

Denis Flueraru

Creative Technologist · Interactive Installations, Sound & Experience Design

flueraru.denis@gmail.com · +40 727 801 918 · denisflueraru.com

WORK EXPERIENCE

HexagonX — BTL Experience Manager

Bucharest, Romania | March 2026 – Present | hexagonx.ro

- Program interactive installations and experiences for brand activations and live events
- Lead setup, teardown and on-site technical management, including power distribution and equipment logistics via Rentman
- Develop concepts and prototypes for installations, scenography and event experiences

ATOMAT LAB — Founder

Bucharest, Romania | October 2021 – Present | atomatlab.com

- Design and build interactive audiovisual installations using creative coding, custom hardware and sound
- Coordinate EU-funded cultural projects (Culture Moves Europe) from concept through production and implementation
- Design and deliver DIY workshops on sound and interaction
- Run an online shop, manufacturing contact microphones and other electronic devices

Animotion Production — Sound Designer & Music Producer

Bucharest, Romania | October 2019 – September 2021

- Composed music and designed sound for advertising campaigns
- Recorded, edited and mixed voice-over for TV, radio and digital channels
- Synchronised and mastered audio for national and international productions
- Worked alongside creative teams to tight deadlines

EDUCATION

MA — Interactive Technologies for Performing & Media Arts 2023

"I.L. Caragiale" National University of Theatre and Film (UNATC), Bucharest | 2021 – 2023

Thesis: *Designing a Recording Tool for Representing Physical Textures in Sound*

BTEC — Music Technology (Electronic Music Production & Live Performance) 2017

Catalyst Institute (dBs Music), Berlin | 2016 – 2017

BA — Film Studies, Television & New Broadcasting Media 2016

Kingston University, London | 2013 – 2016

CORE SKILLS

Audio & Video · Sound design, music production, spatial audio, custom instruments, live recording, circuit bending. Ableton Live, Pro Tools, Premiere Pro.

Coding & Interaction · Max/MSP, Processing, microcontrollers, IoT, MIDI, electronics. JavaScript, C, HTML, Sonic Pi, TinyML, TensorFlow.

Prototyping & Fabrication · 3D printing, laser cutting, CNC, power tools. Rhino 3D, Illustrator, UGS.

Languages · Romanian (native), English (fluent), French (elementary).

SELECTED PROJECTS & EXHIBITIONS

- 2025 "A Horizont Lényege II", MAMU Gallery, Budapest, HU
- 2025 "HUSH Glitches", National Dance College, Bucharest, RO
- 2025 Sensors & Haptics Workshop for Performing Arts, NOD Makerspace, Bucharest, RO
- 2025 Start Pentru Tineri — Contact Microphones Workshop, Târgu Lăpuș, RO
- 2025 Măgurele Laser — Interactive Scale Model, FABLAB, Bucharest, RO
- 2025 Yokogawa — Fresh Water Generator Concept Scale Model, FABLAB, Bucharest, RO
- 2025 "The Main Point of the Horizon", Reduta Cultural Centre, Brașov, RO
- 2024 "Unbound Echoes", WASP Studios, Bucharest, RO
- 2024 "Fusion: AIR" Residency, /SAC Gallery, Bucharest, RO
- 2024 "Recycle Your Technology" BRD Residency, RO
- 2024 "Fabulating About a Gelato Machine", National Museum of Art, Brașov, RO
- 2024 "Echoes of Presence", IQOS at Romanian Design Week, Bucharest, RO
- 2024 "EON Frosted Waves", Electric Castle, Cluj-Napoca, RO
- 2023 "Sonic Explorations" Workshop, NOVA Festival, Bucharest, RO
- 2023 "Un/Living Gallery: A Tangible Art Manifesto", WASP, Bucharest, RO
- 2023 "Pixels From a Future Past", National Museum of Contemporary Art, Bucharest, RO
- 2022 "Particle Composer", Spotlight Festival, Bucharest, RO
- 2022 "Nos Utopies", Fête des Lumières, Lyon, FR