazine.

<https://hysteria.mx/entrevista-con-morehshin-allahyari/>

EXPERIENCIA INMERSIVA EN EL ENTORNO EXPOSITIVO. Master Theses. August 2019. UNAM.

<http://meliaguilar.net/texts/melissa-aguilar-experiencia-inmersiva.pdf>

Alternative immersion in the exhibition space. 2019. AVICOM.

<http://meliaguilar.net/texts/alternative-immersion-in-the-exhibition-space.pdf>



+SELECTED TALKS

_ October 2021. **"Digital Ethics"**. Part of the webinar "Collecting with Care" organized by Museum of Identity and Pride, Costa Rica. Costa Rica.

_ May 2021. **"Museums and Blockchain"** Part of the Talk "Looking Into the Future" organized by ICOM Costa Rica for the International Museum Day. Costa Rica.

<https://youtu.be/TSz2zVba1Xg>

_ June 2021. **"Blockchain and Art"**. Part of the talks of Festival Jaqueer 2.0 Organized by Jaquerespeis. Costa Rica.

<https://www.mixcloud.com/RadioCosmicaLibre/arte-y-blockchain/>

_ September 2020. **"Cyborgrrrls Technofeminist Meeting"** Part of "Crafting Commons A Round Table On Cybercraft Networks". Growing our Networks in Uncertain Times Places. Organized by Our Networks and Afroditi Psarra. Presentation with Constanza Piña Pardo. Canada.

https://youtu.be/_oAbhX3O8nc

_ September 2019. **"The Future of Tradition in Museology: Notes on different forms of Experimental Museology."** Part of the talks "Museology and Technology" organized by ICOFOM (International Committee for Museology). ICOM International Conference. Kyoto, Japan.

_ September 2019. **"Alternative Immersion in the Exhibition Space"** Part of the session "Reducing Barriers: For better Inclusion of All by Media" organized by AVICOM (International Committee for Audiovisual, New Technologies and Social Media). ICOM International Conference. Kyoto, Japan.

_ October 2019. **"E-Lixir: Immortality and Necropolitics"**. Part of the conference "Artificial Intelligence, three Conversations" organized by Pulgateca from the Cultural Center of Spain. San Jose, Costa Rica.



+ GRANTS

August 2022: Getty Grant. ICOM General Conference, Prague

July 2016: International Council of Museums Conference.
Young ICOM Grantees. Milano.

May 2014: Grant for Annual Meeting, American Alliance of
Museums. (2014, Annual Meeting and Museum Expo. American
Alliance of Museums). Seattle, WA.

+ COURSES

_April 2021. Animorphosis Seminar. Vilém Flusser Archive.
Universität Der Künste. Berlin

_November 2020. FEMSA Biennial Mediation Encounter. México.

_October 2020. Writings about art and editorial universe. XIV
FEMSA biennial. Mexico, October 2020.

_November 2018. MUTEK Alternate Realities Workshop.
Taught by Paisley Smith and Vincent McCurley as part of the
activities of MUTEK festival. Mexico City.

_May 2018. International Art and Neuroscience
Symposium. Laboratorio Arte Alameda. Mexico City.

_April 2018. Transmedia Storytelling: Narrative worlds,
emerging technologies, and global audiences. UNSW Sydney
(online)

_June 2017. Actualization course for museum professionals.
UNAM COSTA RICA. Costa Rica.

_December 2016. Digital Tools in Museums. Cultural Center of
Spain in Mexico. 3rd Meeting for Cultural Heritage and New
Technologies. INAH, CCEMX, CENART. [http://
ccemx.org/aplicacion-de-herramientas-digitales-en-museos/](http://ccemx.org/aplicacion-de-herramientas-digitales-en-museos/)

+LANGUAGES: Spanish (native) English (advanced)



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