Kate Hollenbach
Los Angeles, CA

www.katehollenbach.com
kjhollen@alum.mit.edu

EDUCATION

University of California Los Angeles
M.F.A. Design Media Arts, Expected June 2017

Massachusetts Institute of Technology
B.Sc. Computer Science and Engineering, 2007
Graduate studies at the Media Laboratory, 2007–2008

Rhode Island School of Design
Graduate studies in Graphic Design, 2008–2009

TEACHING EXPERIENCE

Instructor at University of California Los Angeles
Typography Design Media Arts Summer Institute, summer 2016
Mobile Game Design Game Lab Summer Institute, summer 2016

Teaching Assistant at University of California Los Angeles
Interactivity Design Media Arts, spring 2016
Network Media Design Media Arts, winter 2016
Typography Design Media Arts, fall 2015

Teaching Assistant at Rhode Island School of Design
Embodied Computation Graduate Studies Program, spring 2009
Urgent Art and Architecture Graduate Studies Program, fall 2008

Teaching Assistant at Massachusetts Institute of Technology
Introduction to Online Participatory Media spring 2008

Laboratory Assistant at Massachusetts Institute of Technology
Laboratory in Software Engineering spring 2006, spring 2007

WORK EXPERIENCE

Oblong Industries
Director of Design & Computation January 2012–July 2015
Led an interdisciplinary team of designers and programmers to design the interaction, look, and feel of software designed at Oblong, with a focus on Mezzanine, the company's flagship product. Wrote guidelines for designing interactions and use of gestures, color, typography. Prototyped new interactions in code and conducted user studies.

Interaction Designer June 2009–December 2011, Los Angeles, CA
Design lead for Mezzanine, Oblong's platform that seamlessly connects people, screens, devices, applications, and data through a scalable, shared workspace. Designed and implemented gestural interfaces for interacting with data. Wrote algorithms to process data from a 6-degree-of-freedom wand device and visualize gesture detection on screen.

Design and programming intern June–August 2008, Los Angeles, CA
Prototyped gestural interactions with text, developed typography renderer for OpenGL.

Kate Hollenbach
Los Angeles, CA

www.katehollenbach.com
kjhollen@alum.mit.edu

Physical Language Workshop, MIT Media Lab
Research Assistant September 2007 – May 2008 Cambridge, MA
Developed experimental graphics prototyping platform and data visualizations while pursuing graduate course work.

Google
Software Engineering Intern June – August 2007, New York, NY
Worked with a small team to design and implement a compact version of Google Calendar that can be embedded into external websites.

Physical Language Workshop, MIT Media Lab
Undergraduate Researcher 2004 – 2007 Cambridge, MA
Designed and implemented desktop and web applications including data visualizations, collaborative software, and creative tools.

IBM Visual Communication Lab
Research Intern June – August 2006, Cambridge, MA
Worked with mentors Martin Wattenberg and Fernanda Viégas to develop a visualization technique for studying individuals' contributions to collaborative projects like Wikipedia. Wrote scripts to fetch data and parse it live from Wikipedia.

Electronic Publishing Group, MIT Media Lab
Undergraduate Researcher February – August 2004, Cambridge, MA
Implemented a series of visualizations of social interaction in face-to-face meetings.

INVITED TALKS

Women Developers Panel Silicon Beach Fest, Los Angeles, CA 2015
Organic Aesthetics INST-INT, Minneapolis, MN 2014
Design in Space Barcelona Design Week, Spain 2011

EXHIBITIONS

Plop-up #01, The Public School, Los Angeles, CA 2016
Sorry for Not Being _____, UCLA Broad Art Center, Los Angeles, CA 2016
Revolutionary Devices, MFA Solo Show, UCLA Broad Art Center, Los Angeles, CA 2016
It's doing it, online exhibition, 2015
DEEP WEB ROACH QUEEN. UCLA Broad Art Center, Los Angeles, CA 2015