

OLIVER LARDNER

Curriculum Vitae

BIOGRAPHY

dob 23.03.83

I am an artist and researcher exploring technology, aesthetics, and critique. My practice subverts traditional artistic modes, engaging with themes of abjection, human-computer interaction, and the shifting role of visual media. Drawing from online culture, my work spans VR, game design, and experimental sound, challenging the narrowing scope of fine art while embracing new creative possibilities. Through intellectual debasement, I seek transcendence—disrupting hierarchies and redefining installation-based experiences in both public and private contexts.

EDUCATION

Bachelor Fine Art, National Art School, Sydney

EXHIBITIONS

2025 N Pavilion. NGV, Melbourne
2024 Exit Strategy. Studio-Based Exhibition, Nicholas Building, Melbourne
2024 Sydney Triennale. Studio-Based Exhibition, Nicholas Building, Melbourne
2023 Soft Open. Studio-Based Exhibition, Nicholas Building, Melbourne
2020 Sydney Triennale. Down / Under Space, Sydney <https://triennaleofsydney.com/>
2018 SYD / VLC Exchange. Down / Under Space, Sydney
2018 Dirg. Rayner Hoff Project Space. Sydney
2018 The Colour Seen – Marek Herbut, Brunswick Street Gallery, Melbourne
2017 Landscape Exhibition. Rayner Hoff Project Space. Sydney

AWARDS AND ACCOLADES

2024 AGDA Finalist (Excellence in Emerging). Australian Game Developer Awards
2018 NAVA Ignition Prize
2018 William Fletcher Foundation Grant, Sydney
2016 Finalist, The Robert Le Gay Brereton Memorial Prize for Draftsmanship, Sydney

CONTACT DETAILS

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