Angus Forbes : Curriculum Vitae (Summary)

angus.forbes@mat.ucsb.edu
http://www.mat.ucsb.edu/~a.forbes

Ph.D. student in Media Arts & Technology program (Visual and Spatial Arts emphasis)
M.S. student in Computer Science department
NSF IGERT trainee in Interactive Digital Media
University of California, Santa Barbara

Research Interests

Data visualization, education, interface design, computer graphics, machine learning, self-organizing algorithms, computational linguistics.

Selected Current Projects

Data Flow, Artist and developer of 3-story, 9-screen digital artwork commissioned by Corporate Executive Board headquarters (in collaboration with Prof. George Legrady).

Cell Tango, Artist and developer for site-specific art installation exploring relationships via cell-phone photography (in collaboration with Prof. George Legrady).

behaviorism, Creator and developer of open-source 3D information visualization framework.

Coil Maps, Creator of animated visualization technique to explore large sets of georeferenced data.

Tag River, Co-creator of visualization technique to simultaneously view temporal and categorical datasets (in collaboration with Basak Alper).

jmcvideo, Developer of bindings to the Java Media Components package for the Processing programming language.

Ecotone, Designer and developer of ecological modeling software (in collaboration with Karl Yerkes).

Issue Browser, Researcher for NSF IGERT project investigating the ontology of issues associated with the 2008 US presidential campaign.

Corpus Browser, Designer and developer of toolkit for discovering and visualizing linguisitic structures and patterns in corpora (in collaboration with Dr. Stefan Gries).

Selected Previous Projects

Spheres of Influence III, Researcher for NSF IGERT project investigating flow of news and geo-referenced information across the globe.

Global Collaborative Visual Mapping Archive, Artist and developer for site-specific art installation exploring relationships via cell-phone photography (in collaboration with Prof. George Legrady).

National Geospatial Digital Archive, Designer and developer of geospatial interface to quickly navigate collections of air photography, historical maps, and satellite imagery.

Transliteracies Project, Researcher for Dr. Alan Liu's investigation of emerging trends in

electronic text.

Map and Imagery Laboratory, UCSB, Developer and designer for the Alexandria Digital Library project.

Synaesthetic Software, Inc., Founder, lead developer, inventor, 2001-2004

Prophaus, Designer and programmer, 2004

AcademiaSoft, Inc., GUI designer and developer, 2004

Micromuse, Inc., Director of Module Development, 1999-2001

Calvin Alexander Networking, Developer and system administrator, 1998-1999

Teaching Experience

University of California, Santa Barbara, Lecturer

Lecturer, MAT 594 (Methods in Visual Computing), Spring 2009
Guest Lecturer, MAT 259 (Visualizing Information), Winter 2008
Lecturer, CS 5JA (Introduction to Programming), Fall 2007
Guest Lecturer, MAT 201A (Arts & Technology), Fall 2006

University of California, Santa Barbara, Teaching Assistant

MAT 259 (Visualizing Information), assisted course design and ran weekly programming lab. Winter 2006, Winter 2009
ENGR 3 (Introduction to C Programming and MATLAB), ran weekly programming lab. Fall 2008
Received MAT Block Grant to lead weekly discussion group on Object-Oriented programming for artists, Spring 2006
Mentor for UCSB Summer Mentorship Program, Summer 2006

University of Utah, Lecturer/Teaching Fellow

English teacher; taught composition, poetry workshop, fiction workshop, and remedial writing courses, 1994-1996

Skills

Expert programmer, proficient in Java, C/C++, Scala, Python, Perl, SQL, Javascript, R, Matlab on Unix/Linux, OSX, and Windows platforms. Strong experience with computer graphics, interface design, information visualization, game programming, interactive multimedia, computational art, database design, web services, network programming, network protocols.

Conferences & Exhibitions

Scalable Relations, Beall Center, Irvine, CA, 2009
Workshop on Media Arts, Science, and Technology, Santa Barbara, CA, 2009
Ford Gallery at Eastern Michigan University, Ypsilanti, Michigan, 2008
Theatre Poitiers Inaugural Event, Poitiers, France, 2008
International Computer Archive of Modern and Medieval English (ICAME), Ascona, Switzerland, 2008
ACM Creativity & Cognition, Washington DC, 2007
Speculative Data & the Creative Imaginary, National Academy of Sciences, Washington DC, 2007

Digital Humanities Computing, Victoria, Canada, 2007
GeoInformatics, San Diego, 2007
Center for NanoScience Institute Open House, Santa Barbara, USA, 2007
ACM Multimedia, Santa Barbara, USA, 2006
Pari Nadimi Gallery, Toronto, Canada 2006
International Symposium on Electronic Arts, San Jose, USA 2006