

EDUCATION

The Harriet W. Sheridan Center for Teaching and Learning, Providence, RI
The Sheridan Teaching Seminar
Certificate, April 2010

Brown University, Providence, RI
Computer Music and Multimedia Composition (interactivity+sound+sculpture)
Master of Arts in Computer Music, May 2002

Brown University, Providence, RI
The Computer and Electronics in Music and the Visual Arts (convergence culture+new media art)
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

ELO.Archive and Innovate, Providence, RI
Lingua Ignota, live performance, June 2010
Collaboration with Samantha Gorman and Daniel Cannizzaro

Pixilerations v.6, Providence, RI
Lingua Ignota v.1, language visualizer software + SMS, October 2009
Collaboration with Samantha Gorman and Daniel Cannizzaro

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

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

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
Collaboration with Robert Goldschmidt

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

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

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

International Computer Music Conference, New Orleans, LA
Overlooked, video art, November 2006
 Collaboration with Robert Goldschmidt

Pixilerations v.3, Providence, RI
Cascade, video art sculpture, October 2006
 Collaboration with Robert Goldschmidt

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

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
 Collaboration with Robert Goldschmidt

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
 Collaboration with Robert Goldschmidt

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
 Collaboration with Robert Goldschmidt

2005 Boston Cyberarts Festival, Boston, MA
 1) *c4b3r@r7\$*, interactive video and audio sculpture, April 2005
 Collaboration with Ian Budish
 2) *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
 Invited speaker, Sheridan Center for Teaching and Learning. Copresented with Edward Huff.

New Media Consortium Summer Conference, Blacksburg, VA
NetBoot/NetInstall and ASR, presentation, June 2003
 Copresented with Barry Albright.

Knight Campus Art Gallery, Warwick, RI
Brain Pick, interactive sound sculpture, 2002
 Collaboration with Paul Badger.

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

David Winton Bell Gallery, Providence, RI
B!mboo, interactive image sculpture, 2002
 Collaboration with Jasper Speicher, Mark Domino.

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

TEACHING EXPERIENCE

Brown University Visual Art Department, Providence, RI.

Brown University Summer & Continuing Studies, Providence, RI.

• *Lecturer*, 2002 – Present.

Introductory, Advanced Studio Seminar Courses, and Independent Studies:

- Interactivity & Intersections of Physical & Virtual Space
- Explorations in Video Art
- Voice and Authorship through Web 2.0
- Interactive Video
- Funky Moving Images: Rotoscope Animation and Video for Live Presentation
- Interactive Sculpture
- Sensor Systems for Interactive Environments
- Digital Video Production
- Electronic Music
- Documentary Filmmaking for Social Change

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

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

- *Adjunct Lecturer*, 2005 – Present

Introductory Courses in Digital Art and Independent Studies:

Digital Imaging

Web Design in Net.Art

Video Documentary (ind.)

Mentor, Art Club

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.

- *Manager of Multimedia and Emerging Technologies*, July 2010 – Present

Administration of academic multimedia and emerging technology programs, related budgets, and strategic oversight of production and instructional facilities. Leadership of staff teams in support of new media authorship.

- *Senior Multimedia Instructional Coordinator*, June 2008 – July 2010

Leadership for the Multimedia Labs and Academic Multimedia Program.

- *Multimedia Instructional Coordinator*, April 2003 – June 2008

Consulting for faculty for the integration of multimedia technology into the competency core of their course offerings. Creative and academic advisement of students following a digital arts concentration track. Leadership of the Graduate Center Multimedia Lab, List Art Multimedia Lab, and the Friedman Center Multimedia Lab. Projects include:

Wayland Collegium Seminar on Digital Aesthetics. Curation of "Text Rain" by Camille Utterback, "Deep Walls" by Scott Snibbe

iPod/iTunes pilot program, innovative uses 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

Creative Arts Council Flexible Fund Grant, 2009

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

PROFICIENCIES

Sculpture:

- wood working

- metal working

Multimedia Authoring:

- audio recording and editing, video shooting and editing, digital imaging, digital photography

- Logic Pro, Pro Tools, Photoshop, Dreamweaver, Final Cut Pro, After Effects, DVD Studio Pro, Photomatix Pro

Programming:

- Max/MSP/Jitter, Processing

Electronics:

- sensor/actuator design and fabrication, basic electronic circuit design, PCB Fabrication, Teleo, EZIO, Basic Stamp

Operating Systems:

- Mac OS X, Mac OS X Server, Windows XP, Windows 7