

CV

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➤ [@diegograndry](https://www.instagram.com/diegograndry)
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Education

2015–2019 *Interactive Media Design*, Royal Academy of Art, The Hague (NL)
2014–2015 *Post Diplôme Digital Média Lab*, EPSAA, Paris (FR)
2011–2013 *3D Animation*, Ecole Estienne School, Paris (FR)

Exhibitions

2025 Prospects 2025, Art Rotterdam, (NL), group show
2024 Dutch Design Awards 2024, (NL), group show
2024 DEMO x CS Digital Media, Amsterdam metro network (NL), solo show
2023 Bermuda Open at Grey Space in the Middle, Den Haag (NL), group show
2023 *Khtobtogone* at MIRA Festival, Barcelona (SP)
2022 DEMO Festival, Nation-wide (NL)
2022 Bermuda Open at Grey Space in the Middle, Den Haag (NL), group show
2022 *Khtobtogone* at Festival International du Film Independant, Bordeaux (FR)
2022 *Khtobtogone* at MMF MMXXII Interactive Museum of Cinema, Milan (IT)
2021 *Khtobtogone* at En attendant Omar Gatlati, Marseille (FR), group show
2021 *Khtobtogone* at VCUarts, Doha (QA)
2020 Cinekids Festival, Westergasfabriek, Amsterdam (NL)
2019 Melkweg Expo, Melkweg, Amsterdam (NL), group show
2019 Graduation Show, KABK, Den Haag (NL), group show
2018 Dutch Design Week, Manifestations, Eindhoven (NL), group show
2017 Future Bags, TassenMuseum Hendrikje, Amsterdam (NL), group show
2017 What is Happening to Us, Le Coeur gallery, Paris (FR), group show
2015 Contesting/contexting SPORT, nGbk gallery, Berlin (GE), group show
2014 Tres-Court Festival, Les Halles, Paris (FR)
2014 Graduation Show, Ecole Estienne, Paris (FR), group show

Awards & Funds

2024 Mondriaan Funds Artist Start (NL)
2023 Stichting Stokroos for Art (NL)
2023 Best time-based media Award, Sand Nudes, Den Haag (NL)
2019 Interactive Media Design department Award, KABK (NL)
2019 Academy Award Nominee, KABK (NL)
2018 Young Talent Award, Dutch Design Week (NL)
2014 Audience Award, Tres-Court Festival (FR)

Publications

2025 *Souvenir of Love*, Current Matter No.1
2025 *ISSUE 90*, DAMN Magazine
2023 *Transmutation du réel*, Fish Eye Magazine (FR)
2023 *Underneath fashion: an exploration into fashion and body shapes*, RE-EDITION Magazine (UK)
2022 *Frontieres*, Immersion Magazine (FR)
2021 *A Domestic Odyssey*, Frieze Magazine (UK)

Artist

Collaboration & Commissions

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| 2025 | Hattie Wade on <i>Thy Cities Shall With Commerce Shine—part II</i> at Art au Centre, Liege (BE) |
| 2025 | Anetha <i>Exhibit</i> International tour |
| 2024 | Tom Schneider <i>Bell Project</i> , London (UK) |
| 2024 | Valentina Gal on <i>Troubled Waters</i> , The Hague (NL) |
| 2024 | Thijs Jaeger on <i>Dreamscapes</i> , The Hague (NL) |
| 2023 | Ben Ditto for Kim Petras' SlutPop world tour |
| 2023 | Eamonn Freel for RE-EDITION Magazine, London (UK) |
| 2022 | Goldband <i>Betaalbare Romantiek</i> album live tour visual stage design (BE)(NL) |
| 2021-2022 | Mamali Shafahi & Ali Eslami on Nerd Funk Chapter III and IV, Next Musuem, Amsterdam (NL) |
| 2021 | Sara Sadik on <i>Khotbtogone</i> , Marseille (FR) |
| 2020 | Upsammy, Audio Visual performance for Dekmantel Connects, Amsterdam (NL) |

Internships

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| 2018 | Golgotha Corp, Paris (FR) |
| 2018 | Kevin Bray, Rijksakademie, Amsterdam (NL) |
| 2015 | Studio 32Avril, Paris (FR) |
| 2012 | Zorobabel Animation studio, Bruxelles (BE) |

Teaching

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| 2019—ongoing | <u>3D Design teacher at the IMD department, KABK The Hague (NL)</u> The class consists of technical and theoretical study around the medium of 3D. Through series of lectures, workshops and hands-on exercises, first year students are encouraged to engage with history and ethics of the tools as well as developing a visual language and technical framework. |
| 2021—ongoing | <u>3D guest teacher at the Motion Design department, E-ARTSUP, Paris (FR)</u> During punctual lectures and workshop, forth year students approach advanced software such as ZBrush for digital sculpting, Substance Painter for texturing and Marvellous Designer for cloth simulation and fashion design. |
| 2020—ongoing | <u>Guest teacher at the 3D Motion department, Gobelins, Paris (FR)</u> Teaching lectures and workshops, the same as above. |

Other Experience

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| 2019—ongoing | <u>Interactive Video designer</u> Independent design studio practice undertaking various client-based commission works such as advertisement campaigns, video production, interactive video installations. The variety of mediums together with the versatility of the possible outputs and collaborations with peer designers according to the projects' needs, allow a wide palette of possibilities for digital and interactive storytelling. Recent clients include; Parallel Studio (FR), Art Camp (USA), Goldband (NL) and the Centre for Investigative Journalism (UK). |
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