SOLO EXHIBITIONS/INSTALLATIONS/SPEAKING

2015, Pay to Play, installation and guest speaker, ITHAKA Conference, New York, NY

2014, Hair, public installation, Shihou Gallery, Osaka, Japan

2013, Ball Wall, installation, PEDSEye, Tribeca, New York

GROUP EXHIBITIONS

2012, Continuum, Instituto Sergio Motta, Recife, Brazil

2011, Bring to Light: Nuit Blanche, Brooklyn, New York

2011, FILE GAMES RIO 2011: EU QUERO JOGAR, Oi Futuro, Rio, Brazil

2011, Big Screens, InterActiveCorp. (IAC), New York, New York

ARTISTIC/PROFESSIONAL EXPERIENCE

The New School, New York, NY
Adjunct Professor
Sept 2017 - Present

Parsons School of Design: Art, Media, Technology Department
Data Visualization and Information Aesthetics

New York University, New York, NY
Adjunct Professor
Sept 2017 - Present

Courant Institute of Mathematical Sciences
Introduction to Web Design and Computer Principles

Queens College, New York, NY
Adjunct Professor
January 2017 - May 2017

Art Department
Creative Coding for Web featuring Javascript and JS Frameworks

Unilever Innovation Lab, New York, NY
Creative Consultant
December 2016- Present

Ideation and Conceptualization
Visuals include User Experience, concept material, assets, etc.
guided workshops for various brands on focused theme

WONDER MOB, New York, NY
Co-Founder
January 2012- Present

brand identity creation and management
conceptual, creative, technical lead
head software programmer
head digital asset creator and animator

COLLAB, New York, NY
Creative Director
May 2011- present

conceived and created strategy and software for internal projects

FREELANCER, New York, NY
Graphic/WebDesign, ArtDirection,
April 2001- May 2011

All graphics and photo services: logotype, branding, promotional, advertisements.
Web Desgin and development for small to medium sized companies
General Art Direction: concept and execution: specialties: fashion, animation

SIX POINT HARNESS, Los Angeles, CA
Producer/Co-Founder,
April 2003-December 2009

Co-created and managed
Spearheaded New Business efforts
Art directed most projects

EDUCATION

NEW YORK UNIVERSITY, New York, NY
Master of Professional Studies,
Interactive Telecommunications Prog.
2009 - 2011

PEPPERDINE UNIVERSITY, Malibu, CA
Bachelor of Arts-Communication Arts,
Magna Cum Laude, 2003

STUDIO ARTS CENTER INTERNATIONAL,
Florence, Italy
Photography, Sculpture, 2002

OBJECTIVE

We exist on the cusp of a technological moment that prizes invention over need, optimization over substance, and convenience over security. This psychological area feels a good place for artistic situation, and it is where I have made my home as a mixed technology artist. I employ my professional and educational past to visually and experientially tell stories, play games, engage, respond, disrupt, and interact- all to provoke discussion on the social, ethical, and cultural implications of our unorthodox, new way of life.

SUMMARY

Adobe CS, Apple, Cinema4d, Unity, Modul8, MadMapper, Wowza, Sketch, HTML5, XML, CSS, Javascript, Processing, Arduino, RPi, C++ (Cinder, openFrameworks), Swift, PHP, Python

MEDIA

Animation, Digital, Electronic, Sculpture, Projection, Video, Web, Physical Computation, Fabrication and 3D Modeling, Creative Writing