

# JOHANN DIEDRICK

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## EDUCATION

**New York University, Tisch School of the Arts**  
M.P.S. in the Interactive Telecommunications Program  
*Honors: Fox Television-Benjamin L. Hooks Fellowship*

**New York, NY**  
*May 2013*

**University of Pennsylvania, College of Arts and Sciences**  
Bachelors of Arts in Sociology of Culture

**Philadelphia, PA**  
*May 2009*

## AWARDS AND GRANTS

### **2016**

Asian Cultural Council 2016 Grant Fellowship Recipient

## RESIDENCIES, EXHIBITIONS AND PERFORMANCES

### **2016**

Artist-In-Residence, Public Science, Brooklyn, New York

Good Vibrations (Listening Tour), Soundscape Symposium, Yale University, New Haven, Connecticut

Good Vibrations (Listening Tour), Computer Music Multidisciplinary Research Symposium, São Paulo, Brazil

My Favorite Sound is You (Residency), The Galallery, San Francisco, California

Colorful Waves (Workshop), The Galallery, San Francisco, California

Good Vibrations (Listening Tour), The Galallery, San Francisco, California

A Quiet Life (Artist Talk), The Galallery, San Francisco, California

Good Vibrations (Listening Tour), Toronto International Electroacoustic Symposium, Toronto, Canada

The Naked Ear: Tools and Techniques in Sound Art (Workshop), Musichackspace, London, England

Sounds Like You (Artist Talk), Musichackspace, London, England

### **2015**

Transmissions (Performance), Pioneer Works, Brooklyn, New York

Transients (Performance), Yami Ichi, Queens, New York

My Favorite Sound is You (Residency), Being Generation Gallery, Toronto, Canada

The Naked Ear: Tools and Techniques in Sound Art (Workshop), Reverse Space, Brooklyn, New York

## **2014**

Artist-In-Residence, Public Science, Brooklyn, New York

Strings (Installation), Telefonica, Santiago, Chile

Strings (Installation), Google Adwords Performance Forum, Half Moon Bay, California

Miku Miku Ni Shite Ageru (Video Projection), Powerball, The Power Plant, Toronto, Canada

Good Vibrations (Listening Tour), Invisible Places Sounding Cities, Viseu, Portugal

Miku Miku Ni Shite Ageru (Video Projection), +81 Gallery, Brooklyn, New York

Transmissions (Performance), Ace Hotel, New York, New York

Songs For Backs (Performance), Death By Audio, Brooklyn, New York

A Haunting (Installation), Death By Audio, Brooklyn, New York

## **2013**

Strings (Installation) Dumbo Arts Festival, Brooklyn, New York

A Haunting (Performance), 13<sup>th</sup> International NIME Conference, Daejeon and Seoul, Korea

Sounds Like You (Documentation), ITP Spring Show 2013

Good Vibrations (Listening Tour), Megapolis NYC, New York, New York

Wormhole Follies (Performance), Big Screens, New York, New York

Strings (Installation), Ventana 244, Brooklyn, New York

## **2012**

A Haunting (Installation), ITP Winter Show 2012

A Haunting (Performance, ITP NIME Winter Performance, Glasslands Gallery, Brooklyn, New York

A Haunting (Installation), Viewers Like You, Judson Memorial Church, New York, New York

Grand Dream (Documentation), New Biologies, 92Y Tribeca, New York, New York

Cicadas (Performance), Yamaguchi Center for Arts and Media, Yamaguchi, Japan

Strings (Installation), NIME 2012 Conference, Ann Arbor, Michigan

Grand Dream (Documentation and Demonstration), ITP Spring Show, New York, New York

Grand Dream (Performance and Installation), Rose Schlossberg's Apartment, New York, New York

## **2011**

Strings (Installation), ITP Winter Show, New York, New York

## **PRESS**

**Sounding The Unknown by Robery Barry, Wire Magazine (April 2017)**

<https://www.thewire.co.uk/issues/398>

**Good Vibrations by Dennis Kastrup, Radio Eins (January 2017)**

<https://www.radioeins.de/programm/sendungen/modo1316/strom-und-drang/good-vibrations.html> (German)

**APA / JØ. Der Stromausfall / Cloudbursting by Kristel Jax, Musicworks Magazine (Spring 2016)**

<https://www.musicworks.ca/reviews/recordings/apa-j%C3%B8-der-stromausfall-cloudbursting>

**インターネットヤミ市 in NY! フォトレポート! by tadahi, CBCNET, (November 2015)**

<http://www.cbc-net.com/log/?p=8830> (Japanese)

[http://aquiet.life/transients/yamiichi\\_cbc](http://aquiet.life/transients/yamiichi_cbc) (translated)

**What I Learned About Creativity by Watching Creatives by Clay Shirky, PSFK (May 2012)**

<http://www.psfk.com/2012/05/clay-shirky-psfk-conference-talk.html>

## **WORK EXPERIENCE**

**The Metropolitan Museum of Art**

*Senior Software Developer*

Development and management of backend software and system software for the Met mobile app (iOS/Android), Audio Guide and in-gallery interactives.

**New York, NY**

*April 2015 – Present*

**Duggal**

*Interactive Systems Programmer*

Development of software and hardware for interactive touchscreens, video installations and multimedia interfaces

**New York, NY**

*October 2014 – April 2015*

**Chathouse**

*Software Developer*

Lead iOS developer for a social group video iPhone application

**New York, NY**

*March 2014 – May 2014*

**Qosmo, Inc.**

*Software Developer*

Developed and installed audiovisual installations, mobile applications (iOS/Android) and experimental web applications

**Tokyo, Japan**

*June 2013 – March 2014*

**Yamaguchi Center for Arts and Media**

*InterLab Researcher*

Assisted in the realization of internal experiments, researched and prototyped contemporary media art practices

**Yamaguchi, Japan**

*June 2012 – August 2012*

**Bluecadet**

*Junior Developer and Copywriter*

Developed and maintained interactive media projects for nationally-recognized clients, working with a variety of web technologies (HTML/CSS/JS/PHP/XML); Responsibilities also included copy and proposal writing, project management and industry research

**Philadelphia, PA**

*September 2009 – September 2010*

## **TECHNICAL EXPERTISE**

- Object-oriented programming: C++ (OpenFrameworks), Objective-C, Swift (iOS), Java (Android, Processing)
- Backend development: Go (Gin), Python (Tornado), Ruby (Ruby on Rails)
- Front-end development: HTML5, CSS3, Javascript
- Dataflow programming: Max/MSP + Jitter, PureData
- Physical computing: Arduino, Raspberry Pi, DMX lighting, Microsoft Kinect
- Computer-aided design: Rhino, Vectorworks, Adobe Creative Suite, Final Cut Pro
- Digital fabrication: Laser cutter, CNC machine and 3D printer
- Basic analog circuitry: Audio circuits, Eagle, Othermill