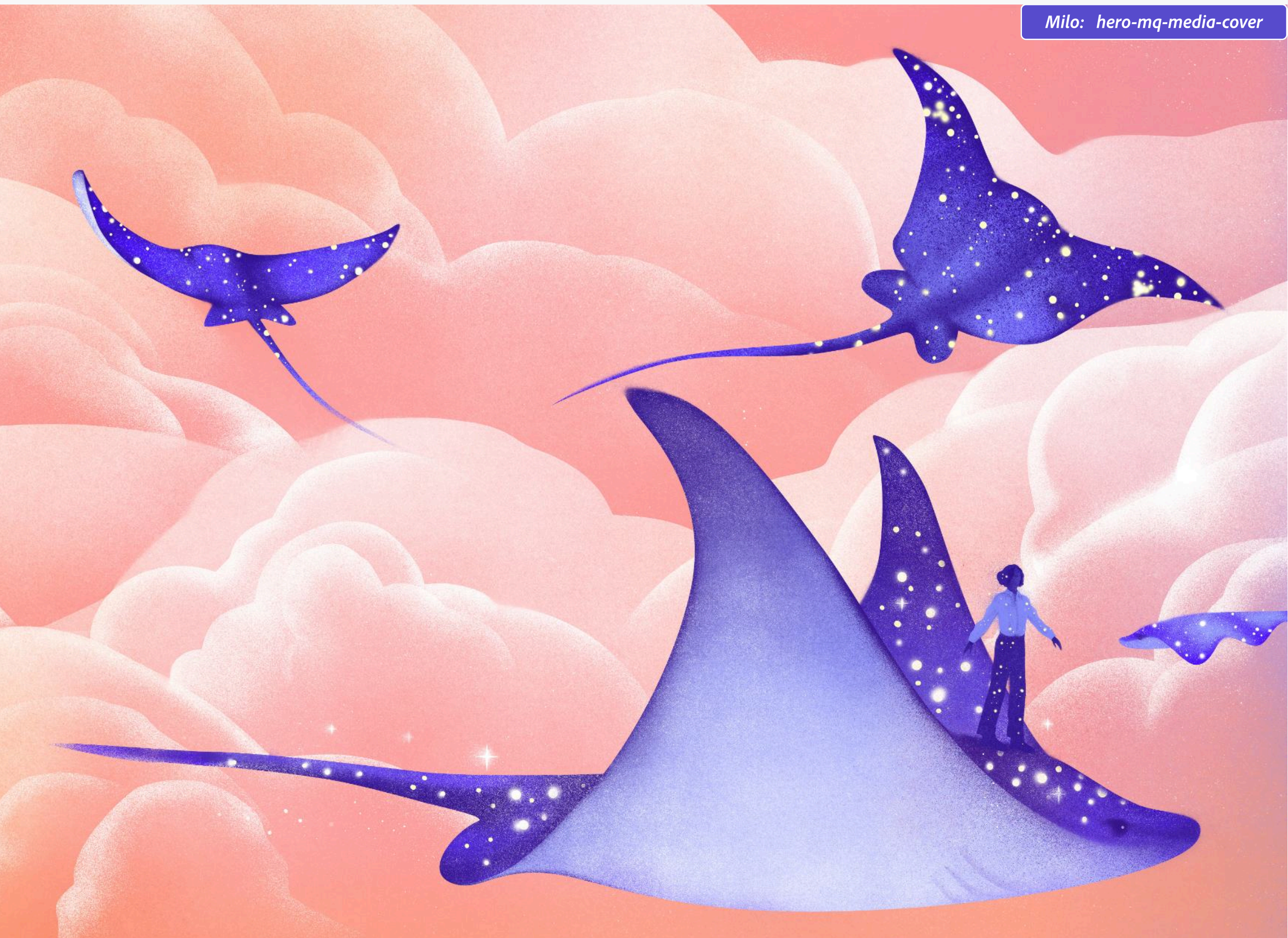


# Adobe Creative Residency

Everyone has a story to tell.  
Those stories deserve to be heard.



Milo: hero-mq-media-cover

Through the Adobe Creative Residency program, we're giving creators of all backgrounds greater opportunities to share their stories and pursue their dreams. The Creative Residency supports creativity in the community through museum collaborations.

Creative Residency illustrations by Masha Foya

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media-top



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## Adobe x Museums

Adobe and the Adobe Foundation are collaborating with five international museums. This collaboration provides greater community access to the arts and creative programming at each museum. Additionally, select museums amplify artists' voices by hosting Creative Residents.

Learn more

Milo: quote-inline



## Illustrations by Masha Foya

Masha is a Ukrainian artist and recipient of an Adobe Creative Residency Community Fund grant. She uses her unique style to explore new ways of conveying emotion through art by breaking from literal representation. Masha studied fine arts at Kyiv Polytechnic University.

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ADOBE CREATIVE RESIDENTS

# Adobe x Museums

The Adobe Foundation collaborates with world-renowned art institutions to to further Adobe's commitment to Creativity for All.

Through the Creative Residents program, we partner with museums to increase arts education and give diverse creators the opportunity to create and share their stories.

## Current Residents

Meet the 2025 Residents at the Victoria and Albert Museum and The Museum of Modern Art. Check out their work and learn what they're focusing on during their time as Residents.



### V&A Resident Inclusive Design

London, UK

Jessica Starns is a multidisciplinary artist interested in inclusive design and disability history and rights. At V&A she is exploring how disability enriches our understanding of design, researching adaptive design and objects created by disabled people for disabled people. Jessica is collaborating with the Schools team to create a supportive design studio for children, young people, and their support networks.



### V&A Resident Mosaics and Ceramic Tilework

London, UK

Ciara Neufeldt is a ceramic artist and educator creating objects and installations that bring playfulness and joy into public spaces. At V&A she is collaborating with the Families team to explore themes of community, care, and collective making inspired by the ceramics and mosaics collections. She is also researching the quilts collection to understand how communal making can inform her own making process.



### V&A Resident Photography

London, UK

Michael Akuagwu is a multimedia artist blending photography and photo-manipulation with a surreal approach to explore themes of self, identity, culture, and society. At V&A he is working with the Young People's team to share his creative process and inspire young people to use self-portraiture as a powerful tool for self-expression.



### MoMA Resident Multimedia

New York, NY

Samora Pinderhughes is a multidisciplinary artist, composer, and filmmaker. At MoMA, he is creating sonic healing rooms for people who have experienced structural violence. Through performance, installation, film, song, and language, these rooms shape and hold space for community engagement, collective exchange, and participatory action.



## About the program

### Creative Residents

The Creative Residents program gives artists early in their career access to a museum's resources, including staff expertise, mentorship, and a platform to display their work. During a 12-to-18-month period, Creative Residents hone their skills, expand their networks, and strengthen their practice.

Throughout their Residency, Creative Residents partner with their local community to produce socially engaged artwork. For greater detail on opportunities each museum offers Residents to support its creative programming, visit its site below.

### Creative programming

Adobe x Museums aims to engage 10 million students globally online and in person with creative programming and resources that will enable them to bring their creativity to the world. To learn more about these museums' creative programming for the public, visit their sites below.

## Learn more about the museums.

Adobe x Museums helps diversify the world's most renowned arts institutions and increase access to the arts. Our current museum collaborators include the Victoria and Albert Museum in London, The Museum of Modern Art in New York City, the Museum of Image and Sound in São Paulo, the Museum of Art & Photography in Bengaluru, and the National Museums of Art throughout Japan. Click the logos to learn more about these museums' Creative Residents and creative programming.



## Questions? We have answers.

Am I eligible for the Creative Residency? If so, how do I apply?	—
Please visit each museum's site for eligibility and application details: <a href="#">MoMA</a> , <a href="#">V&amp;A</a> .	
What is Adobe's relationship with the Creative Residents?	—
Adobe provides mentorship, product support, and free access to the Adobe Creative Cloud All Apps plan to Creative Residents. Opportunities for thought leadership at Adobe-sponsored events are considered on a case-by-case basis.	
How long will Adobe collaborate with a museum?	—
Adobe and the Adobe Foundation hope to collaborate with the museums in the program for three to five years each, and they plan to collaborate with more museums around the world in the future.	
Who do I contact with additional questions about the Creative Residency?	—
Send your questions to <a href="mailto:creatres@adobe.com">creatres@adobe.com</a> . Due to the high volume of emails we receive each year, we reply only to questions not answered on our site.	

See all frequently asked questions

## Illustrations by Masha Foya

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ADOBE CREATIVE RESIDENTS

# Creative Resident alumni

Find out about the creative passions that drive Creative Resident alumni and the unique projects they developed during their residency year.

Through the Creative Residents program, the Adobe Foundation partners with museums to increase arts education and give diverse creators the opportunity to create and share their stories.

## Adobe x Museums 2024

Learn how the 2024 Adobe Creative Residents spent their time working with the museums.



### Luca Bosani

Costume designer

Luca learned traditional shoemaking techniques to create "UPOs" (Unidentified Performing Objects), wearable artworks that invite fluid interpretations based on the wearer and context. At V&A, Luca delivered a career talk on their practice and collaborated with the Youth Collective to co-curate the program for Upstart, a festival exploring paths to creative careers.



### Jacqui Ramrayka

Ceramicist

During her residency, Jacqui worked with students to convey the power of creativity and creative learning through the medium of clay. Her project "Clay and Conversations" explores ideas of home, belonging, and the Indo-Caribbean identity of women in the diaspora. She's planning additional workshops at MoMA in New York and the Gardiner Museum in Toronto.



### Rachel Sale

Illustrator

The founder of F.A.T. Studio CIC, a nonprofit creative organization in South London, Rachel used her residency to focus on her practice and follow her interest in enacting cultural democracy in cultural institutions. With "Blue Print," she invited people from all over the world to help dream up museums of the future.



### DonChristian Jones

Multimedia artist

DonChristian Jones is an artist, musician, and producer. During their residency, they created "The Sumptuous Discovery of Gotham a Go-Go." Inspired by their studio, a space for queer and trans people of color can skill-share, create, and cultivate joy, the exhibition offers a place to meet, perform, and conspire.

## Meet the alumni.

Learn about the projects they worked on during their time as residents and see what they're creating now.

Multimedia artists | Illustrators | Photo & video artists | Graphic designers & letterers | Product designers | Ceramicists



**DonChristian Jones**  
2024 Resident  
Brooklyn, New York, US

DonChristian Jones is an artist, musician, and producer committed to socially engaged art. Their work spans musical and time-based performance, albums, video, and public murals, blending genres of painting and performance installation. In 2020, DonChristian founded Public Assistants, a community arts workshop and mutual aid resistance hub in Crown Heights, Brooklyn.

[Watch video](#) [View portfolio](#)



**Luca Bosani**  
2024 Resident  
London, UK

Luca Bosani is a multimedia artist specializing in wearable and performance art. Their work breaks down barriers and labels, reimagining identity and providing alternatives to binary readings of the everyday. During their residency, Luca explored the V&A theater and performance collections and engaged young people through workshops and performances in the gallery.

[Watch video](#) [View portfolio](#)



**Aiko Fukuda**  
2019 Resident  
Tokyo, Japan

Aiko is a multidisciplinary artist and art director. During her residency, she experimented with mixing analog and digital tools through augmented reality to create artworks based on her ongoing "What's possible with my illustrations?" project. Sharing her knowledge through online tutorials, she engages with the creative community and helps others build their creative careers.

[Watch video](#) [View portfolio](#)



**Juan José Egúsuiza**  
2019 Resident  
New York, New York, US

Born in Lima, Peru, and currently based in New York, Juan José is a digital artist and researcher. He designs and creates an image nearly every day using a combination of new tools and technologies. He started his journey with more traditional forms of visual storytelling and has spent the last several years exploring emerging technologies.

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**Takuma Nakata**  
2019 Resident  
Kyoto, Japan

By collaborating with artists from different fields, Takuma applies digital aspects to physical spaces and lights up the world with visuals that people have never before experienced. He spent his residency developing interactive and experiential installations and sharing his ideas and design processes with the creative community.

[Watch video](#) [View portfolio](#)



**Nadine Kolodziej**  
2018 Resident  
Berlin, Germany

Based in Frankfurt and Berlin, Nadine is an XR artist working at the intersection of digital and analog to create experiences rather than images. During her residency, she combined materials such as plastic and pixels to create walkable augmented reality environments that invited community participation and engagement.

[Watch video](#) [View portfolio](#)



**Temi Coker**  
2018 Resident  
Dallas, Texas, US

Temi uses colors, patterns, dimensions, and textures to showcase the diverse aspects of his Nigerian heritage, emphasizing that black is a beautiful canvas. Going beyond creating mere artwork, he aims to design meaningful experiences that challenge conventional beauty standards and inspire introspection.

[Watch video](#) [View portfolio](#)



**Craig Winslow**  
2016 Resident  
Portland, Oregon, US

Craig spent his residency creating a large series of light installations around the world called Light Capsules. He worked on improving his technique and optimizing his process for projection-mapping while simultaneously going deeper into the details of sign painting and typography.

[Watch video](#) [View portfolio](#)



**Kelli Anderson**  
2015 Resident  
Brooklyn, New York, US

Kelli is an artist and designer interested in using design as a tool to explore how things work. She spent her residency exploring the question "What can paper do?" She tinkered with the material's capacity to amplify sound, tell time, and work as a camera. She took a few everyday tech objects, stripped them down, and rebuilt them in paper pop-up book form.

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