

Darius Nazarov Polina Ishukova

OGO×WOW Buro · architecture, media art, games · Belgrade, Serbia

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Architects and founders of OGO×WOW Buro. They build pavilions and installations in art parks, make browser games about natural processes, projection mapping and curated exhibitions. They have taught at the MARCH Architecture School and the HSE Art and Design School.

Darius Nazarov (b. 2002), architect and product designer: concepts, code, sound. **Polina Ishukova**, architect: space, scenography, visuals.

Exhibitions and festivals

2026	Async Museum — Mold.log
2026	CMMAS online residency, Morelia, Mexico (upcoming)
2026	Bucharest miniCOLLAGE Biennale, Bucharest
2026	CyberFrames: ExtraLives, Boston Cyberarts Gallery, Boston
2026	Video Game Art Show, Another Corner
2025	The Starlings Have Arrived, ArtMag Gallery / Winzavod Centre for Contemporary Art, Moscow
2025	Birdhouse, Kashirka Gallery, Moscow
2025	KRUTO 2025, Krutoyak
2025	ARCH Moscow, Gostiny Dvor
2024	TEMPERATYRA_5 exhibition, Fabrika Centre for Creative Industries, Moscow
2024	Birdhouse, Archstoyanie for Children, Nikola-Lenivets
2024	PIR, NII SREDA
2024	A New Life for Everyday Things, Yandex Museum, Moscow and Saint Petersburg
2024	Saint Petersburg Design Schools, Sevkabel Port
2023	Signal festival, Nikola-Lenivets, Screen pavilion
2023	200 Boards, Nikola-Lenivets
2023	Architecton. Open Source City, SA Lab section
2023	Open City, Shchusev State Museum of Architecture, Moscow
2022–2023	Moscow stand, Zodchestvo architecture festival

Competitions

2023	Signal 2023: Art Call — winner, built
2023	Open City — winner
2023	200 Boards, Meganom architects — finalist, built
2023	Open Source City — finalist
2024	A New Life for Everyday Things, Yandex Museum × HSE — 3rd place
	MARKET 2.0, Non Architecture — finalist

Work experience · Darius Nazarov

2024 — now	IND — product designer, digital products and EdTech. B2B visualisation platform built from scratch (40+ screens in 3 months), design system and UI kit, UX research in EdTech
2026 — now	PIK — product designer, GIS Analytics service: map layer redesign, colour palette and UI kit for land plot reports
2022 — 2024	Salini SRL — product designer, e-commerce for a premium furniture brand: catalogue, checkout, +10–15% conversion at key steps
2024	RAUM — product designer, contract: design system and UI kit for B2B services, guidelines
2023	Kleinewelt Architekten — architect

Teaching

now	HSE Art and Design School — art practice: model making, industrial design, sculpture
now	MARCH Architecture School — skills
2024	Ruza campus, HSE — architecture curator
2023	Roots and Wings workshop, Ershovy Islands — programme and curation

Education · Darius Nazarov

2025 — 2027	Tomsk State University + Yandex Practicum — MSc, applied informatics, product design
2020 — 2025	Moscow Architectural Institute (MARKHI) — BA, architecture
courses	Parametric Approach (MARKHI), Architecture in Video Games (Soft Culture)

Publications

2024	Project Russia: 100 best projects of 2021–2024, My Columbarium
2024	LOCUS a(l), architecture almanac
2024	D. D. Nazarov, Paper Cosmos // Science, Education and Experimental Design, vol. II

Skills

Product	Product Design, UX Research, JTBD, CJM, User Flow, prototyping, design systems
Design	Rhino + Grasshopper, parametric modelling, model making
Media	JavaScript, Canvas, Web Audio, projection mapping
Tools	Figma, FigJam, Miro, Notion, Jira, Adobe, D5, Enscape, V-Ray
Languages	Russian, English (B2)