

JOHANN DIEDRICK

74 Freeman Street Apt. 3, Brooklyn, NY 11222

(954) 294-8955

johanndiedrick.com

jo@johanndiedrick.com

EDUCATION

New York University, Tisch School of the Arts

New York City, New York, U.S.A.

M.P.S. in the Interactive Telecommunications Program

May 2013

Honors: Fox Television-Benjamin L. Hooks Fellowship

University of Pennsylvania, College of Arts and Sciences

Philadelphia, Pennsylvania, U.S.A.

Bachelors of Arts in Sociology of Culture

May 2009

WORK EXPERIENCE

The Metropolitan Museum of Art

New York City, New York, U.S.A.

Senior Software Developer

April 2015 – Present

- Development and management of backend systems and APIs that power metmuseum.org, the Met mobile apps (iOS/Android), Audio Guide and in-gallery interactives.

Qosmo, Inc.

Tokyo, Japan

Software Developer

June 2013 – March 2014

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

Yamaguchi Center for Arts and Media

Yamaguchi, Japan

InterLab Researcher

June 2012 – August 2012

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

Bluecadet

Philadelphia, Pennsylvania, U.S.A.

Junior Developer and Copywriter

September 2009 – September 2010

- 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

AWARDS AND GRANTS

2016

- Asian Cultural Council 2016 Grant Fellowship Recipient

RESIDENCIES, EXHIBITIONS AND PERFORMANCES

2017

- Sirens (Installation) Long Winter, Toronto, Canada
- The Naked Ear: Tools and Techniques in Sound Art (Workshop), Invisible Places, Ponta Delgada, Azores, Portugal
- A Quiet Life (Artist Talk), Invisible Places, Ponta Delgada, Azores, Portugal
- Quiet Music, Weak Sounds (Residency), Social Kitchen, Kyoto, Japan
- The Naked Ear: Tools and Techniques in Sound Art (Workshop), Social Kitchen, Kyoto, Japan
- Field Recording (Workshop), Social Kitchen, Kyoto, Japan
- Aeolian Harp (Workshop), Social Kitchen, Kyoto, Japan
- A Quiet Life (Artist Talk), Social Kitchen, Kyoto, Japan
- The Naked Ear: Tools and Techniques in Sound Art (Workshop), Meisei University, Tokyo, Japan
- The Naked Ear: Tools and Techniques in Sound Art (Workshop), New York University, Shanghai, China
- A Quiet Life (Artist Talk), Shanghai, China
- Sirens (Installation) Reuptake, Little Berlin, Philadelphia, Pennsylvania, U.S.A.
- It Is Impossible To Know About Earth So We Must Hear Her Voice In Our Own Way (Installation), Met Staff Art Show, Metropolitan Museum of Art, New York, New York, U.S.A.
- Outdoor Sound Performance (Performance), New York, New York, U.S.A.
- Colorful Waves (Workshop), Parsons School of Design at the New School, New York, New York, U.S.A.

2016

- Artist-In-Residence, Public Science, Brooklyn, New York, U.S.A.
- 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, U.S.A.
- Colorful Waves (Workshop), The Galallery, San Francisco, California, U.S.A.
- Good Vibrations (Listening Tour), The Galallery, San Francisco, California, U.S.A.
- A Quiet Life (Artist Talk), The Galallery, San Francisco, California, U.S.A.
- 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, U.S.A.
- Transients (Performance), Yami Ichi, Queens, New York, U.S.A.
- 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 , U.S.A.
- Good Vibrations (Listening Tour), Brooklyn Acoustic Ecology Festival, Brooklyn, New York, U.S.A.

2014

- Artist-In-Residence, Public Science, Brooklyn, New York, U.S.A.
- Strings (Installation), Telefonica, Santiago, Chile, U.S.A.
- Strings (Installation), Google Adwords Performance Forum, Half Moon Bay, California, U.S.A.
- 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, U.S.A.
- Transmissions (Performance), Ace Hotel, New York City, New York, U.S.A.
- Songs For Backs (Performance), Death By Audio, Brooklyn, New York, U.S.A.
- A Haunting (Installation), Death By Audio, Brooklyn, New York, U.S.A.

2013

- Strings (Installation) Dumbo Arts Festival, Brooklyn, New York, U.S.A.
- A Haunting (Performance), 13th International NIME Conference, Daejeon and Seoul, Korea
- Sounds Like You (Documentation), ITP Spring Show 2013, New York City, New York, U.S.A.
- Good Vibrations (Listening Tour), Megapolis NYC, New York City, New York, U.S.A.
- Wormhole Follies (Performance), Big Screens, New York City, New York, U.S.A.
- Strings (Installation), Ventana 244, Brooklyn, New York, U.S.A.

2012

- A Haunting (Installation), ITP Winter Show 2012, New York City, New York, U.S.A.
- A Haunting (Performance, ITP NIME Winter Performance, Glasslands Gallery, Brooklyn, New York, U.S.A.
- A Haunting (Installation), Viewers Like You, Judson Memorial Church, New York City, New York, U.S.A.
- Grand Dream (Documentation), New Biologies, 92Y Tribeca, New York City, New York, U.S.A.
- Cicadas (Performance), Yamaguchi Center for Arts and Media, Yamaguchi, Japan
- Strings (Installation), NIME 2012 Conference, Ann Arbor, Michigan, U.S.A.

- Grand Dream (Documentation and Demonstration), ITP Spring Show, New York City, New York, U.S.A.
- Grand Dream (Performance and Installation), Rose Schlossberg's Apartment, New York City, New York, U.S.A.

2011

- Strings (Installation), ITP Winter Show, New York City, New York, U.S.A.

P R E S S

- **Sounding The Unknown by Robert Barry, Wire Magazine (April 2017)**
<https://www.thewire.co.uk/issues/398> (English)
(PDF of the article is available here: [Sounding The Unknown](#))
- **Good Vibrations, City Plants (November 2017)**
<https://cityplants.us/interviews/good-vibrations-2/> (English)
- **ヨハン・ディードリッヒ × 柳沢英輔 インタビュー (April 2017)**
<http://www.kansaiartbeat.com/kablog/entries.ja/2017/05/quiet-music-weak-sounds.html> (Japanese)
- **京都で「小さな音」に耳を傾ける。サウンドアーティストと音文化研究者によるワークショップ (March 2017)**
<https://bijutsutecho.com/news/2891/> (Japanese)
- **「静かな音楽、小さな音」に耳を傾けるワークショップ／イベント「Quiet Music, Weak Sounds」京都で開催 (March 2017)**
<http://www.cbc-net.com/event/2017/04/quiet-music/>
- **Quiet Music, Weak Sounds -静かな音楽、小さな音 (April 2017)**
<http://hanareproject.net/event/2017/04/quiet-music-weak-sounds---.php> (Japanese and English)
- **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>
(English)
- **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 (English)
- **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> (English)

TECHNICAL EXPERTISE

- Object-oriented programming: C++ (OpenFrameworks), Objective-C, Swift (iOS), Java (Android, Processing)
- Backend development: Go (Gin, Echo), 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