

# Matthew Ferguson

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## Artist-Run Initiatives

### **OUTPOST Steering Committee Member**

2012 - 2014 Norwich, UK

Ran daily gallery operations, developed the exhibition programme, supported 70+ artists, producing installations, events, communications, and community support. Managed the OUTPOST studio building for 80 artists.

### **Bronco**

2024 - present, The Hague, NL

Co-running an experimental artist-led space bridging studio and exhibition practice, with responsibilities spanning graphic design, installation, programming, and testing non-traditional formats.

### **Greatorex**

2015 - 2017 London, UK

Transformed a warehouse into affordable live-work units and cultural venue, co-programming exhibitions, screenings, and events with artists including Issy Wood, Gina Fischli, and Olu David Ogunnaike.

## Artist Concept Development & Production

### **George Henry Longly**

2014 - 2018 London, UK

Collaborated on artworks from concept to fabrication and installation, overseeing CAD, material production, and logistics for major shows at Red Bull Studios NY, Palais de Tokyo, and international institutions.

### **Chris Evans**

2014 - 2015 London, UK

Managed site-specific installations across Europe, supervising technicians and ensuring accurate realisation of complex works.

### **Ed Fornieles**

2017 London, UK

Produced exhibition and artworks for *Seed* at Carlos/Ishikawa, providing conceptual and practical input on production strategies, and joined Fornieles' think tank.

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## Art Handling & Exhibition Realisation

### Freelance Exhibition Work

2014 - 2017 London, UK

Worked with more than 40 leading galleries, art fairs, and institutions including Frieze, Art Basel Hong Kong, Raven Row, and Stuart Shave Modern Art, with roles spanning installation, transport, video/media setups, and supervising technicians.

### Sainsbury Centre for Visual Arts

2011 - 2014 Norwich, UK

Worked on art handling and exhibition installation at the Sainsbury Centre, building walls and display cases, installing varied media, and handling works by artists including Picasso, Francis Bacon, Bill Viola, and Anthony Gormley.

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## Teaching

### Eindhoven University of Technology (TU/e)

2022 - Present, Eindhoven, NL

Guiding TU/e students in digital design and robotic fabrication within the Built Environment department, supporting projects in 3D concrete printing, biobased robotic winding, timber construction, and assisting with software/hardware troubleshooting.

### Royal Academy of Art, The Hague (KABK)

2025 The Hague, NL

Co-led a week-long workshop introducing Unreal Engine, 3D scanning, VFX, and CAD/CAM, guiding MA students to create 3D worlds and a final performative presentation.

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## Architectural Design

### Octatube Architectural Engineer

2023 - Present Delft, NL

Translating architectural ambitions into manufacturable projects, focusing on steel and glass, with detailed 3D models and drawing packages for approval and fabrication.

### MDLX Digital Production Designer

2022 - 2023 Haarlem, NL

Developed a parametric design tool for modular timber buildings, integrating cost, production, and visualisation.

### Facit Homes Digital Production Designer

2019 - 2020 London, UK

Streamlined timber house production with CAD/DfMA workflows, fabrication data, and logistics optimisation.

### Cake Industries Designer & Project Manager

2018 - 2019 London, UK

Designed and managed production of complex steel structures, developing digital workflows, detailed fabrication packages.

## Education

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**EngD Smart Buildings and Cities Eindhoven University of Technology**

2020 - 2025 Eindhoven, NL

Engineering Doctorate research in digital design for 3D concrete printing. Developed concepts for Brainport Smart District, with coursework in circularity, systems engineering, energy, entrepreneurship, and project management.

**MArch Design for Manufacture The Bartlett School of Architecture – Distinction**

2017 - 2018, London, UK

Specialised in DfMA, advanced manufacturing, and automation. Gained hands-on experience with CNC production, sheet metal forming, robotic plasma cutting, 3D scanning, and modular construction techniques.

**BA (Hons) Visual Studies Norwich University College of the Arts – First Class**

2008 - 2011 Norwich, UK

Explored interdisciplinary art and design across exhibition, furniture, and sculpture.