

Michel Erler - Curriculum Vitae

Biography

Michel Erler is an immersive designer developing interactive experiences. With a background in interaction and UX design, he explores the potential of game engines, animation and AI to enable new ways of relating to emerging technologies. He holds a BA (Hons.) Interaction Design Arts from the London College of Communication, University of the Arts London, and a MA Fiction & Entertainment from SCI-Arc, the Southern California Institute of Architecture, in Los Angeles.

Projects & Experience

SEPT 2018

Ways of Seeing

Conceptual development, modelling, animating and asset preparation in 3DS Max, assembling and scripting in Unreal Engine for an interactive game environment.

AUG 2018

Immersive Installations, Museum of the Future, Dubai

Conceptual development of immersive installations as part of the pitching phase for The Museum of the Future Dubai under the guidance of Liam Young.

SEP 2017 - SEP 2018

Production Assistant, SCI-Arc Channel, Los Angeles

Content creation for SCI-Arc Channel, the Southern California Institute of Architecture's online platform with focus on contemporary culture in Los Angeles.

JUL - SEP 2016

Designer, Takram London

Research and prototyping of virtual assistants and their representations in the automotive context. Production assistance on two speculative design installations for the London Design Festival, involving shooting time-lapse and green screen material, video retouching and editing.

SEP - OCT 2015

Multimedia Design Intern, Queensland Art Gallery / Gallery of Modern Art, Brisbane

Production assistance for artist interviews and installations during the preparation phase of the eighth Asia Pacific Triennial.

MAR 2013 - DEC 2014

Intern Designer (UX & Web), Red Badger, London

Website rebranding, UX and graphic design for Fortnum & Mason's new webstore or JLT's World Risk Review online tool.

Education

SEP 2017 - SEP 2018

MA Fiction & Entertainment, SCI-Arc, Los Angeles

SEP 2013 - JUN 2016

BA (Hons.) Interaction Design Arts, London College of Communication, University of the Arts London

JUL - OCT 2015

INTERACT Exchange, Queensland University of Technology

Contact

mail@michelerler.com
michelerler.com
@MichelErler

References

Liam Young
MA Fiction & Entertainment Coordinator
lyoung@tomorrowsthoughtstoday.com

Reza Monohan
SCI-Arc Channel Director
reza_monahan@sciarc.edu

Joel Karamath
BA Interaction Design Arts Course Leader
joelkaramath@gmail.com

Awards & Honors

SPRING 2017

SCI-Arc Admissions Scholarship

SPRING 2017

Post-Fossil City Contest, Urban Futures Studio, University Utrecht
(Short-listed)

SPRING 2016

Tate IK Prize 2016 - Artificial Intelligence (Short-listed)

Selected Exhibitions & Residencies

SEP 2018

Assembly, A+D Museum, Los Angeles

SEP 2018

Computer Vision for Art and Design Workshop, ECCV, Munich

AUG 2018

SCI-Arc EDGE Symposium, Los Angeles

DEC 2017

Machine Learning for Design and Creativity Workshop,
NIPS Conference, Long Beach

SEP 2017

Ars Electronica Festival, Lintz

SPRING 2017

Forecast Forum, Haus der Kulturen der Welt, Berlin

SEP 2016

Casa Jasmina Residency, Turin

SEP 2016

Takram's Scenes Unseen, London Design Festival

JUN 2016

BA Degree Show, London College of Communication

Selected Talks & Writings

FALL 2018

Playing Intelligence, MIT JoDS (Essay)

JUN 2017

ADC Digital Experience, Düsseldorf (Talk)

MAY 2017

Degrees of Separation, The Theory and Practise of 'Theory and Practise'
Conference Chelsea College of Art and Design, London (Workshop)

APR 2017

Cultures of Machine Participation, University Oslo (Workshop)

SEP 2016

Robotum Anthromorphum, Material Others and Other Materialities
Symposium, Iklectic Art Lab, London