

Simon Finn

Lives and works in Melbourne, Australia

Education

2010 - 2012	Master of Fine Arts (Research) <i>In progress</i>	Victorian College of the Arts
2007	Graduate Diploma in Education (Art)	Melbourne University
2002-03	Electronic Design and Interactive Media	Swinburne University
1995-99	Honours, First Class. Bachelor of Arts - Fine Art	Royal Melbourne Institute of Technology

Solo Exhibitions

2012	"Drawn and sculpted"	Beam Contemporary
	"Synthetic Animated Realities"	George Paton Gallery
	"Pier Collapse"	Chapman & Bailey Gallery
2011	"Sequential Cartographic drawings. Stage 1."	Blindside gallery, Melbourne
	"Sequential Cartographic drawings. Stage 2."	C3 Contemporary Art Space
	"Sequential Cartographic drawings. Stage 3."	Platform Public Contemporary Art Space
2010	"Drawn to motion"	Red Gallery, Melbourne
2003	"Undulation"	PB Gallery Swinburne University
	"Building"	Canberra Contemporary Art Space
2000	"Frame"	Honours Gallery RMIT University

Selected Group Exhibitions

2012	Dark nature	C3 Contemporary Art Space
	New Drawing 2012	Subject Matter Art Space
2011	The Dobell Prize for drawing	Art Gallery of New South Wales
	The 2011 Banyule Award for works on paper	Banyule Arts Space
2003	"Electric funeral"	Australian Centre for the Moving Image
1999	"Fin"	200 Gertrude Street
1998	"Contingency"	Span Galleries
	"Monkey Play"	Tenement Gallery

Conferences

2012	EVA London	British Computer Society, London
	Transdisciplinary Imaging Conference 2012	Victorian College of the Arts

Conferences

Currently holding position of Unit Coordinator and lecturer of Bachelor of Interactive Entertainment with majors in Animation and Games Design. Simon has also accumulated extensive experience as a 3D visualisation artist for a range of international clientele and production and post-production experience in film and television in Australia and Canada.