

Alex DeGaris-Boot — Curriculum Vitae

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Location: Adelaide, South Australia

Website/Portfolio: Available on request

PROFILE

Alex DeGaris-Boot is an arts professional, academic and audio-visual specialist working across immersive media, virtual reality, interactive installations, and digital art. His practice merges conceptual, technical, and collaborative approaches, with expertise in VR/AR development, motion-based interaction, software design, and contemporary media art. He has exhibited widely, taught at university level, and contributed to major research projects involving media art preservation and immersive design.

EDUCATION

Doctor of Philosophy (Fine Arts), University of South Australia, 2023

Master of Visual Arts (New Media Art), UniSA, 2018

Bachelor of Visual Arts (1st Class Honours), UniSA, 2016

Awards: University Merit Awards (2012, 2014); ADFAS Award (2016); Chancellor's Letters of Commendation (2016); Sydney Ball International Travel Grant (2019); MF & MH Joyner Scholarship in Fine Arts (2020)

SELECTED EXPERIENCE

Academic & Research Roles

Lecturer & Course Coordinator, Department of Media, The University of Adelaide (2024–Present) — Coordinates and delivers Masters-level immersive media courses; supports students and assessment.

Tutor & Lecturer, UniSA Creative, University of South Australia (2017–Present) — Teaches visual culture, interactive installations, VR development (Unity, Unreal, Blender, Processing, JS).

Research Assistant, University of South Australia (2019–Present) — Works on ARC AusEaaSI project, archiving legacy media arts (1980s–early 2000s).

Creative & Technical Practice

Freelance Artist / Interaction Designer / Software Developer (2014–Present) — Develops immersive museum experiences, VR/AR environments, animations, and interactive artworks.

Co-Director, Sister Gallery (2016–2018) — Co-led an artist-run space supporting emerging contemporary art practice.

SELECTED PROJECTS & EXHIBITIONS

Traces of You, Multichannel Interactive Installation, Museum of Discovery (2023)

Shadows of Light, Multichannel Interactive Installation, Museum of Discovery (2022)

Glasshouse, Interactive VR Environments (2022)

Composition for Two Bodies, Networked Dance Performance & Interactive Environment (2021)

AR for Heritage, Networked HoloLens AR (Jacka House Heritage Project, 2019)

If Only We Could Touch, Hatched at PICA (2017)

PUBLICATIONS & RESEARCH OUTPUTS

Doctoral Thesis: *Improvisational Creativity and Collaborative Play in Virtual Environments* (2022)

**Queer Embodiment and Network-Based Media* (2018)

**Born (Again) Digital*, with Simon Biggs (in press, 2024)

CONFERENCE PRESENTATIONS (SELECTED)

SIGGRAPH Immersive Pavilion (2022)

ANAT Spectra: Multiplicity (2021)

ISEA: Everywhen (2024)

Electronic Literature Organisation Conference (2024)

CERTIFICATIONS

— Working With Children Check

— Provide First Aid & Basic Emergency Life Support

— Provide CPR

— National Police Clearance

— Driver's Licence