

CHARLES VEASEY

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PROFESSIONAL PREPARATION

Master of Fine Arts in Electronic Arts, 2008

Rensselaer Polytechnic Institute - Troy, NY

Thesis: Geographic Soundscape Morphology

Advisor: Neil Rolnick

Committee Members: Dr. Pauline Oliveros, Annea Lockwood, Michael Century

Bachelor of Science in Visual Communications Technology, 2006

Minors in Computer Information Systems and Sound Engineering

Bowling Green State University - Bowling Green, OH

Senior Research: Three-dimensional Audio Spatialization and Visualization

Advisor: Dr. Elaine Lillios

PROFESSIONAL EXPERIENCE

Independent Software Developer and Producer, 2008-Present

Independent software developer, media producer, and consultant. Developed software for new media applications and tools including *Collaborate*, a motion-tracking and video feedback installation, *Retrieving Humanity*, a worldwide telepresence performance, *Eventide Interface*, a digital musical instrument for Dafna Naphtali, and *Ursonate*, 4K performance software for a modern reenactment of Kurt Schwitters's composition. Directed and produced the *Hudson Mohawk Sound Gate Radio* program, which explored local history in respect to the sonic environment through interviews, archival recreations, and field recordings. Produced multi-channel film soundtracks including *Simple Things*, a South Korean film on extrapolations of the lamb. Consults on HCI-driven applications and immersive environments such as fulldome projection and 3D.

Systems Architect, Educator, Institute of American Indian Arts, 2011-Present

Santa Fe, NM

Systems architect, and educator at the Institute of American Indian Arts. Develops open source hardware and software solutions for real-time applications within a fulldome environment, including *vDome* a real-time projection distortion, blending, and slicing application. Interactive research includes simulation, gaming, performances, and telepresence. Teaches new media art and programming courses including interactivity, game development, projection mapping, and immersive project development.

Independent New Media Artist, 2008-Present

Internationally exhibited new media artist. Creates contemporary art interactives which comment on the human-nature-technology paradigm. Work has been shown in contemporary galleries and festivals worldwide including: Art Basel Miami, and Fonland in Coimbra, Portugal. Recent projects include, *Royal Road*, an interactive installation based on the travels and recordings of the El Camino Real de Tierra Adentro in New Mexico, and *Human Heart*, an interactive sculpture driven by an EKG biofeedback system.

Senior Developer and Project Manager, Ideum, 2011-2014

Corrales, NM

Oversaw 40,000+ line GestureWorks / Open Exhibits framework and the development of custom interactive exhibits. Clients include Chicago Museum of Science and Industry, San Francisco Museum of Modern Art, and Miami Science Museum. Software developer and researcher on the Creating Museum Media for Everyone (CMME) project, an NSF-sponsored initiative to ensure digital museum exhibits will be accessible and universally designed.

Teaching and Research Assistant, Rensselaer Polytechnic Institute, 2007

Troy, NY

Teaching assistant to Kathleen Ruiz. Taught introductory digital graphic production including a hands-on studio of 30+ students and occasional lectures to 300+ student. Research assistant to Shawn Lawson, focusing on new visualization techniques in the Java Processing framework.

Software Developer, New Media and Emerging Technologies, 2006

Bowling Green, OH

Lead developer of three-dimensional audio software and VST plug-ins. Hired to implement undergraduate research for internal use. Spatialization was based on Ambisonic surround sound techniques. 3D visualizations were created to assist in the encoding, playback, and decoding of the Ambisonic format. The software was implemented in first and second-order spherical harmonics.

**Multimedia Producer and Developer, Deep Listening Institute, 2005
Kingston, NY**

Multimedia producer and technical assistant to Dr. Pauline Oliveros. Responsibilities included live mixing and recording of audio and video musical performances, DVD mastering/editing, website and other software programming.

**Multimedia Producer and Developer, Harvestworks, 2005
New York, NY**

Private tutor of Max/MSP programming language. Teaching assistant to Daphne Natalia and Cory Arcangel in multi-media programming workshops. Other responsibilities included sound engineering and mastering, web programming, and media archiving.

PUBLICATIONS

Hudson Mohawk Sound Gate: Geographic Soundscape Morphology, Rensselaer Polytechnic Institute, 2008

AWARDS

Full Scholarship and Fellowship, Rensselaer Polytechnic Institute, 2008

Full Scholarship and Teaching / Research Assistantship, Rensselaer Polytechnic Institute, 2007

Undergraduate Research Award, Bowling Green State University, 2006

ACTIVITIES

Research Symposiums

vDome, Symposium IX: Immersion · Experience, Society for Arts and Technology (SAT), Montreal, QC , 2014

Ambisonics: Techniques in 3D Audio, Undergraduate Research Symposium, Bowling Green State University, Bowling Green, OH, 2007

Conference Presentations

Virtual Museum, Immersive Media Entertainment, Research, Science & Arts (IMERSA), Denver, CO, 2016

Ambisonics: 3D Audio for the Dome, Immersive Media Entertainment, Research, Science & Arts (IMERSA), Denver, CO, 2016

Creating Museum Media For Everyone Workshop (CMME), Association of Science - Technology Centers (ASTC), Albuquerque, NM, 2013

Multimodal, Multiuser, Ubiquitous Computing in Public Spaces, Scientists / Artists Research Collaborations @ Currents New Media Festival, Santa Fe, NM, 2013

vDome, Immersive Media Entertainment, Research, Science & Arts (IMERSA), Denver, CO, 2013

Workshop Presentations

Interactive Dome Workshop, Currents New Media Festival, Santa Fe, NM, 2016

Open Exhibits Workshop, Human Computer Interaction in Informal Science Education (HCI+ISE), Albuquerque, NM, 2013

Creating Museum Media For Everyone Workshop (CMME), Human Computer Interaction in Informal Science Education (HCI+ISE), Albuquerque, NM, 2013

Open Exhibits Workshop, Museums and the Web, Portland, OR, 2013

vDome Workshop, Immersive Media Entertainment, Research, Science & Arts (IMERSA), Denver, CO, 2013

Open Exhibits Workshop, International Tabletops & Surfaces, Boston, MA, 2012