

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

RESIDENCIES, EXHIBITIONS AND PERFORMANCES

2016

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

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 (Audio 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), 13th International NIME Conference, Daejeon and Seoul, Korea

Sounds Like You (Documentation), ITP Spring Show 2013

Good Vibrations (Audio 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

P R E S S

[Clay Shirky: What I Learned About Creativity by Watching Creatives](#)

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

W O R K E X P E R I E N C E

The Metropolitan Museum of Art

Software Developer

Development of software and management of backend systems 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 Interactive

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, Cinder), Objective-C (iOS, OS X), Java (Android, Processing)
- Dataflow programming: Max/MSP + Jitter, PureData
- Physical computing (Arduino, DMX lighting, Microsoft Kinect)
- Web front-end: (HTML5, CSS3, Javascript/jQuery), Web back-end: Python (Tornado), Ruby (Ruby on Rails)
- Computer-aided design (Rhino, Vectorworks, Adobe Creative Suite, Final Cut Pro X)
- Digital fabrication with laser cutter, CNC machine and 3D printer
- Basic analog circuitry (speaker and microphone circuits)