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MAKER AND MANAGER OF INNOVATIVE SITE-SPECIFIC EXPERIENCES

Developer, installer and overseer of interactive and creative display projects for brands, museums, artists and everyone in between.

As a developer, I thrive on solving unique interactivity problems presented by each individual project's needs. As a manager, I am driven to create organizational structures for developers and builders to make their very best work and stay ahead of the technological curve.

Core Strengths:

- Realtime graphics, light, and audio programming using Max/MSP/Jitter and other environments
- Budgeting, time planning and resource allocation
- Departmental management and outfitting
- Technical writing for both client and internal situations

- Project management from the mundane to the sublime
- Exhaustive knowledge of the creative coding industry and its uses in art and advertising
- Live "VJ" projection design and development strategies
- Familiarity and comfort with crisis situations

EMPLOYMENT HISTORY

Lead Technical Producer, Fake Love (2015)

Managed technology department for experiential agency focused on branded interactives.
- Led staff of three full-time visual technologists, many interns, and freelancers to build projects in multiple American and European cities.
- Implemented plans for immersive demo sales experience in home office.
- Selected appropriate technologies and estimated timeframes and budgets for all projects, working with Creative staff
- Managed asset pipeline for VR projects
- Wrote internal and external technology briefs for each project pitch, working with development producer and executives
- Managed IT staff and initiatives for home office

Software Producer, Obscura Digital (2014-2015)

Managed software department for industry-leading experiential display company in San Francisco.
- Working with Director of Software, led and managed staff of six full time developers and multiple freelancers.
- Fundamentally altered previously ad-hoc and dysfunctional structure of pairing developers with projects.
- Advised business development team on probable budgets, labor estimates and feasibility of unique jobs.
- Organized and curated regular talks and presentations on tools and technology for both central team and company as a whole.

Media Cyclops, Moey Inc. (2008-2010, 2014-present)

Developer of interactive projects using nontraditional implementations of video and sensors. Pitch development, programming, installation, documentation, implementation, and client relations. Projects included:
- *Contemporary Issues Forum*, four-projection installation for National Museum of American Jewish Heritage in Philadelphia
- *Motionscape*, a dual-screen Kinect-controlled illustration of basic calculus through recording and display of visitors' position, velocity, and acceleration for the Museum of Mathematics in New York City.
- *KidTV*, a seven-screen TV studio experience at the Children's Museum of Houston. Green-screen technology, dual touch-screen controls, specialized "kid-proof" control equipment.
- *Big Mouth*, a capacitive-touch controlled video experience embedded in a giant mouth sculpture for the Western Virginia Museum of Science and Technology.
- The Visitor's Center of AT&T's Global Network Operations Center. Four camera-controlled projection experiences illustrating AT&T's experience and dominance in managing large-scale network projects.

Creative Programmer, LEDARTIST LLC (2010-2013)

Sole American employee of Hong Kong design consultancy focused on creative implementation of LED technology.
- Design and code implementation of multiple site-specific sculptural LED artworks and displays, including *Bacillus*, an 11' tall Kinect-activated organic structure and the lighting design for the Lunar Festival Harvest Moon, a 50' diameter spherical crowd experience installed in Victoria Park for more than a month in 2012.
- Lighting design and project management of GonKiRin, a 60' welded steel fire-breathing dragon art car for Burning Man and various other events. Managed building, logistics and vision for the entire team and process.
- Technical advisor and trainer of Hong Kong programming and development staff.
- American representative for LEDARTIST, handling vendor relations, some sales and business development, freelancer management and regular technology reports and briefs.

Lead Software Architect, IMCTV (2006-2008)

Senior developer for experiential marketing startup, focusing on implementing interactivity in event audience and lobby venues.
- Planned framework for modular system for interactivity effects and fully documented and fleshed out API.
- Managed freelancer duties and tasks, and trained freelancers in usage and implementation of this API.

Technology Coordinator, Mount Sinai School of Biological Sciences (2002-2006)

Technology expert for the Dean of the PhD and MD-PhD programs. Initiatives included:
- Planning, managing and implementing a department-wide effort to move all student and faculty paperwork to secure digital database containers and delivery systems, using a combination of open-source (LAMP stack) and proprietary tools (primarily Filemaker).
- Transferring all core course materials and class sessions to an online archive, and documenting this process for future implementation and maintenance.
- Producing, planning, scripting, and distributing two short films promoting the Graduate School.
- Managing IT tasks and purchasing for the department, and providing technology guidance as needed for students and faculty.

Associate Director for Educational Technology, MSSM-TV (2001-2002)

Lead developer and assistant operations manager for moderately successful Mount Sinai skunkworks internal television initiative, specializing in documentation and archiving of medical conferences.
Programmed reusable framework for these archives as a dual-platform CD-ROM authored in Director.

Freelance Technology Artist (periodically from 2001-2016)

Wide variety of consulting developer jobs for multiple clients in multiple situations, and also serving occasionally as the artist myself. Live video display, physical computing, artist technology solutions. Selected projects include:
- Sleep Number CES 2016 display: programmed volumetric LED sphere and immersive sound design, with remote integration of DMX control of GrandMA console.
- InterChina Restaurant artistic LED display: assembled LED matrix, designed remote control method and created low-res content for Traxon 64pxl boards
- Electric Zoo Festival 2015: Projection designer and runner for MasterCard Arena
- Resident VJ for Made Events, 2002-2008: regular design and performance of generative abstract graphics for big-name Trance DJ acts, including Paul Van Dyk, Armin Van Buuren and Ferry Corsten.
- Doug Aitken's *Mirror*. Developed framework for tracking local pedestrian and vehicular traffic, as well as current sky color, to control massive video installation. Permanent display on exterior of Seattle Museum of Modern Art.
- *837 Washington*, with Chris Jordan. Designed, developed, installed and maintained three-channel outdoor generative projection experience, augmenting a construction site in Manhattan's meatpacking district.
- Nina Katchadourian's *Talking Popcorn*. Developed program to translate popcorn popping sounds into spoken words. Traveling artwork, on display multiple times in the last fifteen years.
- *Nurai Island Sales Pavillion,* for Michael Shvo and Audio Video Controls. Developed and installed three sensor-based multimedia experiences for sales event in Abu Dhabi. Tasks included: a bespoke TUIO server for multitouch hardware, presence detection implementation for fifteen video stations, and a multi-channel projection mapped augmentation of a model of the development property.
- Janet Zweig's *The Medium*. Shared mediated video booth experience, with spatial and temporal distortion effects. Permanent installation at the University of Minnesota's Journalism School.
- *The Southstar*, with Glen Duncan: a 10' diameter LED sculpture processing eight channels of generated audio. Served as main attractor signage for Image Node, a Burning Man camp.

Academic Appointments (2002-2011)

- Adjunct Lecturer, Polytechnic Institute of NYU's Brooklyn Experimental Media Center. 2008-2011. Taught courses in experimental media production using Max/MSP/Jitter and other tools, including two seasons specifically oriented towards the group creation of a theatrical showcase of these technologies.
- Adjunct Lecturer, Parsons the New School For Design and Technology. 2002-2008. Developed realtime multimedia curriculum for graduate students using Max/MSP/Jitter and produced regular showcases of student work.
- Resident Digital Artist, Wits Digital Media, University of the Witswatersrand, Johannesburg, South Africa. 2005. Mentored student projects, taught multiple workshops, created site-specific artworks.

ACADEMIC HISTORY

MPS, New York University / Tisch School of the Arts (Interactive Telecommunications, 2001)

Concentration on the artistic potential of abstract generative graphics and sensor manipulation of copyrighted material.

BA, Hampshire College (Theatre, 1993)

Senior thesis work on acting, lighting design and directing the plays of Samuel Beckett and Howard Barker.