

Julian Stein
Creative Developer
Los Angeles, CA

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EDUCATION

University of California Los Angeles, MFA Design Media Arts, 2019
Concordia University, BFA Electroacoustic Studies, 2012

BACKGROUND

Creative Developer

Self-Employed

Los Angeles, CA | June 2017 - Present

Constructs bespoke experiences for physical and web-based environments, giving careful attention to design and interaction. Works with clients including artists, musicians, agencies, and institutions to realize creative ventures, crafting each project through code, fabrication, and custom electronics.

Media Artist

Los Angeles, CA | June 2011 - Present

Creates performances and installations that examine relationships between the analog and the digital, often taking form as generative art, kinetic sculpture, and audiovisual performance. Uses technology to reimagine aspects of daily life, highlighting rhythmic and patterned structures to seek out shared qualities between the natural and built world. Exhibited work at renowned global venues, including *The Kitchen* (NYC), *Musée des arts et métier* (Paris, FR), *Edith-Russ-Haus* (Oldenburg, GE), and *MUTEK Barcelona*.

SELECT PROJECTS

Time is Out of Joint, **CalArts**, Exhibition Website, 2020

Web Designer + Developer, React (Gatsby.js)

Artificial Ecologies, **CultureHub**, Virtual Exhibition, 2020

Web Developer: WebGL

Whispering Wishes, **Plan8**, Sound Installation, 2019

Software Developer: Responsive Sound Design, Max/MSP

MindTravel, **Murray Hidary**, Audiovisual Experience, 2017

Software Developer: Generative Visuals, Max/MSP

EXPERIENCE

Creative Technologist

CultureHub

Los Angeles | Feb 2020 - Feb 2021

Through residencies, live productions, and educational programming, CultureHub advances the work of artists experimenting with emerging technologies in search of new artistic forms.

Provided technical consultation and support to resident artists. Collaborated on creative-coding and web-development projects using WebGL (*Three.js*), WebRTC, and Max/MSP. Produced live-streaming performance events using *OBS Studio* and in-house software *LiveLab*.