

ASYA SUKHORUKOVA

Asya Sukhorukova is a multidisciplinary artist/designer/developer based in The Hague, NL.

Asya Sukhorukova is a multidisciplinary artist/designer/developer based in The Hague, NL. She received her BA in graphic design at the Royal Academy of Art, The Hague (2018), and MA at Design department of Sandberg Institute (2026). Since 2018, she is co-running an interactive media and design laboratory studio pointer* alongside artist and creative developer Jakob Schötter. Independent and commissioned work of studio pointer* has been exhibited at Venice Architecture Biennale, Floriade Festival, Site Gallery in Sheffield, Science Gallery in Melbourne, Cinekid Festival, Collective Gallery in Edinburgh, Lithuanian National Museum of Art, Museum of Contemporary Art in Shanghai and others. Asya's independent and collaborative work sways from speculative to applied depending on occasion, from coding and media research to writing, to moving image, to scenography. She zooms in and picks apart the convoluted machinery of governmental, technological, and epistemic systems, leaning into the overwhelming sense of estrangement and inviting alienation as a mode of inquiry.

SAMENWERKINGSVERBAND

studio pointer*

WEBSITES

Persoonlijke portfolio

asuk.work

Website van studio pointer*

pointer.click

MAAKT DEEL UIT VAN KUNSTENAARSINITIATIEF / COLLECTIEF / BROEDPLAATS

studio pointer*

OPLEIDINGEN

2024 - Design Amsterdam, Sandberg Instituut
2026 Diploma behaald

2017 - stage PWR
2017

2014 - Grafisch Ontwerp BA Den Haag, Koninklijke
2018 Academie van Beeldende Kunsten Diploma
behaald

2012 - Visuele Communicatie Moscow, British
2014 Higher School of Art & Design

2012 - Voorbereidend Jaar Moscow, British Higher
2012 School of Art & Design

TENTOONSTELLINGEN

- 2026 Secret Type Garden Huis van het Boek Den Haag, Nederland project exhibited as part of Céline Hurka's residency
- 2026 Best Day of My Life Looiersgracht 60 Amsterdam, Nederland Sandberg Design Department Graduation Show [Groep](#)
- 2024 3D reconstructie van studentenprotesten online collaboration of studio pointer* and Argos, VPRO Medialab and Medialogica reconstructie.vpro.nl/
- 2023 Summer's Gate Quartair Den Haag, Nederland Joint exhibition of studio pointer* and Céline Hurka [Duo](#)
- 2022 Swarm Science Gallery Melbourne, Australië (commissioned by Julijonas Urbonas, Lithuanian Space Agency) [Groep](#)
- 2022 Floriade Expo 2022: Super-Ultra-Natural Floriade Festival 2022 Almere /part of studio pointer* / [Groep](#)
- 2021 Nexus Valley online /part of studio pointer* / samen met Joscha Steffens nexusvalley.io/ [Duo](#)
- 2021 Lithuanian Space Agency (Lithuanian Pavilion) Venice Architecture Biennale Venice, Italië /part of studio pointer* / commissioned by the Lithuanian Pavilion lithuanianspace.agency/ [Groep](#)
- 2021 The Children's Media Conference (CMC) Site Gallery Sheffield, Verenigd Koninkrijk /part of studio pointer* / [Groep](#)
- 2020 A Planet of People Collective Gallery Edinburgh, Verenigd Koninkrijk /part of

PROJECTEN

- 2026 Happy Integration (VR film, participatory installation, essay) Nederland Happy Integration is a bureaucratic fantasia exploring the shifting boundaries between personhood and thinghood, names and bodies, and the fabricated worlds of civic integration. At its core is the dramatisation of a legal case involving one sad and lonely elephant. The work draws on the story of Happy, who in 2005 became the first elephant to pass the "mirror self-recognition test", which later played a central role in her claim to legal personhood. The fictionalisation of Happy's story is interwoven with the artist's personal experiences of passing tests and navigating bureaucratic appointments in the pursuit of Dutch citizenship.
- 2025 Immersive journalism research together with Tegenlicht and VPRO Medialab studio pointer* Nederland In 2025, studio Pointer were invited to take part in an extensive collaboration with VPRO Tegenlicht and MediaLab. Throughout this period, Asya and Jakob were invited to reflect on Tegenlicht's ongoing investigations and develop three prototypes exploring new media formats and interactive extensions of existing Tegenlicht content.
- 2024 A Thousand Phantom Moons (research project) studio pointer* Nederland moonlab.pointer.click/ A reverse-engineering of Samsung's "Space Zoom" functionality — inspired by the infamous Reddit post which revealed that the moon captured by Samsung is, in fact, fake.
- 2023 Variable Time studio pointer* Nederland variabletime.pointer.click Variable Time is an open-source tool for working with typography in motion and states of transition. It is an ongoing personal exploration, driven by our fascination with variable font formats and their potential impact on the future of verbal and non-verbal communication. The Variable Time toolkit is designed to evolve in parallel with

	studio pointer*/ commissioned by Julijonas Urbonas Duo		our ongoing research, continuously expanding with new experimental controls and features.
2020	Hoogtij SeeLab Den Haag, Nederland /part of studio pointer*/ Solo	2023	The Secret Type Garden studio pointer* Nederland thesecrettype.garden The Secret Type Garden is an immersive typographic poem which we created as a reaction to the typeface collection and visual language of type designer Celine Hurka. The Secret Type Garden is an exploration of the relationship between typographic voice, storytelling and the nature of digital font formats. Typefaces are simultaneously pieces of fiction and tools. They are small entities of software – perhaps the most consumed pieces of digital technology of all time. Here, they transcend their utilitarian nature, escaping their day jobs in the misty wilderness. Visitors of the garden are invited to harvest specimens that they can bring home to their local hard drives.
2020	Press Refresh Pavilion The Wrong Biennale /part of studio pointer*/ Groep		
2019	Digitaal Dilemma - De Architectuur van Vertrouwen Bureau Europa Maastricht, Nederland www.bureau-europa.nl/en/manifestations/digital_dilemma_the_architecture_of_trust/ Groep		
2019	A Planet of People (met werk in opdracht van Julijonas Urbonas) Vartai Gallery Vilnius, Litouwen galerijavartai.lt/index.php?menu=parodos&itemid=196 Solo	2023	Summer's Gate studio pointer* Den Haag, Nederland An exhibition celebrating the multifaceted collaboration between studio Pointer* and Celine Hurka.
2019	Cinekid Festival MediaLab Westergasfabriek Amsterdam, Nederland cinekid.nl/nl/festival/festival-amsterdam-2019/295/medialab Groep	2023	Variable Lab studio pointer* Nederland variablelab.pointer.click An ongoing exploration of the relationship between voice, language and text, and the future of (variable) font formats together with Celine Hurka
2019	Dutch Creativity Festival Student Hotel Amsterdam, Nederland www.adcn.nl/events/dutch-creativity-festival Groep	2022	Tranquility Machine studio pointer* Nederland Tranquility Machine is a pop-up temple in which visitors are invited to join a weather-controlled sonic meditation practice. At the center of Tranquility Machine spins a hanging mobile, which reflects and pushes rays of directional sound around the space, creating a nearly tangible, ASMR-like sonic experience. All parts of this mechanism, including mobile's rotation speed and pace, are controlled by local weather data in real-time.
2019	INTER-FACE Sign Groningen, Nederland sign2.nl/events/inter-face-marko-peck-susanne-khalil-yusef-valerie-van-zuijlen-asya-sukhorukova/ Groep		
2019	The Wrong Biennale (Press Refresh pavilion) - - thewrong.org/press-refresh Groep		
2018	Waiting for Another Coming (met werk in opdracht van Julijonas Urbonas) Ujazdowski Castle Warschau, Polen e-flux.com/announcements/207737/waiting-for-another-coming/ Groep	2021	Modular 3D Scanner Toolkit studio pointer* Nederland Modular 3D Scanner Toolkit is a custom built software that allows to capture various objects, creatures and spaces as 3D models in near real-time. The aim of the toolkit is to make it easier to combine views from multiple depth cameras into a seamless pointcloud and to enable further experiments with 3D scanning things in
2018	Mind Temple (met werk in opdracht van Julijonas Urbonas) Museum of		

	Contemporary Art Sjanghai, China mpefm.com/mpefm/modern-contemporary-art-press-release/212-china-art-press-release/3987-museum-of-contemporary-art-shanghai-mind-temple Groep		motion.
2018	Graduation Festival 2018 Koninklijke Academie van Beeldende Kunsten Den Haag, Nederland gd18.care Groep	2019	Walking with Unimals studio pointer* Nederland 'Walking with Unimals is an ever-evolving digital ecosystem populated by fantastic creatures who live, die, and reproduce with the help of a deliberately undertrained GAN model. Consisting of multiple different universes and inhabited by crossbreeds of animated gifs found on the Internet, it is a world in which the evolution process is unpredictable and never-ending. Initially enclosed and inhabited by a specific family of creatures, the universes can be connected with cables which allow the unimals to migrate, meet foreign species as well as protect their own kinds from extinction by mating with their new encounters. Tamagotchi meets Hieronymus Bosch in this meditation on the digital image life cycle and evolution.
2018	Open Dag Koninklijke Academie van Beeldende Kunsten Den Haag, Nederland Groep		
2017	Declaring Reason Museum Meermannoo Den Haag, Nederland meermannoo.nl/declaring-reason/ Groep		
2017	UltraClub Show in de Boekhorststraat Boekhorststraat Den Haag, Nederland ultraclub.netlify.com/ Groep	2018	Engineers of the Soul Nederland Engineers of the Soul is an investigation into the news reports broadcast by four Russian federal TV channels during the week leading up to the 2018 presidential elections. Borrowing its title from Joseph Stalin's address to cultural workers of USSR, the project is a hallucinatory collage compiled from the supporting footage used by the contemporary propaganda and socialist realist painting of the Stalin era, revealing the recurring and echoed archetypes, narratives and simulated realities instrumentalised by the state.
2017	Sexy Times at SexyLand SexyLand Amsterdam, Nederland facebook.com/events/sexy-times-at-sexyland/151312638685569/ Groep		
2016	Borderless States Waag Society Amsterdam, Nederland waag.org/en/project/borderless-states Groep		
2016	We Are the Band Two Dokzaal Amsterdam, Nederland facebook.com/events/221163394932977/?active_tab=about Groep		
2015	Moving Cities, Moving Type Fokker Terminal Den Haag, Nederland Groep		

OPDRACHTEN

2026	Creative coding for Tanzquartier Wien Tanzquartier Wien Vienna, Oostenrijk In collaboration with Vienna-based design
------	---

PUBLICATIES

2026	ISSUE 11 Boek Page Not Found Nederland
2025	GridType Vol. 1 Boek Katharina Nejd

	studio EXEX, we have created a custom-built design and animation tool for the new campaign of Tanzquarier Wien.		conversation/interview w Céline Hurka
2025	Scenography for Sandberg Graduation 2025 Sandberg Instituut Amsterdam, Nederland Together with Doris Mari Demetriadou and Sebastián Vásquez Cipriani Uitgevoerd	2021	Lithuanian Space Agency: Annual Report no. 1 Boek six chair books Julijonas Urbonas, Milda Batakytė Litouwen sixchairsbooks.org/Lithuanian-Space-Agency-Annual-Report-no-1
2024	De Amsterdamse studentenprotesten - tussen barricade en bulldozer VPRO MediaLab Nederland An interactive 3D reconstruction of the Amsterdam student encampments that took place in spring 2024. reconstructie.vpro.nl/ Uitgevoerd		
2024	Web development CIVA festival Oostenrijk archive2024.civa.at/en Uitgevoerd		
2023	The Sound of Text — Workshop at the University of Applied Arts Vienna (die Angewandte) Die Angewandte Vienna, Oostenrijk In 2023, Studio Pointer* were invited to die Angewandte to conduct a workshop at Klasse Kartak. It re- volved around the relationship between voice and typography, and verbal and non-verbal modes of expression. Throughout the workshop, students analysed speech patterns, examined individual voice traits, and devel- oped fictional characters by combining sound, text, and typography. They used Variable Time, an open source software by SP* to create sound reactive typographic portraits of fictional characters. Uitgevoerd		
2023	Web development Choreographic Platform Austria Oostenrijk choreographic-platform.at/en Uitgevoerd		
2022	Web design & development for Julijonas Urbonas Litouwen julijonasurbonas.lt Uitgevoerd		
2021	Lithuanian Space Agency (3D scanner & astrophysical simulations development) Lithuanian Pavilion Venice, Italië In 2021, studio Pointer* became core team members of the Lithuanian Space Agency, a.k.a. the		

Lithuanian Pavilion at Venice Architecture Biennale. Aside from working on pavilion's dynamic identity, they have created a real-time 3D scanner and accompanying astrophysical simulations for the work of Julijonas Urbonas Planet of People. lithuanianspace.agency/ Uitgevoerd

2021 Identity for the Lithuanian Space Agency Lithuanian Pavilion Venice, Italië Graphic Identity for the Lithuanian Pavilion at 2021 Venice Architecture Biennale lithuanianspace.agency Uitgevoerd

2021 Nexus Valley Nederland Nexus Valley is a photo archive and an experimental web-game, which follows pro-gaming superstars in-between crucial matches over the course of several years. Photography & Concept: Joscha Steffens; Platform Development & Design: Studio Pointer* nexusvalley.io Uitgevoerd

2018 A Planet of People Various commissions for artist Julijonas Urbonas and his ongoing project A Planet of People (2018 - 2019) Uitgevoerd

2018 A Planet of People (exhibition identity) Vilnius, Litouwen Identity for the solo-show of artist Julijonas Urbonas Uitgevoerd

2018 Identity for Graduation Show van Graphic Design Department of KABK KABK, The Royal Academy of Arts in The Hague Den Haag, Nederland In samenwerking met Taya Reshetnik, Lin Ven, Nora Bekes, Lukas Engelhardt en Carmen Dusmet Carrasco. Uitgevoerd

RECENSIES

2026 Graduates 2026 Magazine Metropolis M Nederland Review of Happy Integration

2026 Slanted Magazine #47-Digital Tools Magazine Slanted Magazine

PRIJZEN EN STIPENDIA

2024 A Thousand Phantom Moons Stimuleringsfonds Creatieve Industrie Den Haag, Nederland grant (Digital Culture Scheme)

2024 Variable Time 2.0 Pictoright Den Haag grant

2026	Sandberg Instituut Graduation Show 2026 Blog/Vlog Dutch Design Daily Amsterdam, Nederland dutchdesigndaily.com/stories/sandberg-instituut-graduation-show-2026/	2023	Variable Type and Automated Inputs Stimuleringsfonds Creatieve Industrie Den Haag, Nederland grant (Experiment Scheme)
2025	GridType Vol. 1 Katharina Nejd Nederland conversation/interview w Céline Hurka	2022	Variable Font Editor Stimuleringsfonds Creatieve Industrie Den Haag, Nederland grant (Design scheme)
2022	THE VOID 04 Memorable Websites Blog/Vlog Maisa Imamović and Clara Pasteau Nederland networkcultures.org/void/2022/11/07/the-void-04-memorable-websites/	2021	Modular 3D Scanner Toolkit Stimuleringsfonds Creatieve Industrie Den Haag, Nederland grant (Digital Culture scheme)
2021	conversation with Ignas Pavliukevičius and Jakob Schlötter Magazine Dailè magazine (LT)	2018	Nominatie KABK Department Award Den Haag, Nederland
2020	Show and Tell Blog/Vlog Special Special Gallery New York, Verenigde Staten specialspecial.com/blogs/journal/showandtell04		
2020	Double Click Series Magazine It's Nice That www.itsnicethat.com/articles/double-click-march-2020-digital-170320		
2020	Hoverstates Blog/Vlog Hoverstates www.hoverstat.es/features/studio-pointer/		
2018	Portfolio asuk.work Blog/Vlog Brutalist Websites brutalistwebsites.com/asuk.work/		
2018	Manipulative Canvas Blog/Vlog klikkentheke klikkentheke.com/websites/manipulative-canvas/		
2018	Interview voor de krant Den Haag Centraal Krant DHC Den Haag, Nederland Interview over het afstudeerproject Engineers of the Soul		
2018	Declaring Reason (Exhibition) Imposed Arguments of Political Books Blog/Vlog open! Amsterdam, Nederland onlineopen.org/declaring-reason-exhibition?fbclid=IwAR0BgC6EX1NIYSTF5cqQC_aG5C8fi3wJ9Atluvck-SBTmuNQhU2CkgvljBM		
2017	What do borders mean in an		

interconnected society? Blog/Vlog
Waag Society Amsterdam, Nederland
waag.org/en/article/what-do-borders-mean-interconnected-society

ARTISTIEKE NEVENACTIVITEITEN

- 2025 - Artist talk at KABK Design Department,
2025
- 2023 - Talk at Typographic Nights
2023
- 2023 - Talk at die Angewandte academy,
2023 Vienna
- 2021 - teacher of Interactive Media Design
2022 class (Graphic Design Department),
Royal Academy of Art, together with
Jakob Schloetter
- 2021 - Talk at Cool Coding, Zefir7
2021
- 2021 - Talk at Interactive Media Design
2021 Department, Royal Academy of Art, The
Hague, together with Jakob Schloetter
- 2021 - Keyframes (creative coding workshop),
2021 Royal Academy of Art, The Hague,
together with Taya Reshetnik
- 2019 - Gast spreker tijdens de Pairing Session,
2019 Design Academy Eindhoven MA
Curating and Writing
- 2018 - Docent bij de introductie in
2018 programmeren (workshop op de
opnamedag) aan de Koninklijke
Academie van Beeldende Kunsten, Den
Haag
- 2018 - Talk at The Hmm, Het Nieuwe Instituut,
2018 Rotterdam
- 2017 - Docent bij de introductie in
2017 programmeren (workshop op de
opnamedag) aan de Koninklijke
Academie van Beeldende Kunsten, Den
Haag
- 2016 - Facilitator bij de workshop over service
2016 prototyping door Eike König: "Service
Jam: 48 Hours To Change The World",
Strelka Institute, Moskou



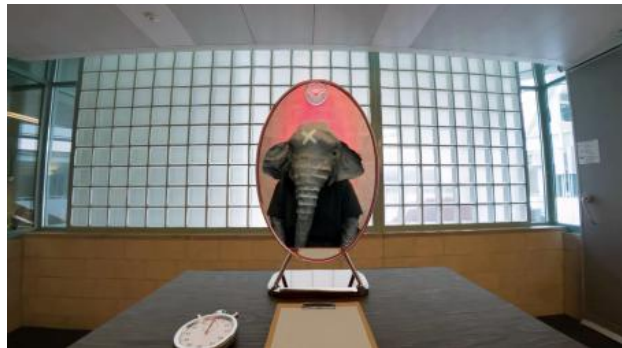
Happy Integration, 2026
VR film, mixed media installation



Happy Integration, 2026
VR film, mixed media installation



Happy Integration, 2026
VR film, mixed media installation



Happy Integration, 2026
VR film, mixed media installation



Happy Integration, 2026
VR film, mixed media installation



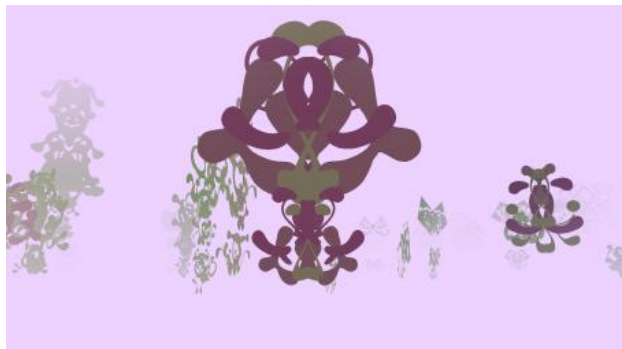
Happy Integration, 2026
VR film, mixed media installation



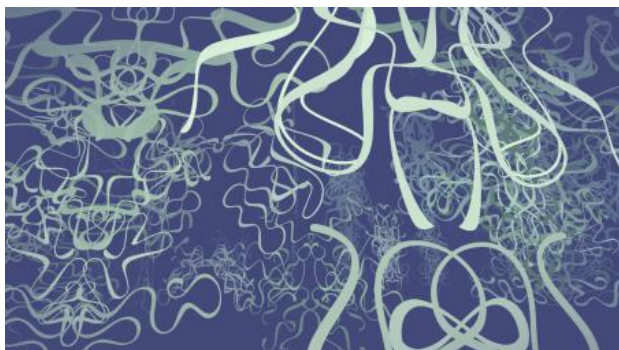
The Secret Type Garden, 2023
00:56



The Secret Type Garden , 2023
web-based immersive experience



The Secret Type Garden , 2023
web-based immersive experience



The Secret Type Garden , 2023
web-based immersive experience