

Liisi Soroush

New Media Artist / Art Director

email: info@konvolv.com

Selected Works 2010-2020

1. "Kolo"

Role: immersive storytelling, phenomenological and multisensorial experience conceptual philosophy. Teamwork.

<http://www.pq.cz/projects/event-detail-en/?exhibition=80>

1st Prize for Best Student Exhibition Experience

2. "Photosynthesis" & "Butterfly Effect"

Role : Conceptual design for IoT design and interactive immersive light installation and immersive sound concept of Butterfly effect sound to complement it.

<https://neppi.aalto.fi/neppi-at-flash-vallisaari/>

3. Children's Hospital Soundscape

1st prize, International Sound Awards, ISA

Role: Assistant producer inside and within the Media Lab crew, sketching out workflow processes, background research on hospital soundscapes.

<https://newchildrenshospital.aalto.fi/>

<https://www.international-sound-awards.com/helsinki-childrens-hospital/>

4. Mikko Joensuu 360 music video

Role: Immersive storytelling consultant and "flow/continuity of immersive experience"/ storytelling AD.

<https://yle.fi/aihe/artikkeli/2017/01/26/mikko-joensuu-360deg-ohjaajan-sanoin>

5. Nights of the Museum -event production and AR & storytelling - experience for Kallen-Gallela Museum

Roles: event producer and AR app concept (story together with museum) and producer.

http://www.gallen-kallela.fi/nayttely_tapahtuma/museoiden-yo/

AR anchor 2D visual –

http://www.gallen-kallela.fi/nayttely_tapahtuma/malmin-madonna/

6. Kerttu's Journey

Hack.4fi Hack your heritage competition 1st prize, Kerttu's Journey is a AR adventure game that tells the story of a young Finnish woman in the 1930s. The game unites latest technologies AR, storyline and open cultural heritage materials of The Maritime Museum of Finland, Vellamo, Kotka.

Funded by Avek Digidemo Concept Planning.

Roles: Team lead, concept, storytelling

<https://trello.com/c/p6pxJdJV/13-welcome-to-kerttus-journey>

7. Let´s Love

Interactive love training

Role: script and philosophy

<https://vimeo.com/233910520>

8. WWW. & Flux Island

Photos provided in application

.WWW. gathers around the stories depicting the identity of people, all and each them keen to maritime lifestyles. It's physical structures invite the visitor to immerse oneself within the installation. The metaphoric and embodied presence of these salty waters are synchronized with gestures of the audience, those weaving into a form of light and sound portraying the life around and among these giant waters.

Role: Team lead, concept, storytelling & immersive AD

9. Hamistagan , Flash2 light festival

[Konvolv_] / Liisi Soroush, J. Camilo Sanchez Carranco and Kaappo Lähdesmäki

New media interactive installation using glass artworks

Role: Concept, story, background research, set-design display

<https://konvolv.com/hamistagan>

<https://flash228.webnode.fi/teokset-works/> ->no 6. Hamistagan

10. Kartta, Kansallisteatteri

[Konvolv_] / Liisi Soroush, J. Camilo Sanchez Carranco and Alex van Giersbergen

Role: New Media Immersive Storytelling and team lead.

<https://konvolv.com/kartta>

Links

Website: <https://aryaliisi.cargo.site/> | <https://konvolv.com/>

LinkedIn: www.linkedin.com/in/liisi-soroush-35317b4b

Education

Aalto University - School of Arts, Design and Architecture

Master of Arts - MA, New Media Design and Production · (2017 -)

Exchange in Theatre Academy - University of the Arts Helsinki

Arcada University of Applied Science

Bachelor of Applied Science - BASc, Department of Film and TV / Media Culture Studies · (2010 - 2017)

Wenhua University, Shilin University, Pioneer Language Institute, Taipei

Mandarin Chinese/ Chinese language & culture studies · (2001 - 2005)

Espoo Vocational School

Producer for Entertainment and Music Industry, Music and Event Production · (1999 - 2001)

Ressu Senior High School · (1993 - 1997)

Exchange in Södra Latins Gymnasiet Stockholm 1995