



Diana Correia

Music experimentalist and sound artist based in Berlin and Lisbon

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I'm Diana, a recording and performing sound artist and musician with twenty years of experience. Since 2025, I have also been working within the institutional art world as a museum guide and visitor liaison, engaging directly with a wide range of audiences.

I have produced events and managed independent record labels in various capacities over the years, alongside working in the corporate sector as a communication and experience designer.

Core competencies

- English and Portuguese native speaker;
- Public engagement and visitor relations in contemporary art contexts;
- Interpretation and communication of contemporary art practices and artist contexts;
- Art space mediation and artwork preservation;
- Interpersonal communication and workplace conflict mediation;
- Project management and development;
- Communication and interface design;
- User experience;
- Music composition and production;
- Sound design and engineering;
- Record label operations management;
- Proficiency in Ableton Live, or equivalent audio editing software;
- Proficiency in Photoshop, Illustrator and InDesign, or equivalent visual editing software;
- Knowledge of Ruby, Rust, Javascript, HTML and CSS;
- Social media and newsletter marketing copywriting and proofreading;

Experience

Visitor liaison and gallery attendant — *from august 2025 to now*

For the 13th Berlin Biennale and Kunst-Werke Berlin

- * Engaged with visitors to facilitate meaningful encounters with contemporary art practices;
- * Provided interpretation and context for works by artists including Holly Herndon, Luzie Meyer, Memory Biwa, Milica Tomić, Margherita Moscardini, Amol K Patil, Anawana Haloba, Kazuko Miyamoto, etc;

Independent record label manager — *from 2012 to now*

For AVNL Records

- * Increasingly focused on providing a platform to women and people of marginalised genders;
- * Released recordings from multiple notable independent musicians, such as Conan Osiris, detente, BLASTAH, MMMOOONNNOOO, Alley Catss, etc;

User Experience designer — *from august 2018 to now*

- * Focused on mobile gaming, working for games studios such as King and pnkfrg;
- * Leading experience and feature design, leveraging user research and technical knowledge to deliver extremely high-performing features;
- * Actively managing product development across all its different stages, from conception to execution and delivery;

Recording and performing musician — *from 2010 to now*

Under the names Marie Dior, Trauma & Drama, deocsis, etc

- * Featured in internationally acclaimed music publications, such as Wire, Fader, Vice, etc;
- * Performed at several recognised music venues and galleries, such as Autonomes Zentrum Aachen, NK, New Fears Gallery, Galeria Zé dos Bois, etc;
- * Released recordings in celebrated independent record labels, such as Aural Sects, система, etc;

Communication designer — *from march 2012 to now*

- * Focused on brand identity and corporate communication, working for companies such as takeaway.com and Iaim;
- * Strategizing and developing visual languages, iconography, and branding for clients;
- * Producing clear and engaging visual communication assets and overseeing their production pipeline;

Education

Bachelor in Graphic and Multimedia design — *from september 2006 to july 2010*

Escola Superior de Artes e Design — Caldas da Raina, Portugal