BRUNO MESQUITA

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Bruno Mesquita, media artist and researcher, graduated in Digital Arts and Multimedia (2020) from the College of Arts and Design (ESAD) in Matosinhos and completed a Master's in Media Arts at the University of Minho (UM) in Braga. Currently, he is a Research Fellow at the Communication and Society Research Centre (CECS), funded by the Foundation for Science and Technology (FCT), as part of the project "MigraMediaActs – Migrations, media, and activism in the Portuguese language: decolonizing media and imagining alternative futures".

Previously, Bruno worked as a filmmaker and photographer at esad-Idea – research in design and art. His current practice focuses on documentation through photography and video, exploring new territories and forms of expression within Media Arts. Throughout his career, he has collaborated on projects such as Hands-On Type (2021) and Porto Design Biennale - Alter Realities (2021), where he took on roles as photographer, filmmaker, and coordinator of photography and video at Porto Design Biennale - Being Water (2023).

EDUCATION

-2025/Present - **Faculty of Fine Arts of the University of Porto** - **PhD Degree in in Fine Arts**

-2022/2024 - **University of Minho** - Braga - **MA Degree in Media Arts.**

-2022 - **ESAD College of Arts and Design** - Matosinhos - **Short Course in Creative Coding. (Processing).**

-2021 - **ESAD College of Arts and Design** - Matosinhos - **Short Course in Motion for Graphic Design.**

-2018/2020 - **ESAD College of Arts and Design** - Matosinhos - **BA Degree in Digital Arts and Multimedia.**

-2015/2018 - **University of Beira Interior** - Covilhã - **BA Degree in Multimedia Design.**

LANGUAGES

Portuguese (native)**, English** (fluent) **, Spanish** (intermediate) **and Italian (beginner).**

WORK EXPERIENCE

- 2024 - **Research Fellow (MA) at CECS** (Communication and Society Research Centre) - funded by Foundation for Science and Technology (FCT), under the scope of the Project "**MigraMediaActs – Migrations, media and activisms in Portuguese language: decolonising mediascapes and imagining alternative futures**", ref. no PTDC/COM-CSS/3121/2021.

- 2023 - **Coordinator of Photography & Video at Porto Design Biennale 2023** - had the opportunity to work on projects and exhibitions such as:
  - **Petrichor, the Smell of Rain** curated by **Fernando Brízio**
  - **Erasing the Line** curated by **Ivo Poças Martins**
  - **Galicia: Processes and Forms** curated by **David Barro**

- 2021 - **Photographer & Filmmaker at Porto Design Biennale 2021** - had the opportunity to work on projects and exhibitions such as:
  - **Museum of Vibrant Matter** curated by **Alistor Fuad-Luke**
  - **Autre** curated by **Caroline Naphegyi and Sam Baron**
  - **Wild Care** curated by **Ana Jara and Alberto Altés**

- 2020/2023 - **Filmmaker at Esad-Idea(Research in Design and Art)** - had the opportunity to work on projects directly with **Casa do Design - Matosinhos** and **ESAD College of Arts and Design - Matosinhos** such as:
  - Sapatilhas: Marcas Portuguesas, do Estado Novo ao Virar do Milénio (2023)
  - Hands-On type (2021).
  - Tempos Modernos – Cerâmica Industrial Portuguesa Entre Guerras – Coleção AM-JMV (2020)

- 2018/2020 - **Freelance Photographer** - with various clients like:
  - **Amplificasom**
  - **Mecha Studio**
  - **XXIII**
  - **ZigurArtists (Zigur Associação Cultural)**

EXHIBITIONS

-2025 - **Organic Echoes in Synthetic Forms** as part of **Mostra aMostra 2025,** Teatro Municipal da Guarda - Guarda, Portugal

-2024 - **The Ever-Changing Social Landscape** as part of **3.ª Edition of Contemporary Art Exhibition - Divergência e Futuro by Kabo** - Caldas da Raínha, Portugal

-2024 - **(A)TENSION** as part of **Collective Exhibition eMMA** - Gnration, Braga, Portugal

-2024 - **The Ever-Changing Social Landscape** as part of **Processing Community Day - Ludic Aesthetics Online Exhibition by i2ADS** - Porto, Portugal

-2023 - **Collective Installation** *10- gon* as part of **OCUPA #8 - perspective on electronic music and digital art** - Gnration, Braga, Portugal

-2023 - **Erasing The Line - Video Installation** as part of **Porto Design Biennale 2023** - Porto / Matosinhos, Portugal

-2023 - **Eye of Next Media Art** as part of **Gwangju Media Art Festival (GMAF) 2023** - Gwangju, Republic of Korea

-2023 - **Unveiling the Interconnected Landscapes** as part of **Collective Exhibition eMMA** - Galeria do Paço, Braga, Portugal

LECTURES

-2024 - **Dialogues Between Art and Technology** - **Lecture** at **Instituto Politécnico da Maia (IPMAIA)**, Maia , Portugal

-2024 - **(A)TENSION** - **Lecture for MA in Media Arts** at **University of Minho (UM)**, Braga , Portugal

-2024 - **At the intersection of art and research** - **Lecture for BA in Multimedia and Arts** at **Universidade Portucalense (UPT)**, Porto , Portugal

PUBLICATIONS

Cabecinhas, Rosa; Macedo, Isabel Moreira; Lins, Luiza; Simões, Chisoka Paulo; Pereira, Ana Cristina; Sá, Alberto; Posch, Patricia; et al. 2025. "Migrações, média e ativismos em língua portuguesa: descolonizar paisagens mediáticas e imaginar futuros alternativos." https://hdl.handle.net/1822/94857

Mesquita, Bruno; Moura, João Martinho; Alberto Sá. "**Media Arts as an Artistic Activism**". In *Advances in Design, Music and Arts III*. Springer Nature Switzerland AG, 2025. 10.1007/978-3-031-73705-3_39

Pereira, Ana Cristina; Macedo, Isabel; Mesquita, Bruno; Correia Borges, Gessica; Januário, Maíra; Sá, Alberto; Cabecinhas, Rosa, 2024, ""**Sempre em Nós**": entrevista a Evalina Gomes Dias", 10.34622/datarepositorium/ARR42Z

Macedo, Isabel; Pereira, Ana Cristina; Correia Borges, Gessica; Mesquita, Bruno; Januário, Maíra; Sá, Alberto; Cabecinhas, Rosa, 2024, ""**Nós somos carne, nós somos ventre, nós somos nação**": Entrevista a Maria Gil.", 10.34622/datarepositorium/15OE6Z

EVENT ORGANISATION

-2025 - Member of the Organising Committee - **International Conference "Migrations and Communication in the Planetary Era: Debates and Actions"**

-2025 - Member of the Organising Committee - **ARTECH 2025 – Media Art Cultures, Communities & Territories - 12th International Conference on Digital and Interactive Arts**

SOFTWARE

Adobe AfterEffects, Adobe Audition, Adobe Illustrator, Adobe Lightroom, Adobe Photoshop, Adobe Premiere, Autodesk Maya, DaVinci Resolve, Reaper, Ableton Live, Processing (Java), Unity (C#), Resolume Arena, VCV Rack.