

MAXIM ZHESTKOV

B. 1985

Based in London, UK

Zhestkov.Studio

Maxim Zhestkov is an artist and director who uses emergent technology to explore simulated realities in a variety of mediums. In his work, Zhestkov continuously imagines new worlds and expands the understanding of the phenomena present in our universe. He blends architecture, sculpture, and natural algorithms to form a distinct aesthetic approach that becomes a foundation for representing a variety of concepts — from physical phenomena and futuristic technology to philosophical ideas and embodied non-human agents.

Solo Exhibitions

2026

[Flow: Infinite Walk](#), BOUNDED SPACE, Beijing, China

2023

[Simulation Hypothesis](#), Unit London, London, UK

2022

[Waves](#), W1 Curates, London, UK

Group Exhibitions

2025

[Creative Machine](#), Wanlin Art Museum, Wuhan, China

2024

[Creative Machine - TAM](#), Taikang Art Museum, Beijing, China

2023

[LUX: Poetic Resolution](#), Seoul, South Korea

[Creative Machine Symposium](#), Oxford, UK

2022

[DYOR](#), Kunsthalle Zurich, Switzerland

[Nassima Landau: Unit London takeover](#), Tel Aviv, Israel

[Cartography of the Mind](#), Christie's New York, USA

[Singularity](#), Decentral Art Pavilion at Venice Biennale, Italy

2021

[Transformations](#), Unit London, London, UK

[PLUGIN](#) at Contemporary Istanbul, Istanbul, Turkey

2020

[Diving into Sensations](#), ART021, Shanghai, China

2019

[Innersect Festival](#), Shanghai, China

[Artificial Intelligence and Intercultural Dialogue](#), The State Hermitage Museum, Saint Petersburg, Russia

[Silhouette of the Sea](#), K11 Art Museum, Shanghai, China

[Al-Tiba9 Contemporary Art](#), Algiers, Algeria

Screenings and Festivals

2019

Big Screen Plaza, public art program by Vimeo, New York, USA
Screening with Sedition, MIT, USA

2018

Art Basel, Miami, USA
ArtFutura Festival, UK, Spain, USA, Mexico
HafenKunstKino, public art program, Düsseldorf, Germany
SFO Museum, San Francisco International Airport, USA
Ars Electronica Animation Festival, Linz, Austria
Athens Digital Arts Festival, Athens, Greece

2016

Microwave International New Media Arts Festival, Hong Kong, China
Sapporo International Film Festival, Sapporo, Japan

Selected Press

2023

'Maxim Zhestkov: Simulation Hypothesis', Art Plugged
'Maxim Zhestkov's mindbending VR art museum functions like a video game', Wallpaper*
'One day we'll be living in mixed realities. are you ready?', FRAME

2022

'Maxim Zhestkov: Explores Physical And Digital Realities Through The Art of Code', Art Plugged
'Maxim Zhestkov's hypnotic digital art makes virtual worlds tangible', Wallpaper*
'Maxim Zhestkov creates digital "motion sculptures" with algorithms informed by physics', Dezeen
'Maxim Zhestkov: Waves', Art Plugged
'Sony PS5 Launch Films by Media.Work', Stash Media
'Exploring digital reconstructions of natural movement with artist Maxim Zhestkov', STIRworld

2020

'Maxim Zhestkov's enchanting odyssey to outlandish worlds', DesignWanted
'Maxim Zhestkov, how to dissect the source code of nature through intricate CG simulations', CLOT Magazine

2019

'The Rise and Fall of Maxim Zhestkov's "Computations"', Juxtapoz

2018

'Layers: A Mesmerizing New Animation by Maxim Zhestkov', Colossal
'Jenseits der Grenzen von Physik', SPIEGEL

2017

'Elements, il video d'arte di Maxim Zhestkov', WIRED
'Maxim Zhestkov Explores the Idea of Elements in Experimental Art Film', HypeArt
'Maxim Zhestkov', The Collective Podcast

2010

'Showtime: Recursion by Maxim Zhestkov', WIRED