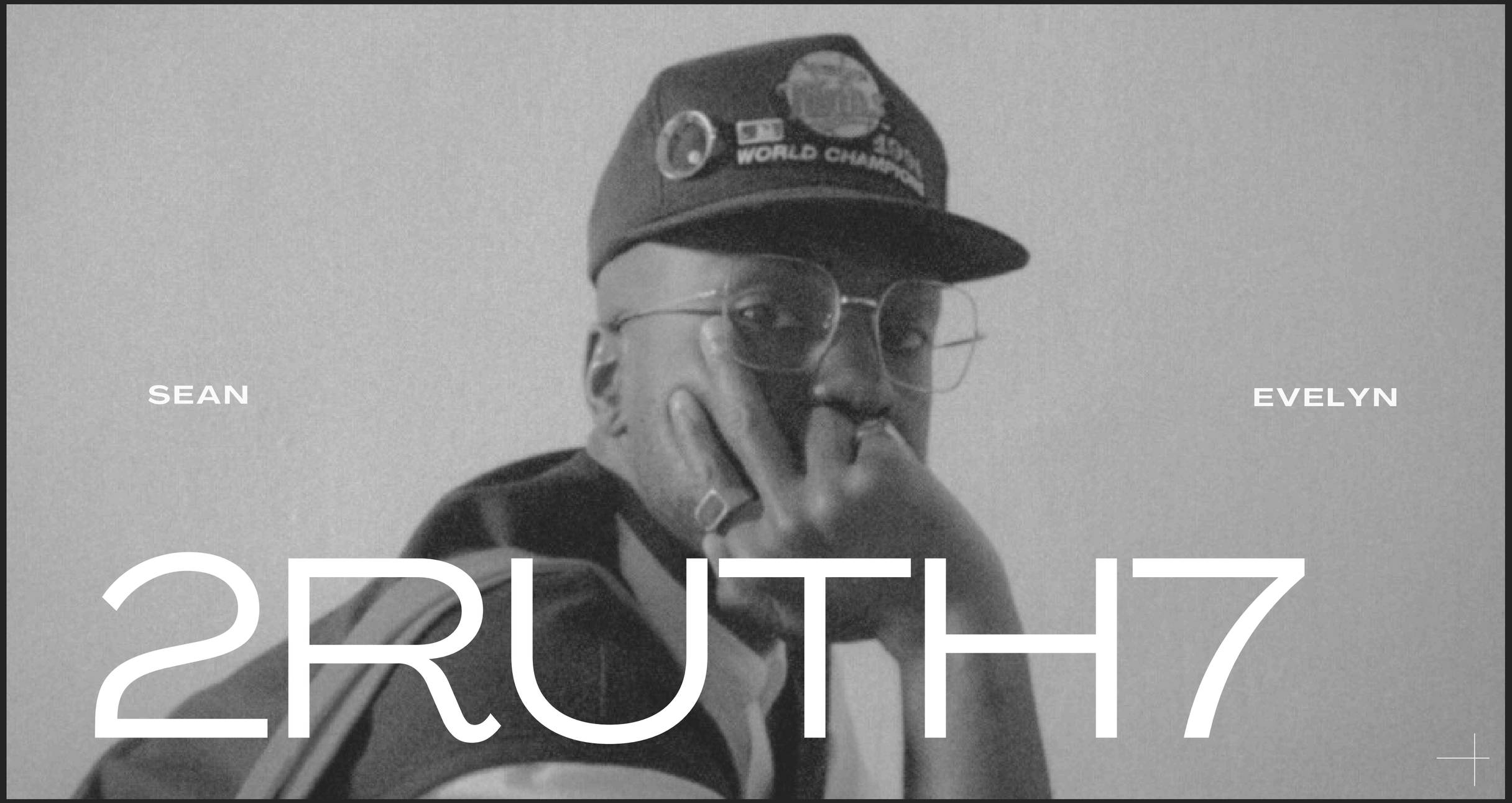
PORTFOLIO
ARTS JUSTICE + CREATIVE DIRECTOR

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SEAN

EVELYN

2RUTH7

AB-

HARNESSING A MULTIDISCIPLINARY PRACTICE ACROSS ART, RESEARCH, AND JUSTICE-ORIENTED COMMUNITY ENGAGEMENT, 2RUTH7 WORKS AT THE INTERSECTION OF ARTISTIC INQUIRY AND SOCIAL IMPACT. HIS WORK BRIDGES CREATIVE DIRECTION, STORYTELLING, AND STRATEGIC PROJECT DESIGN TO PRODUCE IMMERSIVE EXPERIENCES THAT PROVOKE QUESTIONS AND DISRUPT NORMS. GUIDED BY A COMMITMENT TO TRANSFORMATION AND AN UNDERSTANDING OF STRUCTURAL HARM AND COMMUNITY DYNAMICS, HIS PRACTICE FUNCTIONS AS BOTH ART AND INTERVENTION—USING INSTALLATION, PERFORMANCE, AND PUBLIC ENGAGEMENT AS TOOLS FOR DIALOGUE, HEALING, AND TRANSFORMATION.

OUT



CREATIVE PHILOSOPHY

2ruth7's creative philosophy centers on art as inquiry and action. I approach creative work as a tool for examining systems, surfacing hidden dynamics, and shaping how people encounter one another in shared space.



Research, collaboration, and lived experience guide the process, while form is used intentionally—to provoke questions, disrupt norms and invite reflection. The goal is not spectacle or resolution, but work that operates with purpose: grounded, responsive, and accountable to the communities it engages.

WORK



- MIT SPATIAL SOUND LAB [2026]
  RESEARCH AFFILIATE
- SUMMER OF HEALING (EFE) [2025]
  CURATION + VISUAL AND AUDIO DESIGN + PROJECT MANAGEMENT
- ARS MORIENDI: THE MIXTAPE (EFE) [2024]
  EXECUTIVE PRODUCTION
- UNCLEAN (EFE) [2024]
  CURATION + VISUAL AND AUDIO DESIGN + PROJECT MANAGEMENT
- ARS MORIENDI: THE IMMERSIVE EXPERIENCE (EFE) [2024-2025]
  EXECUTIVE PRODUCTION + CONTENT + EVENT CURATION + VISUAL AND AUDIO DESIGN + PROJECT MANAGEMENT

FULL LIST UPPON REQUEST

UNLEAN

is urban trauma the new leprocy?



This innovative multi-disciplinary narrative project delves into the historical and contemporary parallels between the treatment of lepers in centuries past, and the present day treatment of urban trauma survivors. Contemporary stories from urban trauma survivors incarcerated for violent infractions centered society's continued reliance on incarceration to address deadly comorbid symptoms found in under-resourced communities – specifically communities of color. Juxtaposing these time periods highlighted the way that skin presentation, specifically, has unduly determined the fate of afflicted community members across time.

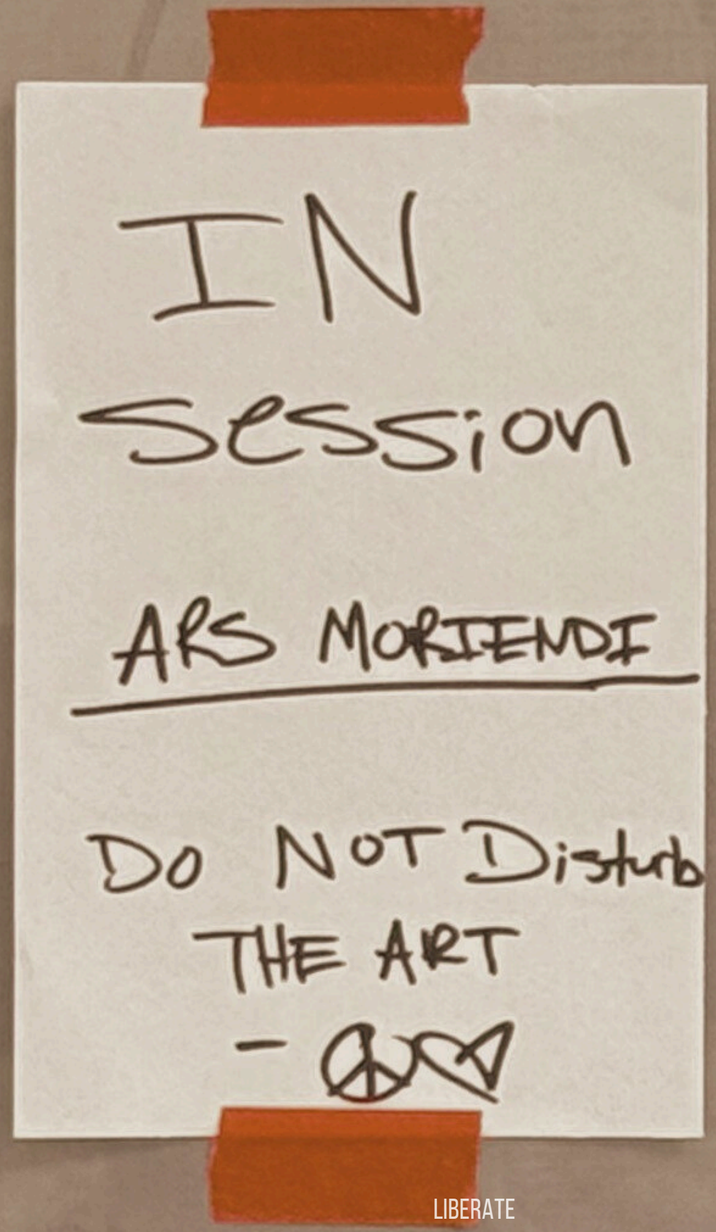
.ROLE | PROJECT DIRECTOR.

.YEAR | 2023 - 2024.

ARS MORIENDI

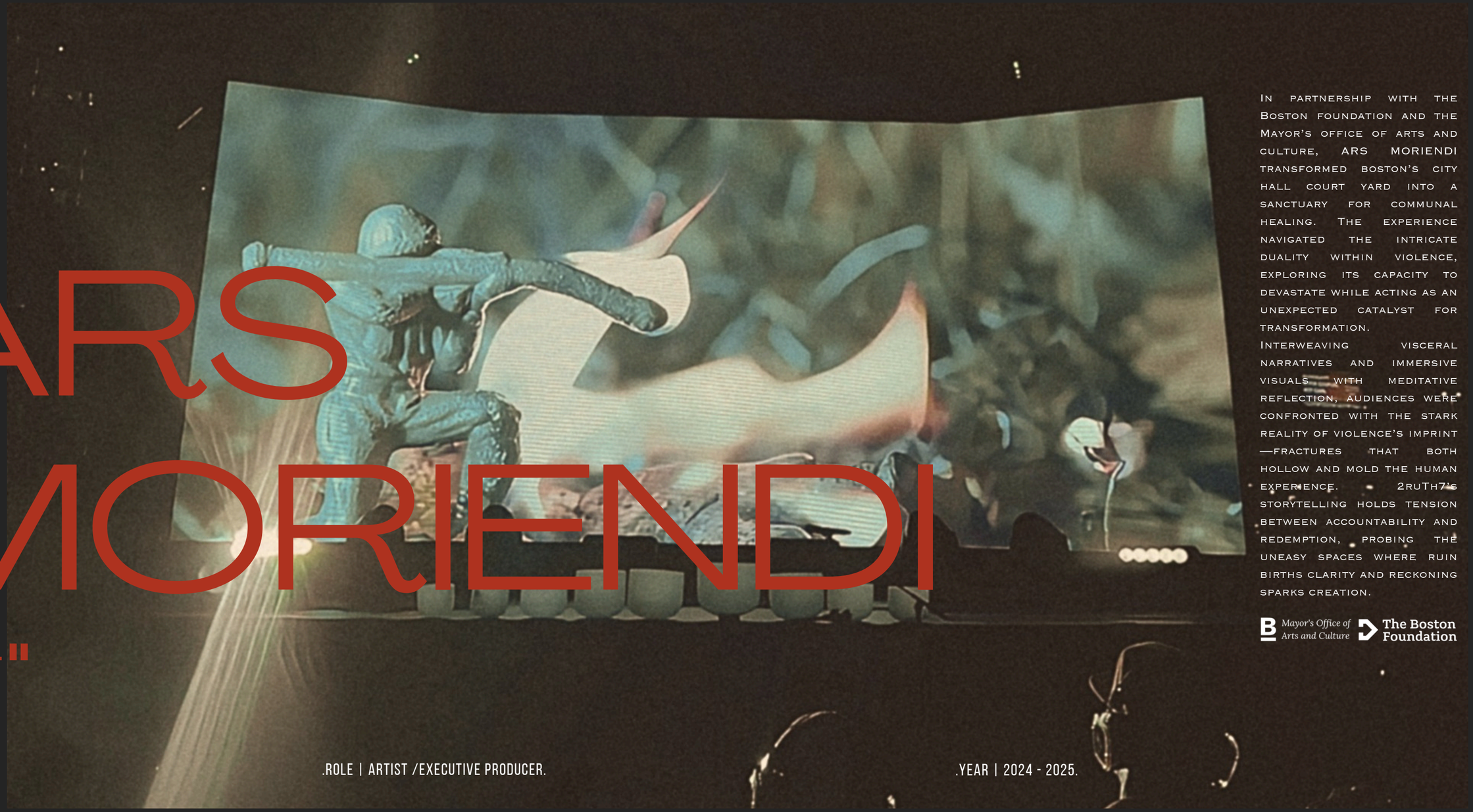
PT. I

As an artist-in-residence at Wellesley College's Anti Carceral Co+Laboratory (ACC), 2ruTh7 engaged in the ACC's mission of fostering dialogue on the profound impact of incarceration. During his residency, he composed, executive produced, and recorded his debut spoken word mixtape, **ARS MORIENDI: Ruminations of a Rogue Prophet**, a deeply introspective exploration of survival, justice, and transformation.



WELLESLEY

.YEAR | 2023-2024.
.ROLE | ARTIST/EXECUTIVEPRODUCER.



ARS MORIENDI

PT. II

In partnership with the Boston foundation and the Mayor's office of arts and culture, ARS MORIENDI transformed boston's city hall court yard into a sanctuary for communal healing. The experience navigated the intricate duality within violence, exploring its capacity to devastate while acting as an unexpected catalyst for transformation.

Interweaving visceral narratives and immersive visuals with meditative reflection, audiences were confronted with the stark reality of violence's imprint —fractures that both hollow and mold the human experience. 2ruth7's storytelling holds tension between accountability and redemption, probing the uneasy spaces where ruin births clarity and reckoning sparks creation.

Mayor's Office of Arts and Culture

The Boston Foundation

.ROLE | ARTIST /EXECUTIVE PRODUCER.

.YEAR | 2024 - 2025.

MIT SPATIAL SOUND LAB

As a research affiliate MIT Spatial Sound Lab, 2ruTh7 investigates multichannel 3D sound as a medium for public performance and installation, asking how spatialized listening can shape attention, memory, and the felt experience of a room. His practice approaches sound as architecture: voice, low-frequency tone, and silence composed to move through and around the listener, so that proximity, position, and distance become expressive material. This research informs the spatial design of his immersive installations, where sound carries the weight of experiences that resist visual representation,

.ROLE | RESEARCH AFFILIATE
.YEAR | 2026.

PRESENTATIONS

- Dissolve Music: Spatial Sound Festival & Conference, MIT Theater Arts (2026), featured artist
- MIT Spatial Sound Lab Mixtape @ Waveforms, Emerson Paramount Center (2026)
- Boston Spatial Sound Community Salon 002, MIT (2026)



THANK YOU

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