Ali Ashe

Software and media art specialist with nearly 20 years' experience delivering exhibitions and artworks for Tate, Lisson Gallery, Julian Opie Studio, and independent artists. Experienced in exhibition installation, technical coordination, artwork logistics, documentation, and working with artists. Strong background in digital art production for museums, galleries, and public art.

KEY SKILLS:

Exhibition production
Experienced producing exhibitions involving AV, digital, and software-based artworks across museums and galleries.

Time-Based Media
Specialist knowledge of digital, film, sound, and software-based artworks, including synchronised multi-channel installations.

Technical documentation
Producing installation plans, documentation, condition reports, and equipment specifications for exhibitions.

AV Systems & Media Prep
Experienced configuring playback systems, preparing exhibition media, and trouble-shooting AV installations.

Project Management
Experienced working with artists, studios, curators, and technicians to deliver exhibitions to a high standard.

CONTACT DETAILS

Alistair Ashe
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WORK EXPERIENCE

Software Based Artwork Consultant for Rick Lowe (Mar 2025 to present)

Collaborated with American artist Rick Lowe and his team on the development of a data-driven public artwork. Contributed to the data approach, identified relevant indicators and sources, coordinated data acquisition with the Panel Study of Income Dynamics (PSID), and led the website technical development.

Studio Technician at Julian Opie Studio (Mar to Dec 2023)

Joined Julian Opie studio team to support the preparation, installation, and maintenance of digital artworks. Worked with the artist to fabricate and document digital and screen-based artworks for exhibition.

Media Art Exhibition Producer at Tate (2007 to present)

Worked within Tate's Time-Based Media Conservation Department, supporting the presentation, conservation, and care of digital, film, sound, and software-based artworks across all Tate sites. Collaborated with artists, curators, and conservators to project manage the display of media artworks for major exhibitions. Participated in research into the preservation of software-based artworks and develop specialist skills and experience with software-based artworks over several projects.

Freelance Media Art Technician in London & New York (2014 to present)

Independent technician specialising in the preparation, installation, maintenance, and presentation of digital artworks. Selected projects include Garrett Bradley's *AKA* for Lisson Gallery at Frieze London, Cory Arcangel's *Totally Fucked* (2003) at Lisson Gallery, and Wolfgang Staehle's *2001* (2001) for the National September 11 Memorial & Museum.

ACADEMIC QUALIFICATIONS

Goldsmiths, University of London **2014 – 2018**
Masters of Research in Art History

Wimbledon College of Art, University of the Arts **2004 – 2007**
BA (Hons) Fine Art: Print & Time-Based Media First

REFERENCES

References are available upon request.