

LUCÍA TIEFF (LUCÍA LÓPEZ GARCÍA-MONTEJO)

Born 1996 in Montevideo, Uruguay

CONTACT

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PROFESSIONAL EXPERIENCE

- 10.2023 - present **TANYA LEIGHTON GALLERY** / Berlin, Germany
Freelance assistance and Web design
- Sporadic gallery assistance.
 - Online communication and a command of back-end website editing (maintain the activities of the gallery on the website and online shop).
 - Formatting of artists' portfolios and press packs.
- 01.2023 - 06.2023 **MEMORIAL MATTER** / Berlin, Germany
Assistant & Biomaterials Technician
- Assistance for the production of *Memorial Matters* multimedia installation with the artists Tin Wilke and Laura Fong Prosper for *Broken Machines & Wild Imaginings* group exhibition curated by Clara Herrmann at Akademieder Künste (June-July 2023).
 - Technical production of bioplastic pieces during Human Machine Fellowship residency E-Werk Luckenwalde (March-May 2023).
 - Research with coal and Xanthan-based biomaterials for 3D printing techniques to develop *Memorial Matters'* installation sculptures.
 - General aesthetic support for installation's setup.
- 01.2023 - 03.2023 **ANDREA BELFI** / Berlin, Germany
Communications & Social Media Strategy
- Establishing digital communication strategy for Andrea Belfi's *Eternally Frozen's* album release campaign.
 - Design of visual layout in social media platforms.
 - Scheduling content and technical accompaniment of the artist.
 - Copy editing.
- 07.2022 - 04.2023 **MONOM STUDIOS** / Berlin, Germany
Communications & Social Media Manager
- Supervision of all social media channels including content production for digital storytelling in cross-media formats about the exhibition and event program of Monom as well as the artistic medium of photography.
 - Evaluation, monitoring and moderation of all social media channels.
 - Establishment and maintenance of strategic cooperations with digital platforms, artists, and other multipliers.
 - Digital communication strategy.
 - Design and sending of email newsletters.
 - Copy writing.
- 09.2020 - 05.2021 **BARD COLLEGE BERLIN** / Berlin, Germany
A/V Assistant
- Assessing and providing audiovisual equipment for students and faculty
 - Further assistance on audiovisual projects and events within BCB's community and institution
 - Managing items agenda and schedules
- 03.2020 - 06.2021 **TIM PLAMPER** / Berlin, Germany
Artist's Assistant and 3D developer.
- Artist's assistance.
 - Digital and analogue archiving.
 - 3D modelling and printing from photogrammetry techniques for Exit II (The Beloved Dies) solo exhibition curated by Pavel Kubesa, presented at NoD Gallery Praha (June 2021).

INTERNSHIPS

- 09.2021 - 12.2021 **STUDIO TOMÁS SARACENO** / Berlin, Germany
Research and Communication Internship
- Communication assisting in the preparation for interviews and lectures and press requests.
 - Publications; writing artworks texts, tracking invitations to contribute, assisting with the organization of events.
 - Archiving; organizing studio library, both digital and physical with Archivist.
- 06.2021 - 08.2021 **TANYA LEIGHTON GALLERY** / Berlin, Germany
Web Internship
- Online communication and a command of back-end website editing.
 - Formatting of artist CVs and press packs.
 - Digital and analogue archiving, maintenance of digital database entries, and artwork inventory updates.

EDUCATION

- 09.2020 - 12.2023 **BARD COLLEGE BERLIN** / Berlin, Germany
BA in Humanities, Arts & Social Thought
Focus on: Arts & Aesthetics
- 03.2016 - 12.2018 **INSTITUTO NACIONAL DE BELLAS ARTES** (IENBA-UdelaR) / Mvd, Uruguay
BA in Artes Plásticas y Visuales (Visual and Plastic Arts)
- 08.2012 - 05.2014 **UWC RED CROSS NORDIC** / Flekke, Norway
International Baccalaureate (IB)

SKILLS

- Languages** **Spanish** (Native speaker); **English** (C2, Proficiency certificate); **German** (B2 certificate); **Portuguese** (Basic)
- Technical**
- Web & Office**
- WordPress, MAC, Microsoft Office, Word and Excel, Mailchimp, Slack, ArtLogic
- Photography and Graphics**
- Adobe Photoshop, Lightroom, Illustrator, InDesign
- Video**
- Editing: Adobe Premiere, After Effects
 - Real-Time: Touchdesigner, Resolume Arena
 - Color Grading: DaVinci Resolve
- 3D**
- Modelling: Blender, Meshmixer
 - Photogrammetry: Metashape