

Tian Breznik

e-mail:tian.buruzenikku@outlook.com website:tryna.be

EDUCATION

GOLDSMITH'S, UNIVERSITY OF LONDON | MFA in Computational Arts, ongoing

UNIVERSITY OF MANCHESTER | BSc in Computer Science and Mathematics, First Class Honours

RECENT WORK EXPERIENCE

UNITY DEVELOPER | [Idle Duck Studio](#), in Ljubljana

- ✦ Developed, tested, deployed and analysed the performance of hyper casual mobile games. Published a title "Bus Stop Jam" in collaboration with the Parisian tech company [Voodoo](#)

FULL STACK DEVELOPER | [Giga Design Studio](#), in Milan

- ✦ Developed experimental games and interactive installations with [Fantamagico](#), an experimental game development collective, which is a department of the Giga Design Studio.
- ✦ Contributed to the development of a large virtual "multiplayer" art exhibition space in the browser, called [superinternet.world](#), where artists are given a cube with empty canvases for walls, which they can fill with their art with a simple Microsoft Paint-like brush tool. Users visiting the virtual space can walk through the "rooms" as if in a museum and enjoy the art. The canvases in every room are stitched together and exist as an nft, maintained in a smart contract on the Polygon blockchain network.
- ✦ Lead the development of the [Luisa](#) project. Exhibited at the Milan Design Week.
- ✦ Collaborated with brands such as North Face and Ottolinger on complex technical pipelines as part of their marketing campaigns.

WEB DEVELOPER | [Calibro Studio](#), in Milan

- * Developed a custom image viewing system for large scale image libraries or archives. Based on WebGL, the system was designed to be adaptable to many different projects. Since its deployment it has been used in an internal studio project with [Istituto dei Ciechi](#) and [Wikimedia Italia](#).
- * explored the changing presentation of people in domestic spaces in the IKEA Catalogue archive throughout the 70 years of its publishing. We ran a people recognition script on every image in the archive and cut the people out of the scenes, whilst holding on to the original image of the scene. These images were then visualized in a temporal mosaic.

E-RESEARCHER | [Oxford University](#), in Oxford

- ☆ Explored the data visualization design space for various kinds of Covid-19 monitoring data in order to support the modeling scientists and epidemiologists in the Scottish COVID-19 Response Consortium (SCRC).
- ☆ Designed and deployed hundreds of live-data dashboards with charts segmented on multiple levels of British governance from local municipalities to the national level all of them assembled into a website used by actual lawmakers and other stakeholders.

DESIGN RESEARCHER | [Amsterdam University of Applied Sciences](#), in Amsterdam

- * Developed an autonomous web-scraping system, specialized for scraping YouTube video and personalisation data, by generating sessions of video - watching in order to monitor and visualize different agnostic user journeys into Youtube's rabbit hole.
- * Created a website for the showcase of the project results allowing the audience to explore datasets visualized in a force directed graph network based on different session datasets, visualizing clearly how some watching journeys ended up in topic rabbit holes and were influenced by topic drift.
- * Participated in monthly meetings with the project partner [The Institute of Network Cultures](#)

RECENT PERSONAL PROJECTS

[WEIRD ATTACHMENTS](#) | in the browser, part of exhibitions, in Ljubljana

- ✿ Digital publishing platform with a custom reading experience. Built with React/TypeScript and a TipTap-based rich text editor, custom extensions for multimedia, and a mobile-first pagination algorithm that handles page breaks, atomic elements, and content flow in a kindle-like manner.
- ✿ Implemented interactive footnotes with inline popups, audio-synced karaoke text blocks with word-level timing, and real-time collaborative editing using Firestore with version conflict resolution.
- ✿ Developed a responsive UI with custom typography, ink-style text effects, touch-based navigation, and reading position tracking. The website was part of an exhibition at [MoTa Ljubljana](#)

[FALL11](#) | in London

- ♥ End of First-year MFA project, exhibited at the St Hatcham's Church exhibition space of Goldsmiths, University of London.
- ♥ Reconstructed machine photography from the Imagenet-fall11 dataset by using inpainting and outpainting in order to stitch images from the [imagenet-fall11 dataset](#) together into larger scenes and photographic pictures. Developed a custom image-generation pipeline using Stable Diffusion, LoRA fine-tuning, and ControlNet to reconstruct and extend scenes from the ImageNet Fall11 dataset

[GARDEN PAINTING](#) | in London

- ✿ A browser-based installation on view at The Goldsmiths St Hacham's Church Exhibition space.
- ✿ A gesture control model is made to doodle a child-like painting onto a canvas with a voxelated grid with predefined regions of where a doodle category is allowed to be drawn. The brush, together with the canvas makes for a water painting style mechanism programmed with GLSL shaders.

[BLINK](#) | in the browser, in Ljubljana

- ✿ Another browser-based installation exhibited online and in an iframe as part of the "Unfamiliar Area" exhibition series organized by galerija Alkatraz in Ljubljana.
- ✿ The first exhibition entry to remain fully interactive as part of an online blog post. The website made for the exhibition was made to be connected to as many open api's as possible, highlighting some of the traffic that passes through it as part of its own infrastructure upon every data refresh - every "blink".
- ✿ The page was made in reference and to emulate the deprecated HTML tag known as <blink> in an effort to keep some of the old, non-standard web still alive.

[MEMENTO](#) | in the browser, in Edinburgh

- ◆ Explored the state of our collective discourse on the internet through the lens of tweets on a specific topic categorized under a hashtag. The tweets were arranged in 3D space as singular points connected with scribbled lines if they were contained in the same thread.
- ◆ The central premise explored was how far in time a certain piece of news or a news topic travels in relation to the concept of "information fatigue".

[FINDING LIVABLE CITIES](#) | bachelor dissertation (first class honours), in Manchester

- ◆ Generated an OpenStreetMap based image dataset of 1km x 1km maps of urban centres around the world, comprising of 176 thousand locations.
- ◆ Used disentangled variational autoencoders to reduce maps to their latent space vector representation in order to compare the geometric features of their urban structure. Visualized the data in an interactive Web application based on Mapbox GLJS.

PROGRAMMING	WEB	AI & DATA	TOOLS
✿ TypeScript	✿ React	✿ PyTorch	✿ Blender
✿ Python	☐ Next.js	✿ TensorFlow	✿ TouchDesigner
✿ C#	✕ Vite	✧ MediaPipe	✿ Unity
✕ C	★ SvelteKit	☆ Firestore	✿ GLSL
✿ Java	✿ HTML/CSS	★ RunwayML	✿ Docker
✕ Swift	✕ Tailwind CSS	🐉 PostgreSQL	✿ Cloudflare