

EXPERIENCE

- Jan 2022
- Current**
- Chief Design Officer**
Raiz (Lisbon, Portugal)
Raiz is a SME of technological vertical farming, developing hydroponic systems through research on the areas of biodesign and renewable energy engineering.
- Independent Worker in the field of product and graphic design and artistic production**
Exhibition as individual artist and scenographer
Biomaterials developer at BioLab
Graphic design for Clube Cosmos Campolide events
Plastic artists resident in Associação Goela
- Set 2021
- Set 2022**
- Researcher at Escola de Arquitetura, Arte e Design da Universidade do Minho**
FCT scholarship for the development of a book on critic of architecture.
- Jan 2020
- Jul 2021**
- Architect, designer**
KWY Studio (Lisbon, Portugal)
KWY Studio is an multidisciplinary architectural studio focus on research, conception, development and production of artworks.
- Feb 2018
-Nov 2018**
- Architect, designer**
Andrés Jaque, Office for Political Innovation (Madrid, Spain)
Office for Political Innovation is a studio working in the intersection of design, research and ecological critical practice.

EDUCATION

- 2022**
- Spealization course on basis for scientific investigation**
(6 meses)
Escola de Arquitetura, Arte e Design of Universidade do Minho
- Workshop in European Fund for Arts and Culture /
Workshop of financing artistic and cultural projects /
Workshop on content creation and curatorship**
Gerador, Oeiras
- 2015-2018**
- Master degree in Plastic Arts**
Faculdade de Belas Artes da Universidade do Porto
- 2009 - 2015**
- Bachelor and Master degree in Architecture**
Universidade do Minho and
Hafencity Universitat

**INÉS
BARROS**

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PROJECTS/COLLECTIVES

- Out2021**
- **Current**
- Resident Plastic Artist**
Associação Goela (Lisbon, Portugal)
- 2019**
- Researcher, architect**
Ourika Team (Ourika, Morocco)
Collective of participative architecture researching nomad Tuareg urbanism and architecture
- 2015 - 2016**
- Coordinator, Producer and Art director**
BIZR (bizarre) (Madrid, Spain)
BIZR bizarre is a project for the development of a virtual gallery inspired in the exquisite corpse game.
- 2015**
- Co-producer and Plastic Artist**
Mecha Collective
Art collective organizing cultural immersive events focused on VR and spatial interventions.
- Coordinator**
Metaland project VivaCidade Aveiro
Project of participative architecture for the rehabilitation of an urban void in the city of Aveiro, Portugal

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PUBLICATIONS/ CONFERENCES / PRIZES

- 2023**
- Speaker at Gentler Futures Festival**
Conference organized by Distributed Design and BytheEndofMay regarding the topic Designers Who Grow Food at Centro da Inovação da Mouraria (Lisbon)
- 2022**
- Speaker at the talk Creative Thinking for Communities**
Part of the Festival Rare Effect
Arroz Estúdios (Lisbon)
- Writing independent cinema reviews for the sessions **cinema no cosmos** at **cosmos.cac**
- Projeto Play Contract, developed while project manager and designer, is nominated for **Archdaily Building of the Year**
- Regio School project, developed while at Office for Political Innovation, is awarded **AN Best Design!** Project do ano 2022. Recently the project was also awarded at **Bienal Española de Arquitectura y Urbanismo.**
- Project Run Run Run, developed while at Office for Political Innovation in 2020 wins **FAD Award** in best interior design and in 2022 is nominated for the **Mies Van der Rohe Award 2022**

SELECTED EXHIBITIONS

as an individual artist

2023 **quarto aberto sobre quatro paredes (Lisbon, Portugal)**
Plastic Artist
Exhibition in collaboration with Clément Vrgé with Associação Goela for the residencies RAUM

2022 **Cyber Garden (Oeiras, Portugal)**
Plastic artist and scenographer
Exhibition as an individual artist for the event Festa Piloto

Ane.xo (Lisbon, Portugal)
Plastic artist and scenographer
Exhibition as an individual artist for the event Anexo

Raiz on Sónar (Lisbon, Portugal)
Plastic artist and designer
Exhibition for the company Raiz at Sónar Lisboa event

Quatro Níveis de Translucidez (Lisbon, Portugal)
Plastic Artist
Exhibition in collaboration with Clément Vrgé at gallery Útero

Dissolver 400g de Sabão em Água (Lisbon, Portugal)
Plastic Artist
Exhibition in collaboration with Clément Vrgé at Cosmos cultural space

2019 **Bicho Bizarro 1 e 2 // Non-binary Gender e Embodied Territory (Online)**
Curator
Exhibitions of the project BIZR bizarre

Clinamen - Performing the collapse (Barcelona, Spain)
Plastic Artist
Collective exhibition at Clinamen

2015 **Shairart 3rd Edition (Braga, Portugal)**
Plastic Artist
Collective exhibition at Zet Gallery

as part of a team

2020 **Portugal Normal (Lisbon, Portugal)**
Set designer
Exhibition with KWY Studio

2018 **The Transvector (Paris, France)**
Scenographer
Scenography made while at Office for Political Innovation at the cultural space Lafayette Antecipations

The Waves of the Oh's and the Ah's (Venice, Italy)
Scenographer
Scenography made while at Office for Political Innovation for TBA21 institution

Phantom! Mies as Rendered Society (Chicago, US)
Production, post-production and logistics
Process of acquisition of the exhibition developed by Office for Political Innovation by Art Institute of Chicago

The Future Starts Here (London, UK)
Production, post-production and logistics
Exhibition with Office for Political Innovation at Victoria and Albert Museum

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