Cezar Mocan

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Bio

Cezar Mocan is a Lisbon-based artist and computer programmer interested in the interplay between technology and the natural landscape. Using narrative generative systems—animated videos of infinite duration, real-time simulations built in game engines or other software—he creates worlds that recontextualize aspects of digital culture we take for granted, often in absurd ways, while investigating the power structures which mediate our relationship with technology. He is interested in the built infrastructures which enable our digital lives, as well as the ways in which their presence in the natural landscape affects our perception: the moments when utility becomes nostalgia. Drawing on media archaeology and art history, his research process traces the origins of our current thought patterns around (technological) progress.

Some of his past works have been exhibited at Panke Gallery (Berlin), Office Impart (Berlin), Onassis ONX Studio (New York), Artemis Gallery (Lisbon), Inter/Access (Toronto), CYENS WIP Festival (Nicosia), Romanian Design Week (Bucharest) and The Wrong Biennale. His real-time simulation work, Arcadia Inc. was recognized as a 2021 winner of the Lumen Prize in Art and Technology. Cezar holds a B.S. in Computer Science (2016) from Yale University and an M.P.S. in New Media Art (2021) from New York University, where he also served as a research resident and adjunct professor.

Education

2019 - 2021   M.P.S. New Media Art (Interactive Telecommunications Program), New York University
2012 - 2016   B.S. Computer Science, Yale University

Residencies

2025-2026   _STUDIOTOPIA Residency_ • Dublin & Lisbon
2025   _Artep 110 Residency_ • Berlin, Germany
2024   _Glitch Residency_ • Chateau du Fey, France
2024   _Antikythera Cognitive Infrastructures Studio_ • London
2023   _Vertical Crypto Art Residency_ • online
2021-2022   _Research Residency at New York University's Interactive Telecommunications Program_ • New York
2020   _NYC Media Lab Residency_ • in collaboration with Cy Kim • New York

Publications, Talks, Interviews, Awards

2025   _SOLO AI Award_ • Onkaos & SOLO Collection Madrid • award
2025   _Emerging Artist of the Year_ • Arab Bank Switzerland • award
2025   _Antikythera: Journal for the Philosophy of Planetary Computation_ • published by MIT Press • essay featured in publication
2024   _Cezar Mocan on AI as a medium, nuanced conversations and Arcadia Inc._ • interview with Stina Gustafsson • online
2024   _Underground Art and Design Magazine: Artist Interview_ • interview • online
2023   _Tracing the Line_ • published by Vetro Editions in collaboration with Generative Hut • work featured in publication
2021   _What Does the Desktop Want?_ • Computer Mouse Conference 2021, hosted by CultureHub • lecture/performance • New York
2021   _Lumen Prize for Art and Technology Student Award_ • Lumen Prize • award

Exhibitions (selection)

2025   _SCAI_ • Artep Gallery, curated by Cristiana Ursache • Sona, Romania
2025   _Arcadia Inc: IPO (solo)_ • OFFICE IMPART Node, curated by Anne Schwanz • Berlin
2025   _Harmonia Ltd._ • Jardin des Traverses, curated by Vincent Moulinet • Paris
2025   _Infrastructures of Resilience_ • Funding the Commons, curated by Stina Gustafsson • Berlin
2025   _Connecting to Peers_ • Contemporar Gallery, curated by Flaviu Rojojan • Cluj-Napoca
2025   _Synthetic Wilds_ • Athens Digital Art Festival (ADAF) • Athens
2025   _Down the Silicon Meadow_ • OFFICE IMPART + Blueshift Gallery • online

2024   _[Hypertext](hyperlink)_ • Yale University ISOVIST Gallery, curated by Alvin Ashiatey • New Haven, CT
2024   _Desire for the Useless_ • Simultan Festival • Timisoara, Romania
2024   _symbiocene/anthropocene_ • WIP Festival, CYENS Nicosia • Nicosia, Cyprus
2024   _Public Spam_ • a public art project curated by Gabriela Mateescu and Taitzel Ticalos • Bucharest, Romania
2024   _Aura Bonding_ • Orb / Lens, curated by Stina Gustafsson • online
2024   _Arcadia Inc._ (solo) • Panke Gallery /rosa, part of Transmediale Vorspiel, curated by Robert Sakrowski • Berlin
2024   _Matrix of the Not-Yet_ • Underground Art and Design, curated by Amy Jiang • online
2024   _Beyond Human_ • Artemis Gallery, curated by Kirsten Eggers and Manuel Mendonca • Lisbon

2023   _Sandbox Mode_ • OFFICE IMPART, curated by OFFICE IMPART, Stina Gustafsson and Maria Paula Fernandez • Berlin
2023   _Reverse Tar Pit_ • Onassis ONX Studio, curated by Mark Ramos, Don Hanson & Sammie Veeler • New York
2023   _Desktop Studies_ • CAV Gallery, curated by Spam Index • Bucharest
2023   _The Wrong Biennale 06_ • online
2023   _Tellurian Traversals_ • Putty's Coronation Gallery, curated by David Temchulla • New York
2023   _Media Art Festival Arad x Ready Media_ • Museum of Art Arad, curated by kinema.ikon • Arad, Romania
2023   _Romanian Design Week_ • curated by The Institute • Bucharest
2023   _GUI / GOOEY_ • Plexus Projects, curated by Laura Splan • online & New York

2022   _Dynamic Links_ • www.spam-index.com, curated by Nico Mures • online
2022   _Scripting_ • theBlanc Gallery, curated by Elvin Ou and Morgan Mueller • New York
2022   _Currents New Media_ • Center for Contemporary Art • Santa Fe
2022   _Kampüste Dijital Sanat_ • Akbank Sanat, curated by Ali Kerem Bilge • Istanbul
2022   _Sculpted in Our Image, Forged in Our Minds_ • Inter/Access, curated by Tristan Sauer • online & Toronto

2021   _Soft Power_ (solo) • SPRING/BREAK Art Show, curated by Lizzy Chiappini • New York, NY

Teaching (selection)

2022   Adjunct Professor, _Networked Media_, New York University Interactive Media Arts
2022   Guest Speaker, _Visualization and Computation_, Yale School of Architecture
2022   Guest Critic, _Synthetic Architectures_, New York University Interactive Media Arts
2021   Curriculum Developer & Teacher, _Points, Lines and Systems_, School of Machines, Making & Make-Believe