

EDREX FONTANILLA

EDREX@BROWN.EDU • [HTTP://WWW.EDREX.COM](http://www.edrex.com)

EDUCATION

Brown University, Providence, RI
Computer Music and Multimedia Composition (Focus in New Media/Visual Arts)
Master of Arts in Computer Music, May 2002

Brown University, Providence, RI
The Computer and Electronics in Music and the Visual Arts
Bachelor of Arts in Visual Art with Honors, May 2000

Brooklyn Conservatory of Music, Queens, NY
Classical Voice, Piano, Music Theory, June 1996

EXHIBITIONS/PRESENTATIONS

Pixilerations v.5, Providence, RI
S[tr]eam, video art sculpture, October 2008

SIGGRAPH 2008, Slow Art Exhibition, Los Angeles, CA
S[tr]eam, video art sculpture, August 2008

11th Biennial Symposium for Arts and Technology, Connecticut College, New London, CT
Mutable Sculpture, topic presentation, February 2008

Pixilerations v.4, Providence, RI
Torrent, video art sculpture, October 2007

Inicio, Ybox Cigar Theatre, Ybor City, FL
Cascade 01.02;27;14 and *Cascade 01.02;59;09*, digital prints, February – March 2007

Baker Arts Center, Liberal, KS
Cascade 01.02;27;14, large digital print, January – February 2007

Calladan Gallery, Beverly, MA
Cascade 01.02;27;14 and *Cascade 01.02;59;09*, digital prints, November 2006

International Computer Music Conference, New Orleans, LA
Overlooked, video art, November 2006

Pixilerations v.3, Providence, RI
Cascade, video art sculpture, October 2006

underCURRENT/overVIEW, Tampa Museum of Art, Tampa, FL
Overlooked, video art, May – July 2006

Digital Humanities Computing Summer Institute, University of Victoria, British Columbia, Canada
Mutable Sculpture: Intersections of Physical and Virtual Space, topic presentation & artist talk, June 2006
Invited speaker, plenary session
Overlooked, video art, June 2006

10th Biennial Symposium for Arts and Technology, Connecticut College, New London, CT
Sculptural Approaches in Video Art, topic presentation, March 2006
Overlooked, video art, March 2006

E-Fest, Providence, RI.
Virtual Flaneur, March 2006
Invited speaker, *Memory and Real Time* panel.

Pixilerations v.2, Providence, RI
Overlooked, video art, September 2005

2005 Boston Cyberarts Festival, Boston, MA
c4b3r@r7\$, interactive video and audio sculpture, April 2005
Rope & Wood, interactive sound sculpture, April 2005

E-Fest, Providence, RI.
Cryonics: Not for the Faint of Art, February 2004
Public performance of *Immortek* piece. Invited speaker, *Positions and Provocations* theory/practice roundtable.

The Sheridan Center for Teaching and Learning, Providence, RI
Multimedia in Teaching, February 2004, February 2005, February 2006, February 2007, February 2008
Invited speaker, Sheridan Center for Teaching and Learning.

New Media Consortium Summer Conference, Blacksburg, VA
NetBoot/NetInstall and ASR, presentation, June 2003

Knight Campus Art Gallery, Warwick, RI
Brain Pick, interactive sound sculpture, 2002

Manhasset Mill, Providence, RI
Siliconic Harmonica, interactive sound sculpture, 2002

David Winton Bell Gallery, Providence, RI
Blimboo, interactive image sculpture, 2002

David Winton Bell Gallery, Providence, RI
All the News That's Fit To..., interactive video sculpture, 2001

TEACHING EXPERIENCE

Brown University Visual Art Department, Providence, RI.

Lecturer, 2002 – Present.

Advanced/Seminar Courses and Independent Studies:

- Interactivity & Intersections of Physical & Virtual Space
- Explorations in Video Art
- Digital Video Production
- Interactive Video
- Funky Moving Images: Rotoscope Animation and Video for Live Performance
- Interactive Sculpture
- Sensor Systems for Interactive Environments
- Design for the Web, Net.Art
- History of Animation

Community College of Rhode Island, Lincoln, Warwick, and Newport, RI

Adjunct Lecturer, 2005 – Present

Introductory Courses in Digital Art and Independent Studies:

- Digital Image Manipulation and New Media Authorship
- Design for the Web, Net.Art
- Video Documentary

Mentor, Art Club

University of Victoria, British Columbia, Canada

Instructor, June 2006

Digital Humanities Computing Summer Institute (for faculty, staff, graduate student theorists, experimentalists, technologists, and administrators)

- Multimedia Tools and Techniques in Digital Media Projects

Brown University Visual Art Department, Providence, RI.

Teaching Assistant, 1999 – 2000

Courses: Digital Imaging I,
Digital Imaging II
The Artist's Machine: Electricity & Electronics

ADMINISTRATION/CONSULTING EXPERIENCE

Brown University, Computing & Information Services, Providence, RI.

Senior Multimedia Instructional Coordinator, April 2003 – Present

Consulting for faculty for the integration of multimedia technology into the competency core of their course offerings. Leadership of the Academic Multimedia Program. Leadership of the Graduate Center Multimedia Lab, List Art Multimedia Lab, and the Friedman Center Multimedia Lab. Projects include:

- Curation of two digital art exhibitions for the Wayland Collegium Seminar on Digital Aesthetics.

- iPod/iTunes pilot program, innovative use of iPods and podcasting to enhance fieldwork in ethnomusicology

Rhode Island College, Nazarian Center for the Performing Arts, Providence, RI.

Computer Music Consultant, October 2001 – 2004

Provide support for the Music, Theatre and Dance department computer lab. Research and consultation on software and pedagogy, for grant proposal preparation.

Brown University, Graduate Center Multimedia Lab, Providence, RI.

Multimedia Lab Manager, October 2000 – March 2003

Operation of a multi-computer teaching facility dedicated to the production, examination, and analysis of work in the arts and humanities using emerging computer technologies. Maintained advanced knowledge of new technologies and educational applications to service diverse needs (audio, imaging, 3D rendering, programming, video, hypertext) across departments. Accomplishments include:

Organizing the first cross-departmental digital arts student exhibition

Pioneering the use of Apple NetBoot technology for stable, secure lab administration

Establishing a “Guruship” Program for effective student consulting and training

AWARDS/GRANTS

Wayland Collegium Course Development Grant, 2005

Wayland Collegium Course Development Grant, 2004

Minnie Helen Hicks Premium in Art, 2002

Roberta Joslin Award for Excellence in Art, 2001

Creative Arts Council Mini-grant, 2001

Creative Arts Council Mini-grant, 2000

PREVIOUSLY TAUGHT COMPETENCIES

Software-specific:

Aperture, Photoshop, Photomatix Pro, QuickTime VR, iStop Motion, Dreamweaver, Flash, Final Cut Pro, After Effects, DVD Studio Pro, Max/MSP/Jitter, Audacity, Sound Studio, Peak Pro, Logic Pro, Pro Tools, Soundtrack Pro

Modes of authorship:

digital photography, digital imaging, high dynamic range imaging and tone mapping, panoramic photography, XHTML/CSS, graphic design for the web, interface design for the web, programming for multimedia, digital video production, digital audio production, motion graphics, stop animation, interactive installation, sensor/actuator design and fabrication for live performance, vocal performance, basic electronic circuit design, woodworking, metalworking