

Keith Lim - CV



Keith has dedicated his arts career to interactive and immersive art. Leaving his established physical theatre network in the Australian independent arts scene, he travelled the world pursuing genre-defining expertise - working with interactive art pioneers Blast Theory and with local London companies during the initial immersive theatre boom of 2014. Pre-corona, Keith toured worldwide, warning everyone of the incoming pandemic with the lightweight high-impact Zombie Survival Academy. In 2016 he settled in Copenhagen to join the Illutron interactive arts studio (est. 2007). In 2021 he led a team of 20 artists to create a fully immersive theatrical performance INDUSTRIA.

Keith is an interdisciplinary jack of all trades, with a Master in Dance, BA in Computer Science / Psychology. His work continuously iterates and mashes up live art, emerging technology and awareness of somatic states. For over 20 years he has created physical and immersive theatre, interactive installations, video and digital art that navigate how various technologies augment, limit and enhance the human lived experience.

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Interactive Installations

- *Augmented Reality Tales of War and Peace* is an 18-month, augmented reality (AR), multi-arts, collaboration between partners from Denmark, Ukraine, Italy and France. 2023-24. **Technical Lead**
- *CATALYSTS—Somatic Resonance* augmented and mixed reality experience retrospective of Margrét Sara Guðjónsdóttir, 10 years of somatic performances. *Institute for Cultural Inquiry* and *Tanzfabrik Open Spaces*, Berlin 2021-22. **Technical Lead**
- *Scatterdance* motion tracking installation with Jeannette Ginslov for the *European Spallation Source (ESS)* inaugural Artist in Residency program presenting at *IAC (Inter Arts Center)* Malmö, Sweden. 2021-22. **Developer/Codirector.**
- *Conspiracy Archives* augmented somatic reality app and installation with Prof. Susan Kozel and Margrét Sara Guðjónsdóttir, exhibiting with *Dansehallerne* and *Den Frie Centre of Contemporary Art*, DK. 2020-2018. **Developer.**
- *Smoke Box* immersive smoke room for contemplation and disorientation, *Borderland Festival* 2018. **Maker/Director.**
- *Shadow Mapping* projection installation with johan.cc for *Fritz Hansen's* new chair launch at *Orgatec Expo* 2017. **Codev.**
- *The Wave* sensor programming and development with *Obscura/Vertigo* for the *Copenhagen Light Festival*, 2016. **Developer.**
- *BodyMouth* real time talking body mapping installation for *Hayward Gallery* and *Boomtown Fair*, UK, 2014. **Maker/Director.**
- *Through the Looking Glass* giant 2m long Kaleidoscope installation, *The Borderland*, 2013. **Co-maker.**
- *Battle Spree in the 'Gee* programmer for site-specific arcade game installations, *We Australians* exhibiting at *National Gallery of Victoria*, Melbourne 2012; and *Next Wave Festival*, *Melbourne Cricket Ground* 2010. **Developer/Director.**

Interactive / Immersive Theatre

- *404*, multidisciplinary feedback loops with acrobatics, electronic music and generative visuals. *Monopol*, Berlin 2022.

Dramaturg

- *Industria*, live shipborne industrial revolution immersive experience at *Illutron*, 2020. **Director / Producer.**
- *Dream World*, immersive interactive labyrinth experience w/ approx 40 performers, Berlin 2020. **Stage manager/Design.**
- *Zombie Survival Academy* live immersive experience at *Godsbanen*, Aarhus 2018-19; *Uferstudios* Berlin 2018, *Theatereøen*, CPH 2017; *Creative Tech Week NYC* 2016; *Penticton Museum*, BC, Canada 2016; *Nowhere* and *Borderland* Festivals 2015; *Regent Studios*, London 2014. **Director / Producer.**
- *The Asylum*, a twisted immersive experience at *The Borderland Festival* 2019. **Core co-creator/Performer.**
- *Take My Hand* a 30min lifetime experience with a stranger, with Felicity Nicol at *Haven Festival* 2017. **Co-director.**
- *The Rise and Fall of Geo Goynes* geolocation detective experience with *Root Experience*, London 2014. **Creative Technician.**
- *My Neck of the Woods* live transmission from the streets of Manchester, UK, with *Blast Theory* 2014. **Creative Technician.**
- *Heist* four story immersive theft experience with *differencEngine*, London 2014. **Technical advisor and co-creator.**
- *Skin* directed by Daniela Schwartz and Eckhard Mueller, *Palace of Culture*, Warsaw 2010. **Dancer/Videographer.**
- *CityQuest* suburban multi-site immersive game experience in the streets, shops and car park in Fairfield, Sydney 2007. **Powerhouse Youth Theatre. Game designer and Codirector.**
- *WayFarer* interactive performance game by Martin Coutts, *Performance Space* Sydney 2006-07. **Performer/Divisor.**

Stage Performances

- *Crowd Control* directed by Nøne Futbol Club, *Copenhagen Contemporary* 2016. **Dancer.**
- *re:self*, physical theatre techno-shamanic performance with video feedback and puppetry, *Creative Tech Week NYC* 2016, *Loom Ensemble RepFestival NYC* 2015, *Uferstudios Berlin* 2012. **Full-length solo performance and production.**
- *Si Quis Sinit*, created in residency with the Art Monastery Project, Italy and New York USA 2015. **Dancer/co-creator.**
- *Achievement Achieved* solo durational performance installation, playing video games non-stop for 64 hours, for *RETOX Belluard Bollwerk International Festival*, Fribourg, CH. 2012. **Director/Performer.**
- *GeoTrauma Dance* directed by Mårten Spångberg at *ImpulzTanz*, Vienna 2011. **Dancer/Devisor.**
- *Surrogates_choreography* by Paulina Swiecanska at the Re:visions Festival, *Palace of Culture*, Warsaw 2010. **Dancer.**
- *Dinosaur Zoo and Gondwanaland* puppetry, stilt-walking and prototyping with *Erth Physical and Visual*. Eye on Malaysia, Kula Lumpur 2007; Seongnam Tancheon Festival, Seoul 2006; Auckland Museum 2006; WOMADelaide Festival 2006; National Museum of Australia, Canberra 2005. **Company puppeteer and maker.**
- *One More Than One* co-devised physical-theatre duet with short-statured performer Emma Hawkins, support by Nikki Heywood, Lee Wilson, Chris Ryan, Rowan Marchingo. C-Venues, *Edinburgh Fringe Festival* 2008; *Gasworks, Melbourne Fringe Festival* 2007; *Metro Arts, Brisbane Fringe Festival*, 2006; *Darlinghurst Theatre*, 2005. **Co-director/Performer/Co-producer**
- *Out of Body Exp* physical theatre solo with transhuman arm extensions, with mentorship by Kate Champion. *Next Wave Festival*, Arts Center, Melbourne 2008; *Performance Space*, Sydney 2008; *PACT Centre for Emerging Artists*, Sydney 2007. **Full length solo performance and production.**
- *danceTANK*, directed by Stompin and Anton. Sydney Opera House 2006-07. **Dancer.**
- *Plaza Real*, physical theatre ensemble, directed by *Branch Nebula*, *Performance Space*, Sydney 2004. **Dancer/co-creator.**

Information Technology Industry

Data Analyst and Sales - Raunow Consulting, specialising in Power BI, 2020-2021.

Systems Administrator - HZT University Berlin, 2009-12 & SAE College Sydney, 2002-05 .

- Planning, implementing and maintaining network services under Linux, Mac and PC providing internet connectivity, security, routing, file serving, web hosting, backup systems, FTP, DHCP, network booting, drive imaging and user management.

Teaching / Lecturing

Course Delivery and Design - Roskilde University, 2017-present.

- *Interactive Digital Systems* - Teaching Arduino Platform, IoT, OSI, IP Protocols and JavaFX.

- *Noob to Master Programming in Processing* - Average instructor feedback rating of 4.66 / 5 from over 200 students.

- *Essential Computer 1 - Object-Oriented Programming in Java*

- *Interactive Installations* - Designing and Creating Installations in P5 / JavaScript.

Project Supervision - Roskilde University, 2019-20.

- Guiding and facilitating student groups to deliver a significant semester project, includes an Escape Room game in Unity, and Body Tracking Visualisations

Video and Technical Production

- *Fjendeblood/Enemy Blood* WW2 short film with Raunow Productions, 2021. **Subtitles.**

- *When We Wake* black box live action role play, Copenhagen 2015. **Static and Moving light operator and programmer.**

- *Quintet, Sonata*, David Bloom's "Sex & Space: Choreopornographic Trilogy", Berlin 2013-2014. **2nd Camera and Editor.**

- *Desert*, new stage play about Chelse Manning's life story. UK tour, Brighton, Liverpool, Bristol, Leeds, London 2014.

Stage manager, lighting design and operator (QLAB).

- *Inside_launch* party for Danish independent games company *PlayDead*, Copenhagen 2014. **Lighting design.**

- *University of NSW Medical, Law and Computer Science Revues* over 16 season of comedy and dance shows with 30-60 cast and crew. **Various roles including director, technical director, stage manager.**

Awards/Nominations

2022: Ekko Shortlist for [Fjendeblood/Enemy Blood](#), Raunow Productions.

2017: Best Short Film, S.E.C.S. Seattle for [Sonata](#), directed by David Bloom.

2014: Silver Winner, The Lovie Awards, Events & Live Broadcast, with Blast Theory for [My Neck of the Woods](#).

2011: Dance Web Scholarship, ImpulzTanz 2011, Vienna.

2008: 4 Stars, The Scotsman, Edinburgh Fringe Festival for [One More Than One](#).

2007: Best Dance/Movement – Melbourne Fringe Festival for One More Than One.

2006: Best Show, Brisbane Fringe Festival for One More Than One.

Grants

Municipality of Copenhagen, Culture and Leisure 2018, 20 – KultureHavn365 2017 – DanceWEB Vienna 2011 – City of Melbourne, Arts Grant 2008 – Performance Space Residency, Sydney 2008 – Sidney Myer Fund, Arts and Humanities Grant 2006 – Parramatta City Council, Arts Grant 2006 – Australia Council for the Arts, Young People’s Initiative 2005.

Education

2016: **Hosting Social Innovation Certificate**. Erasmus+ with Visionautik Akademie, AT.

2013: Internship with **Blast Theory**, Brighton 2013

2009 – 12: **Masters in Solo / Dance / Authorship**. HZT (Inter-University Centre for Dance), Berlin.

2007: Next Wave Kickstart Program, Melbourne

2006: **Spark** National Mentoring Program for young artists, Australia Council for the Arts.

1998 – 02: **Bachelor of Science (Computer Science and Psychology)** University of NSW, Australia.

Community Volunteering

2018-2020: Chairperson and Event manager at **ILLUTRON** Interactive Arts Studio