

# Caroline Louisa Wilson

*artist & researcher*

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## STATEMENT

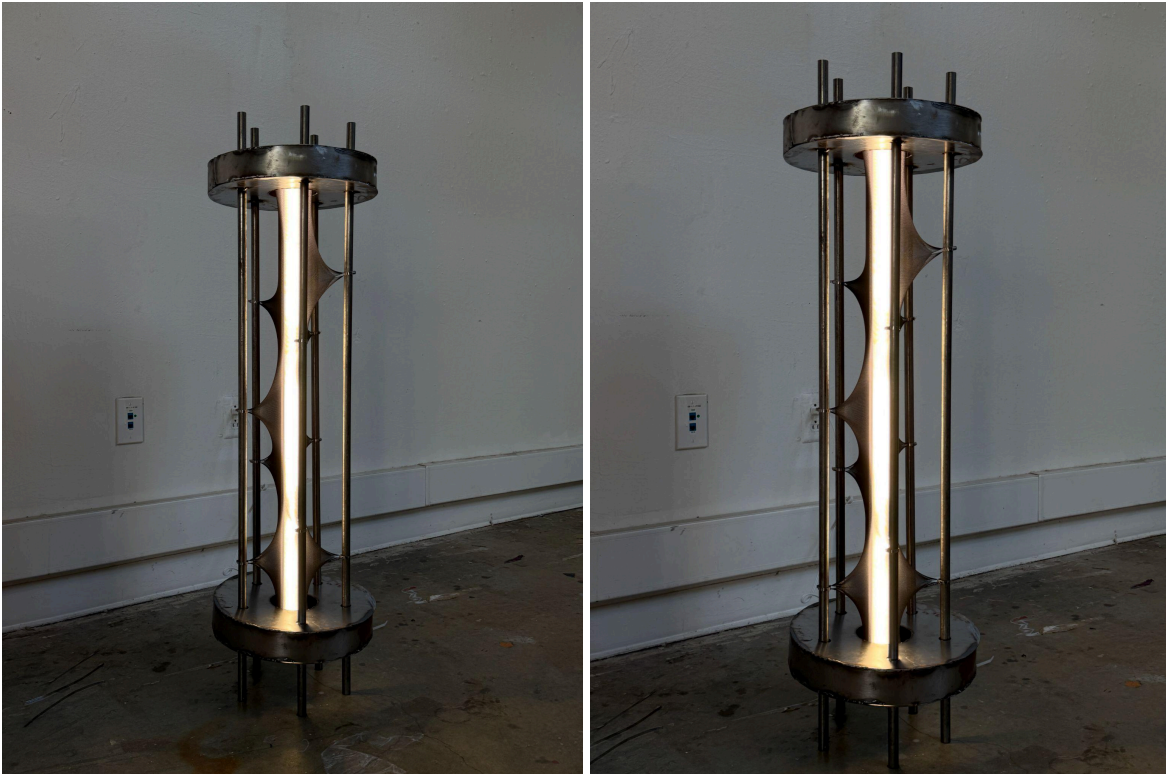
Caroline Louisa Wilson is an interdisciplinary artist and researcher interested in artificial intelligence, media systems, and the artist & technology relationship. Wilson wants to be able to physicalize her unique relationship with the internet. Abstracted from physical reality, her digital life seems to understate its existence, and therefore, its perceived importance. The bond with technology is more important now than ever. Fabricating sculptures and designing functional objects, through this lens, helps her to explore tech based speculative futures, digital surveillance, data science, and AI through a more embodied practice. She uses her findings in conversation with her ongoing research into ethical and alternative AI practices. She combines found and salvaged materials, digital interaction, skilled fabrication, and algorithmic processes to blur the line between documentation and speculation, science fiction and reality. She is currently writing a book, *Thoughts on the Network From Inside It*, about being an early historian of AI during the boom.

## SELECTED WORKS

**Secure, Contain, Protect** · *steel, mesh, light*

2026 · Santa Cruz, CA

Functional design object that represents a body under infrastructural tension. Currently on view at Santa Cruz Art League "Beyond Closed Doors" from May 27th through June 7th.



*Secure Contain Protect, 2026 -- steel, mesh, light*

**megacity C1** · *cardboard, found materials, pallets*

2025 · Santa Cruz, CA

Large-scale sculptural tower assembled from stacked cardboard boxes and reclaimed materials on wooden pallets. Shown from four perspectives, the work examines urban density, accumulation, and the economic hierarchy of built environments.



*megacity C1, 2025 — cardboard, found materials, pallets*

**Untitled (outdoor sculpture series)** · logs, found metal, reclaimed wood

2024–2025 · Various

Site-responsive works using raw timber and salvaged metal. Each piece negotiates balance and tension between heavy, natural materials and the landscape.



*Untitled outdoor sculpture series — logs, found metal, reclaimed wood*

**nuclear gear™** · wearable / speculative design — PVC tubing, wire, mannequin

2024–2025 · Singapore / NTU ADM

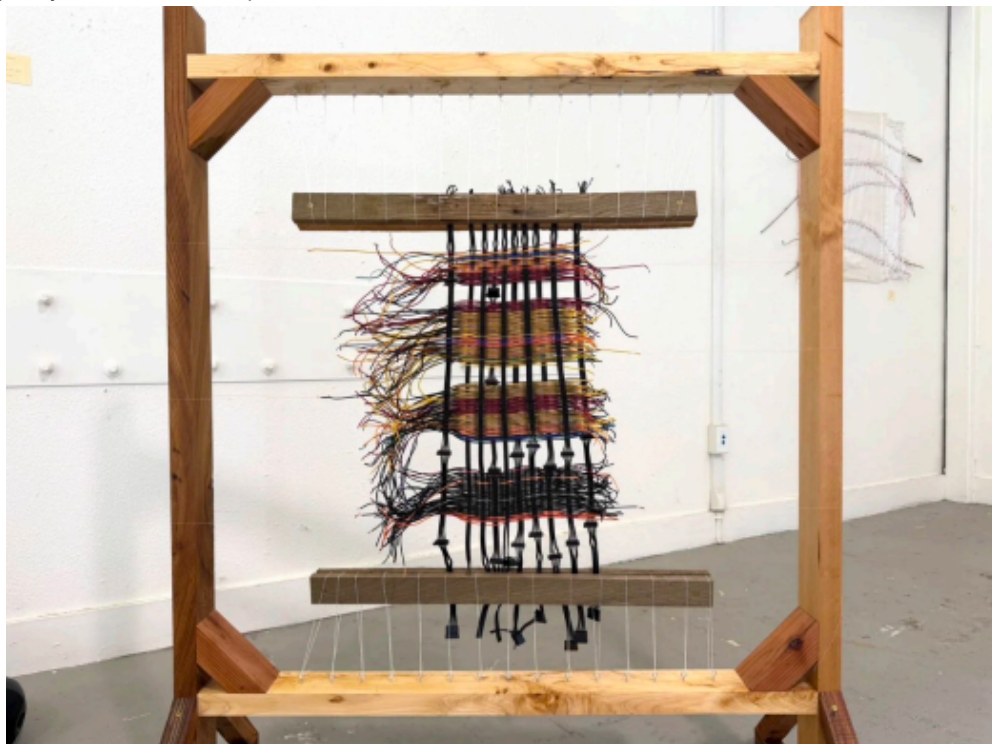
Designed, prototyped, and produced a wearable object as speculative design. The translucent tubing traces bodily contours, suggesting prosthetics, medical infrastructure, and intimate restraint. Showcased at NTU ADM.



*nuclear gear™, 2024–2025 — PVC tubing, wire (front and side views)*

**looming future** · sculpture / installation — wood, wire, thread, electrical cable  
2026 · Santa Cruz, CA

A hand built loom structure threaded with multicolored wire and electrical cable. The weave conflates textile labor with digital infrastructure, implicating the body in systems of data and production.



*looming future, 2026 — wood, wire, thread, electrical cable*

**untitled (kinetic installation)** · *Arduino, stepper motors, steel beams, clamps, e-waste, dead cables*

2026 · Santa Cruz, CA

Arduino-powered moving cables installation. Explores the animation of discarded infrastructure — coding life into dead cables through mechanical repetition.

**untitled (interactive sculpture)** · *Arduino R4 Mini, bioplastic, aquarium water pump, petri dish*

2025 · Santa Cruz, CA

Viewer activates a relay switch triggering a pump that pushes air into a petri dish of water and bioplastic — eroding the material over time. The viewer chooses to disrupt or let the implied experiment carry on.

**escape the sim.mov** · *experimental film — TouchDesigner, 90s-generated aesthetic*

2024 · Singapore / NTU ADM

Short film exploring claustrophobia, authenticity, and surveillance in Singapore through a retro-digital visual language. Screened at NTU ADM end-of-semester screening.

**photography showcase** · *photography*

2025 · Santa Cruz, CA

Selected for photography showcase, Bay-tree Bookstore Gallery, UCSC.

**i'm so sick of dystopia** · *zine — alternative futures, utopian ideas*

2024 ·

**Is AI generated music evil?** · *zine — ethics and creativity in AI music*

2023 ·

**commissioned works** · *wine labels, custom illustrations*

2020 ·

Chateau Rekate wine labels · custom work for Eve McBride.

## EDUCATION

**BFA, Art** — University of California, Santa Cruz

Expected 06/2026 · Santa Cruz, CA

Selected for photography showcase, Baytree Bookstore Gallery (2025). Published zines: i'm so sick of dystopia (2024), is ai generated music evil? (2023). Open studios participant (2022–present).

**Exchange Student — School of Art, Design and Media, Interactive Media** — Nanyang Technological University

08/2024 – 12/2024 · Singapore

Generative art, physical computing, real-time media systems.

**Technical Theatre — CTE Certification** — Fiorello H. LaGuardia High School

06/2022 · New York, NY

## SELECTED EXPERIENCE

**Panel Moderator — Quantum Festival** — ArtScience Museum

10/2025 · Singapore

Moderated "Art as a Bridge to Science and Emerging Technologies," facilitating dialogue between artists and

researchers. **Gallery Assistant / Intern** — Salon 94 Gallery

06/2025 – 09/2025 · New York, NY

Curatorial support, artist communications, installation prep, and event organization.

**Independent Researcher** — UCSC Special Collections

01/2025 – present · Santa Cruz, CA

Community archiving methods and frameworks for preserving local histories.

**Research Assistant** — UCSC Humanities Department

10/2024 – present · Santa Cruz, CA

Research on AI and human interaction under Prof. Zac Zimmer.

**Assistant Production Manager** — Metropolitan Opera House

06/2022 – 08/2022 · New York, NY

Managed daily tasks for production crew, photographed backstage setups, maintained records.

## SKILLS

TouchDesigner · Physical Computing · Arduino · Sculpture · Installation

Kinetic Sculpture · Experimental Film · Photography · Painting · Carpentry

Wearable Design · Product Fabrication · Generative Art · Archiving · Web Design

Photoshop · Illustrator · AutoCAD · OSHA 10 Certified

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