



Isra: Bio

Aguascalientes, Ags. Mexico, 1987. Currently resides in Aguascalientes.

Graduated from the Autonomous University of Aguascalientes as a Graphic Designer (2010). Currently pursuing a Master's degree at the University of the Arts of the Cultural Institute of Aguascalientes in the first Master's program in Contemporary Art from 2013 to 2015 (no title obtained). In 2016, participated in the Open Studio program of the Visual Arts Center. Currently enrolled in the second Master's program in Contemporary Art at the University of the Arts, now in its production mode.

In 2012, founded the digital & media design agency [labs] with the premise of being a digital media laboratory. Currently, the laboratory has more than 25 collaborators and clients nationally and internationally in Mexico, Colombia, Brazil, Peru, Ecuador, the United States, France, and Japan.

A team and project manager by necessity, self-taught programmer, audiovisual developer by pleasure, and 3D illustrator as a hobby.

He investigates artistic practice as an epistemological act using dialogue as a methodological tool. His practice seeks to establish links between community dynamics, participatory processes, and reflection, criticism, activism, and dissent.

Media, in particular, is not a determining element of his practice. However, the management of work teams or knowledge in technology and 3D and multimedia development often manifest as tools that are comfortable for him to work with.