

# Portfolio Paulina Zybinska

Paulina Zybinska is a designer and researcher whose work interrogates the relationship between technology, perception, and embodiment. She lectures across universities on the creative and critical applications of machine learning in art. Currently, she co-leads "Me to the Power of Two," a research project with the University of Zurich that uses Deepfake technology in VR to help patients explore self-compassion through younger versions of themselves. Under her artist name krata, Paulina creates and performs live visuals with the collective unsorted, grounding her practice in real-time coding and generative improvisation.

## **Awards and Grants:**

2021 Junior Research in Design Grant, ZHdK

2021 - 2022 Z-Kubator, "What's Next" Programme

2022 Nominee Interaction Design, Swiss Design Awards

2023 - 2025 DIZH Research Call Fund, "The Impact of Deepfakes in VR Mental Health Therapy"

2024 BIAL Foundation

2025 DIZH Founders Call, "Me to the Power of Two"

2025 Freiraumbeitrag Grant, Kanton Zurich

2025 Jahresprogramm Grant, City of Zurich

## **Selected Talks and Workshops:**

May 2024, re:publica Festival, Berlin

June 2024, Kein Kino, ZHdK, Zürich

October 2024, AGI Conference, Basel

October 2024, Weltformat Festival, Luzern

January 2025, Art as Data, Kunsthochschule Halle

April 2025, Desina Festival, Napels

September 2025, AI Festival, Kunsthaus, Zürich

March 2026, Desining tools that build themselves, ABK Stuttgart

March 2026, After the Algorithm, Helferei, Zürich

## **Selected Performances:**

2024 Cabaret Voltaire

2024 Bildrausch Festival

2024 Mesh Festival

2025 Bits & Bolts Festiva

2025 ICLC Barcelona

2026 localhost

2026 Algorave Lyon

# Faketual Reality

MA Project: Interactive Installation  
2021/2022

Concept/Coding/Development: Paulina Zybinska  
Machine Learning: Alessia Paccagnella  
Acting: Alexandra Kienitz  
Music: Suntka Rinke  
Partners: ZHdK, Media Technology Center ETH

Faketual Reality uses video- and audio-controlled Deepfakes to immerse visitors in their own alter egos. Based on a Big Five personality assessment and recordings made on site, the system generates short simulated realities in which visitors hear and see synthesized sentences as though spoken by versions of themselves. By confronting visitors with an image of what they are not, this project opens up space for reflecting on the social and political dimensions of machine learning, identity, privacy, and how “who we are” can be predicted, constructed, or even manipulated.



Faketual Reality, Davos Music Festival



Faketual Reality, GIFF Festival, Geneva

# All The Lives

Interactive Deepfake Installation  
2022

Concept: Björn Franke  
Development: Paulina Zybinska  
Video: Nadine Cocina  
Casting: Isabela Gygax

In All the Lives, I built the deepfake-engine that captures each visitor's face and voice, processes them in real time and embeds them into alternative life scenarios—on stage as a star overwhelmed by cameras, older and reflective on a terrace, or punching at a bag in defiance of convention. I also constructed the input pipeline and rendering templates that make this possible immediately upon participation, while ensuring smooth transitions, visual realism, and privacy safeguards so the immersive experience feels both uncanny and meaningful.



All The Lives, Museum für Gestaltung Zürich, Photo: Regula Berth



All The Lives, New Realities, Fantoche Baden, Photo: Nadine Cocina

# Les Enfants du Rhone

Interactive Theatre Performance  
2024

Les Enfants du Rhône (RGB Project) is a science-fiction theatrical performance set in the year 2112, in the basin of the Rhône.. In this production, I developed interactive sensor systems that let the actors physically engage with the stage environment and with each other, adding a layer of responsiveness that weaves into the narrative.

Design and production: RGB Project  
Stage direction: Christophe Burgess  
Writing: Ed Wige  
Acting: Estelle Bridet, Lisa Courvallet, Cyprien Rausis, Djemi Pittet  
Costumes: Ana Carina Romero Astorga  
Scenography: Lucie Meyer  
Music and sound design: Djamel Cencio  
AI Consultant: Michael Diatta  
Physical Computing: Paulina Zybinska  
Game Design: Alain Borek  
Production: Emilien Rossier, Michael Goodchild



# Friendly Fire at the Shrink

## Interactive Theatre Performance

2024 - ongoing

In Friendly Fire at the Shrink, I work as the Deepfake developer, building the core systems that allow this one-on-one performance to happen. I implement the chatbot therapy software for "Mindfix," integrating real-time capture of photo/video from the participant, feeding that into generative models to produce manipulated, humanized outputs, and controlling the timing and flow so that each session feels seamless. I also handle the design of the voice/image transformations, the distortion or artistic rendering of audience visuals, and ensure system reliability.

Production: Silicon Stories  
Concept & Artistic Direction: Manuel Flurin Hendry  
Performance: Sabrina Tannen  
Scenography: Linus Jacobson  
System development: Paulina Zybinska, Meredith Thomas  
Creative Coding: Norbert Kottmann, Florian Bruggisser, Piotr Mirowski, Stella Speziali  
Mask Design: Martin Fröhlich  
Video: Patrick Karpiczenko  
Dramaturgy: Gunter Lösel  
Music: Domenico Ferrari  
Advisors: Hans-Joachim Neubauer, Anton Rey, Chris Salter



# Audiovisual performances

2021 - ongoing

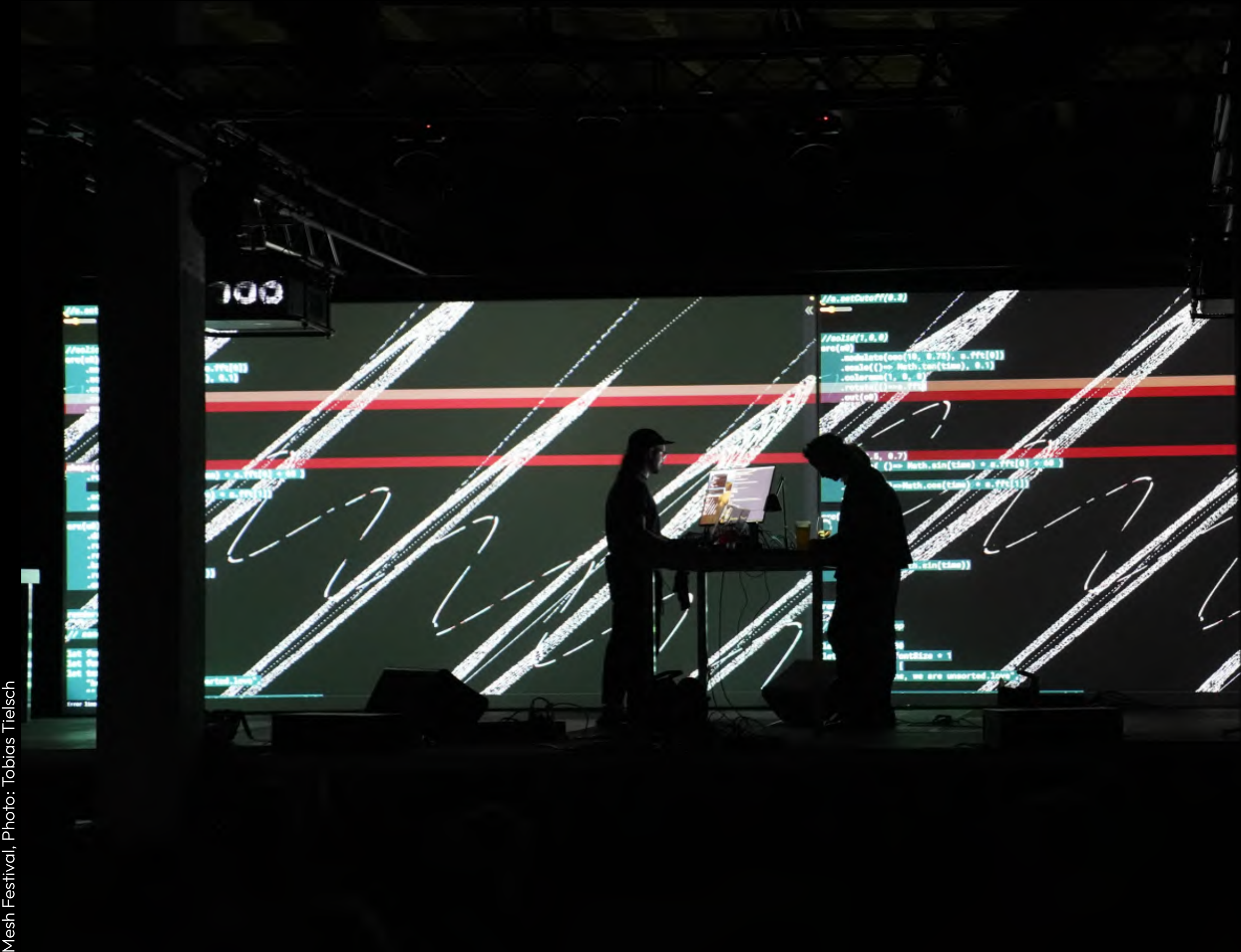
In my capacity as a freelance VJ, I engage collaboratively with venues and festivals, contributing to the conceptualization and execution of light and visual elements. My role entails the integration of pre-rendered and real-time graphical content to orchestrate visual experiences during events.



**unsorted**  
Live Coding Performances  
<https://unsorted.love/>  
2022 - ongoing

Curation & Artist Management: Paulina Zybinska  
Bookings: Paulina Zybinska & Luis Sanz  
Website: Andrea Zaccuri  
Graphic Design: Andrea Zaccuri & Alper Yagcioglu  
Community Outreach: Luis Sanz  
Collective: Paulina Zybinska, Andrea Zaccuri, Alper Yagcioglu, Yann Martins, Luis Sanz, Ella Haechler

unsorted a Swiss-based collective that explores the intersection of technology and artistic expression through the practice of live coding. With a passionate dedication to performance and collaborative events, the collective uses programming languages to create, manipulate, and improvise music and visuals in real time, fostering a community of what they term "live coding enthusiasts". unsorted's core identity is that of a community organizer and platform, a nexus point for a network of highly skilled, interdisciplinary, and institutionally-connected individuals.



Mesh Festival, Photo: Tobias Tielsch



Live Coding Sessions, Zürich

