

## Gene Kogan

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### Work Experience

Programmer, Teacher	<a href="#">Harvestworks Media Arts Center</a>	2010-
Research Assistant	<a href="#">Sourcetone</a>	2010-2014
Research Assistant	<a href="#">Columbia Center for Computational Learning Systems</a>	2007-2009
Engineer	<a href="#">FreshDirect</a>	2008-2009

### Selected Projects

- Kinect Projector Toolkit [\[link\]](#) [\[code\]](#)
- Gestural Instruments [\[link\]](#) [\[code\]](#)
- Listening to the Ocean [\[link\]](#) [\[code\]](#)
- Acoustic Portraits [\[link\]](#)
- Tip of the Tongue [\[link\]](#)
- The Rub [\[link\]](#)
- Color of Words [\[link\]](#)
- Machine Learning for OpenFrameworks [\[link\]](#) [\[ofxLearn\]](#) [\[ofxSelfOrganizingMap\]](#)
- Mosaic [\[link\]](#) [\[code\]](#)
- Scripting Photoshop [\[link\]](#)

### Publications

- Cynthia Rudin, Benjamin Letham, Ansaif Salieb-Aouissi, Eugene Kogan and David Madigan. Sequential Event Prediction with Association Rules. Proceedings of the 24th Annual Conference on Learning Theory (COLT), 2011 [\[pdf\]](#)
- Cynthia Rudin, Benjamin Letham, Eugene Kogan and David Madigan. A Learning Theory Framework for Association Rules and Sequential Events [\[pdf\]](#)

### Talks, Presentations, Exhibitions

- Artist talk, Open Stage, Le Thanh Theatre, Ho Chi Minh City, Vietnam. 2013
- Carnival of E-Creativity, Uttarakhand, India. 2013 [\[link\]](#)
- Mediating Modernities Conference with Malmo University, Bangalore, India. 2013 [\[link\]](#)
- "Open source software and art." FOSS conference, Bangalore, India. 2012 [\[link\]](#) [\[video\]](#)
- "Art in the open source age." Centre for Internet & Society, Bangalore, India. 2012 [\[link\]](#) [\[video\]](#)
- "Generative systems for design." DesignDay.co. Microsoft Research Center, Bangalore, India. 2012 [\[link\]](#)
- Dorkbot presentation, Location One, New York, NY. 2011 [\[link\]](#)
- "Blue Swimmer." New York Electronic Arts Festival. 2011 [\[link\]](#)
- "Beat Parade." Music Hack Day, New York, NY. 2011 [\[link\]](#)
- "Sourcetone: Learning the Mood of Music." Invited talk at meeting of Society of Industrial and Applied Mathematics (SIAM). 2010 [\[slides\]](#)
- "Symbiosis: Between Technology, Humans, and Art." New York, NY. 2010 [\[link\]](#)

- “Making a Smart Store at FreshDirect.” Invited talk at meeting of Society of Industrial and Applied Mathematics (SIAM). 2009 [\[link\]](#)
- “Recommender systems and FreshDirect.” Invited talk at Applied Math seminar series at Columbia University. 2009
- “Using Association Rules to Make Recommendations,” Thesis presentation to CCLS & APAM faculty. 2008
- “Collaborative Filtering & Recommender Systems,” Seminar talk to Applied Math students. 2007

## **Teaching**

- KinectProjectorToolkit workshop, Zero Station, Ho Chi Minh City, Vietnam [\[link\]](#)
- Workshops at Fete Dela WSK 2013, Manila, Philippines. 2013 [\[link\]](#)
- Generative art workshop at HackerspaceSG, Singapore. 2013 [\[link\]](#)
- Generative art workshop at Terminal Garden, Manila, Philippines. 2013
- Introduction to Generative Art and Processing (online) [\[Tenlegs\]](#)
- Visual Instruments (online) [\[Tenlegs\]](#)
- Computer Vision (online) [\[Tenlegs\]](#)
- Art + Technology workshop at Jaaga. Bangalore, India. 2012 [\[link\]](#)
- Generative art summer course. Harvestworks, New York, NY. 2012 [\[link\]](#)
- Field recording workshop. Harvestworks, New York, NY. 2010
- Introduction to Generative art. Harvestworks, New York, NY. 2010-2012 [\[link\]](#)

## **Awards & Scholarships**

Fulbright Scholarship, Bangalore, India, 2012-2013 [\[link\]](#)

Sarah E. Grant Scholarship, 2005-2008

Robert C. Byrd Scholarship, 2004-2008

## **Education**

[B.Sc. Applied Mathematics](#) Columbia University, New York, NY 2004-2008

- Research interests: machine learning, music information retrieval, computer music

## **Skills, Interests, etc**

Programming: Python, Java, C++, MATLAB/Octave, LaTeX

Software/Frameworks: [Weka](#), [OpenFrameworks](#), [Processing](#), [Max/MSP](#), [PureData](#), [SuperCollider](#)

Languages: English, Russian, Spanish

Interests: art + technology, [field recording](#), language + [travel](#), maps, chess, ice hockey, tennis, cycling