

## Education

---

- Since 2020 **UNIVERSITY OF ZURICH**, Switzerland  
PhD fellow, Digital Visual Studies
- 2018-2020 **EPFL** (Ecole Polytechnique Fédérale de Lausanne)  
MEng, Digital Humanities
- 2017-2018 **BRUNEL UNIVERSITY LONDON**, United Kingdom  
MSc, Advanced Multimedia Design and 3D Technologies
- 2013-2016 **UNIVERSITY OF FRIBOURG**, Switzerland  
BSc, Computer Science  
minors in Art History and Media and Communication

## Work Experience

---

- January - November 2020 **Research assistant**  
EPFL, Laboratory for the History of Science and Technology
- Spring 2020 **Digital humanities researcher**, master thesis  
EPFL+ECAL LAB, Lausanne, Switzerland
- Fall 2019 **Digital humanities researcher**  
FONDAZIONE GIORGIO CINI, Venice, Italy
- 2017-2018 **Freelance concept writer**  
SIMPLESHOW
- Summer 2016 **European android camp**  
GOOGLE, London, United Kingdom
- 2013-2014 **Intern in communication and graphist**  
GALERIE DE L'UNIVERS, Lausanne, Switzerland

## Exhibitions

---

- 2022 ***La main baladeuse***, Visual contagions  
JEU DE PAUME, [Création en ligne](#)
- 2022 ***Poster World***, Planet Digital, with EPFL+Ecal Lab research group  
MUSEUM FÜR GESTALTUNG ZÜRICH
- 2016 ***Nautilus***, with Sara Grimm and Andreas Fischer  
SUMMER FESTIVAL OF BERN UNIVERSITY OF ARTS HKB

## Publications

---

- 2022 Valentine Bernasconi, ***GAB - Gestures for Artworks Browsing***.  
27th International Conference on Intelligent User Interfaces (IUI'22 Companion), ACM, New York, NY, USA
- 2016 Andreas Fischer, Sara Grimm, Valentine Bernasconi, Angelika Garz, Pascal Buchs, et al.. ***Nautilus: Real-Time Interaction Between Dancers and Augmented Reality with Pixel-Cloud Avatars***.  
28 ème conférence francophone sur l'Interaction Homme-Machine, Fribourg, Switzerland