

Jon Chambers

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Education

Master of Fine Arts (MFA), New Media Arts, University of Illinois at Chicago (UIC), Chicago, 2010-2012

Master's thesis focused on human social, physical and psychological relationships to old and new communication technologies and how they facilitate the ways people interact with one another and themselves. Created multi-media art works: *Call and Response* is a sculpture that employs programming an Arduino board with a Ping ultrasonic sensor and an MP3 Trigger board to trigger different ringtone sounds as people approach; *Online Tombstone (Free Shipping)* is a granite sculpture memorializing virtual identity; *iOS Terms and Conditions* is a hand written drawing of a legal contract; *An Existential Dilemma In Regards To Technology and Economy (Identity Crisis)* encourages an exchange economy of desire using ready-made cellphone cases.

Held a research assistantship at the UIC Electronic Visualization Laboratory (EVL), an interdisciplinary graduate research laboratory specializing in high-resolution visualization, virtual-reality and collaboration display systems. Was EVL webmaster and responsible for audio and video documentation of the lab's research projects. Specifics are described below under "Professional Experience."

Part of a team that developed Bluetooth-enabled asthma inhaler used by children. Developed Arduino code and circuit that triggered time-stamped dose messages sent via Bluetooth to a smart phone app.

Became proficient in the following computer programs and languages: HTML5, CSS3, Processing (Java), Processing.js, Arduino, JavaScript, and Android application development using Processing. Other programs are listed below under "Computer Proficiency".

Bachelor of Fine Art (BFA), Sculpture, Grand Valley State University, Allendale, MI, 2000-2005

Undergraduate art projects concentrated on bodily phenomenological experience focusing on the perception of physics underlying the world. Projects included: a personal round room with ambient, droning sound; a floor video projection mimicking quantum mechanics and supernova; a sculpture that used magnets and iron filaments to expose magnetic fields.

Summer Study Abroad, Kingston University, London, England, Summer 2003

While at Kingston, I studied British history with a focus on British culture and the arts.

Professional Experience

Instructor, School of the Art Institute of Chicago, 2014-Present

Co-instructing a class called Media Practices, which teaches freshmen level students in the Film, Video, New Media and Animation department how to utilize and develop skills with various moving image techniques. These techniques range from using a Bolex camera to creating animated GIFs.

Adjunct Professor, University of Illinois at Chicago, 2014-Present

Co-teaching a class called Info Aesthetics. It is an interdisciplinary research studio utilizing an Interdisciplinary Research Studio methodology to research and generate new concepts in civic innovation for the city of Chicago. Multidisciplinary student teams consider the city as a resource (data & research) and lab (exploration & prototyping) for translating data into fully activated projects or proposals for civic services or critical social interventions.

Web Developer, UIC, Chicago, 2012-Present

I am currently working as a front-end web developer for the College of Architecture, Design and the Arts at UIC. My responsibilities include: HTML5 and CSS3 development, light PHP/MySQL development, light JavaScript development, Drupal development, and Custom CMS development.

Freelance 2012-Present

Freelance jobs include designing and developing websites and custom game development using Processing.

Research Assistant, Electronic Visualization Laboratory (EVL), UIC, Chicago, 2011-August 16, 2012

Was EVL webmaster and responsible for audio and video documentation of EVL's research projects. Specific activities included: worked with a back-end web developer to redesign EVL's website look and function; experimented with and learned JavaScript, jQuery, CSS3, and HTML5; made an EVL interactive timeline with jQuery; made touch-screen applications using Processing for Cyber-Commons, a 20-foot LCD tiled display wall with PQ Labs touch overlay; learned 3D video workflow; documented projects created by EVL faculty, staff and students. My experience at EVL enabled me to think more about how humans interact with technology in new ways, especially involving the Internet.

Graduate Assistant, Instructional Technology Lab, UIC, Chicago, 2010-2011

Assisted professors and students with technology problems, such as updating their websites, video conversion and editing, teaching them how to use a digital video camera, and Blackboard help.

Teacher's Assistant, Grand Valley State University, Allendale, MI, 2004-2005

Advised students, led class discussions and critiques, and helped students with fabrication.

Talks, Workshops, Projects**Dorkbot, Chicago, 2015**

Discussing and giving a demo on recent work from my solo show *Everything Is Text*.

VIA Festival Chicago, 2014

Live visuals for the VIA Festival in Chicago. This festival pairs visual new media artists with musicians to create an experimental laboratory.

Artist Talk, School of the Art Institute of Chicago, Chicago, 2013

Gave an hour artist talk for Marlena Novak's *Experimental 3D* class at the School of the Art Institute of Chicago.

Presenter, Mobile Processing Conference, Chicago, 2013

Presented a workshop on the basics of Processing, while setting up attendees with the Android SDK in order to work in Android mode with Processing.

Presenter, Processing Chicago Workshop, Chicago, 2013

Presented a 45-minute workshop on Processing.js.

Guest Lecturer, University of Illinois at Chicago, Chicago, 2013

Guest lectured for an *Intro to Responsive Arts* class at UIC. Topics covered included how to integrated DC motors and servo motors with the Arduino microcontroller.

Presenter, Processing Chicago Workshop, Chicago, 2012

Presented a 15-minute workshop on combining Arduino with the MP3 Trigger board: the electronics in *Call and Response*.

Assistant and Videographer, Mobile Processing Conference, Chicago, 2011

Helped with an "Intro to Processing" workshop and video documented some of the conference.

Videographer and Attendee, Processing Android Conference, Chicago, 2010

Helped video document the conference and attended various workshops.

Board Member, Volunteer, Curator, Division Avenue Arts Collective (DAAC), Grand Rapids, MI, 2007-2010

The DAAC is an all-ages venue that supports the Grand Rapids creative community. Served as an elected board member, volunteer and curated art and music shows.

Selected Exhibitions

TBA, ACRE gallery, Chicago, 2015 (upcoming)

Everything Is Text, Comfort Station, Chicago, 2014 (Solo Show)

Please Stand By, ACRE TV Screening, Internet and MANA Contemporary, Chicago, 2014

STUFF ON STUFF ON STUFF, Tritriangle, Chicago, 2014

WACH, Chicago Hilton, Chicago, 2014

The Wrong- New Digital Art Biennale, Internet, Organized in São Paulo, Brazil, 2013

RAZR: Left Over Mythologies of the Best Selling Clamshell Phone, The Milk Factory, Chicago, 2013 (Solo Show)

#Programa La Plaza, Medialab-Prado, Madrid, Spain, 2013

Error<415>, Internet, ArtPadSF, San Francisco, CA, 2013

[STREET_TEAM:NYC], The Met in NYC, Internet, Davis, CA, 2012

Torch Song: UIC MFA Thesis Exhibition, Gallery 400, Chicago, 2012

Screenology: UIC New Media Arts Exhibition, Hyde Park Art Center, Chicago, 2011

Curatorial

AutomataBahn, ACRE TV Screening, Internet, Chicago, 2014

Curated work for the show and developed custom software for a video, image and sound randomizer

Press

Review of *RAZR: Left Over Mythologies of the Best Selling Clamshell Phone* on the Chicago Artist Writers blog (8/13), 2013

Bad at Sports Top 5 Weekend Picks (6/28-6/30), 2013

Residencies

ACRE, Steuben, WI, July 2014

Media Archeology Lab, Boulder, CO, May 2014

Memberships

College Art Association (CAA), 2011 - present

New Media Caucus, 2011 - present

Awards

Board of Trustees Tuition Waiver, University of Illinois at Chicago, 2010

Computer Proficiency (Mac and PC)

HTML5; CSS3; Processing; Processing.js; p5.js; Arduino; Adobe Suite; Final Cut Pro; JavaScript; jQuery; PHP; Mobile App Development using Processing for Android, Basic Drupal Development, Basic Wordpress Development.