Teachers

T.K. is a sound designer, film composer, and creative technologist currently living in NYC. He is a graduate of the USC School of Cinema & Television and NYU Tisch Interactive Telecommunication Program (ITP). After completing a year as a postdoctoral fellow and research resident at ITP he has become an adjunct professor at ITP teaching a new course titled "Immersive Listening: Designing Sound for VR". During his fellowship, T.K. worked alongside faculty and the department chair to manage the ITP Experiments in Storytelling, a research and development initiative funded by Google for exploring new narrative forms through the creation and use of emerging technologies. In his personal work T.K. works with haptic feedback as a way of experiencing the human voice as a form of extended and mindful listening.

Dave Miller is a doctoral candidate in the Department of Communication at Stanford University, studying human-computer interaction. He is the 2015 Coleman F. Fung Interdisciplinary scholar, working with the Center for Design Research at Stanford. He earned his MA from the Gallatin School of Individualized Study at NYU, and a BS in Human Factors from Cornell University. His research centers on understanding disagreements between humans and computer systems/robots, using VR simulation and stagecraft as a way to study situations too dangerous or impossible to study in reality.

I (Sarah Rothberg) make things in response to new technologies. These days I'm interested in virtual reality, social media + neuroscience (especially memory), and global systems.

My artwork has been shown at bitforms gallery, REVERSE, Pioneer Works, Babycastles, Grand Central Station, and other places. It takes many forms: VR, animation, interactive music, gifs, writing, websites, pranks, one-liners, conversations across stalls in the bathrooms, songs sung quietly into the ears of CEOs.

I am a "Something-in-Residence" and Adjunct Faculty at NYU Tisch (DIY VR and Directing Virtual Reality). Formerly, I have been a VR Experience Director at the Samsung Accelerator, studio Assistant/Animator at Marina Zurkow Studio and the American Museum of Natural History, and purveyor of idealistic visions of utopias.

An award winning screenwriter, director and producer of narrative video work, Todd Bryant hails from the Blue Ridge Mountains of Western North Carolina where he spent the majority of his youth exploring and trying to get lost in the woods. A current resident of Brooklyn and a recent graduate of the Interactive

Telecommunications Program at the Tisch School of the Arts in NYU he continues to employ those innate proclivities through creative coding and the construction of tangible interfaces for video art. Todd's work explores the intersection of empathy, knowledge, and the sublime with a focus on energy conservation and reused / recycled parts.

Ziv Schneider is a New York based artist whose work with new media explores the use of experimental photography and virtual reality. It is focused on narratives around mystery, mortality and preservation, searching for new forms of storytelling and communication.

Her work has been exhibited and featured in many publications and has showcased internationally. Currently a tech resident at Pioneer Works and previously a fellow at the Economist Media Lab where she co-created their first piece in virtual reality and an artist in residence at Scatter where she created and developed a project for National Film Board of Canada, as part of their "Interactive Haiku" collection.

She holds a B.Des Visual Communication from Shenkar, Israel and an MPS from NYU ITP where she spent the 2015-16 academic year as a research fellow and has recently co-taught a class on interactive non fiction called Alt Docs.

Gabriel Barcia-Colombo is a mixed media artist whose work focuses on collections, memorialization and the act of leaving one's digital imprint for the next generation. His work takes the form of video sculptures, immersive performances, large scale projections and vending machines that sell human DNA. His work plays upon this modern exigency in our culture to chronicle, preserve and wax nostalgic, an idea which Barcia-Colombo renders visually by "collecting" human portraits on video.

Gabriel was recently commissioned to be the first digital artist to show work at the New Fulton Terminal Stop with the MTA Arts & Design program in New York City. His work has been featured in the Volta, Scope, and Art Mrkt art fairs as well as Grand Central Terminal and the New York Public Library. He recently received an Art and Technology grant from the Los Angeles County Museum of Art where he created "The Hereafter Institute," a company that questions the future of death rituals and memorials and their relationship to technology.

Gabriel served as a member of the artist advisory board at the New York Foundation for the Arts, as well as the education committee member at the Museum of Art and Design. In 2012 Gabriel gave a TED talk entitled "Capturing Memories in Video Art," and in 2014 he gave another entitled "My DNA Vending Machine" and was awarded a Senior TED fellowship. In 2016 Gabe founded Bunker.nyc a pop up gallery showcasing emerging art made with technology. Gabe is a New York Foundation for the Arts grant awardee and faculty member at the Interactive Telecommunications Program at New York University's Tisch School of the Arts.

Matt Romein is a coder / performer / artist, straddling the worlds of downtown performance and new media art.
He is the technical director for the Obie award-winning performance series CATCH and has designed for Neal Medlyn, GRANDMA, Piehole, The AO Movement Collective, and others.
His own work examines how our concepts of identity, autonomy and corporeality are shifted when physical bodies are manipulated in digital spaces.
He received his masters in creative coding and physical computing from ITP at Tisch School of the Arts.

Kat Sullivan lives somewhere in the intersection between movement and technology. After double majoring in Computer Science and Dance, she worked for several years as a software engineer and freelanced as a dancer. Not wanting to compartmentalize her life, she went to the Interactive Telecommunications Program at NYU and began creating work involving creative coding, live performance, machine learning, and more. Her work has been shown at Lincoln Center, National Sawdust, Pioneer Works, Flux Factory, South by Southwest, and the Liberty Science Center. Currently, she is a research resident at NYU and recently completed her tech art residency at Pioneer Works in Brooklyn.

Shawn Van Every is a researcher, professor and consultant. His focus is on emerging technologies related to media creation, distribution and interaction. His projects generally involve development of tools that help to make low cost media making, distribution and interactivity possible. Specifically he works with online audio/video and mobile devices. His teaching is varied and includes courses on participatory and social media, programming, mobile technologies and interactive telephony. Recently Shawn was honored with the David Payne Carter award for excellence in teaching. He has demonstrated, exhibited and presented work at many conferences and technology demonstrations including O'Reilly's Emerging Telephony, O'Reilly's Emerging Technology, ACM Multimedia, Vloggercon and Strong Angel II. He was a co-organizer of the Open Media Developers Summit, Beyond Broadcast (2006) and iPhoneDevCamp NYC. Additionally, Shawn runs a consultancy to help companies better utilize technology for putting audio and video on the internet. His clients have ranged from Disney and Morgan Stanley to many start-ups.Shawn holds a Master's degree in Interactive Telecommunications from NYU and a Bachelor's degree in Media Study from SUNY at Buffalo.