jason aston

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motivations and concerns

Over-consumption, environmental adaptivity, data-asphyxiation, FOMO fallacy, terms and conditions, consequences of convenience, artful technology, programmed personality, immersive experiments, new methods of storytelling, games, provocations, discomfort, illusions, open internet, usurpers, teledildonics, mediated intimacy, collaboration, identity

experience

Adjunct Professor, New York University, Parsons School of Design ————September 2017 - present
NYU, Courant Institute of Math and Sciences - Introduction to Web Design and Computer Principles
Parsons, Art Media Technology Department - Data Visualization and Information Aesthetics

Creative Consultant, Unilever Innovation Lab, New York ————December 2016 - December 2017
Ideation and concepts primarily for physical installations and pop-up activations
Guided workshops for internal teams on focused areas of integrations and themes

Creative Director, Wonder Mob Inc., New York ————January 2013 - present
Creative, conceptual, technical co-lead
User experience, design, prototyping, and development duties
New business initiatives including client relations

Creative Director, Collab Innovation Lab, New York ————May 2011 - present
Strategy and creative direction for award winning projects
User experience, design, prototyping and development management

Co-Founder/Producer, Six Point Harness, Los Angeles ————December 2003 - December 2009
Managed business and administrative duties
New business liaison
Art Direction

education

Tisch School of the Arts, New York University, New York, New York ————August 2009 - May 2011
Master's of Professional Studies, Interactive Telecommunications Program

Seaver College, Pepperdine University, Malibu, California ————June 2003
Bachelor of Arts, Communication/Studio Arts, Magna Cum Laude

summary

- Design, Motion, Animation, Electronics, Sculpture, Projection Mapping, Video, Web Design and Development, Physical Computation, Fabrication, Creative Writing, Game Theory
- Adobe CS, Cinema4d, Unity, Processing, Arduino, RPi
- HTML, CSS, JS, PHP, Python, C++, Swift

distinctions

2017 Google Jump Fellow
2016 MakerFaire Best In Show Booth: Nickelodeon, New York, NY
2015 J-stor/Ithaka Conference Guest Artist/Speaker, New York, NY
2012 Continuum Festival Artist/Speaker, Recife, Brazil
2011 FILE Rio Featured Artist, Rio de Janeiro, Brazil