

Futel Collaborator Bios

Karl Anderson, director

Karl Anderson is an engineer and artist. For 30 years, he has participated in projects involving salvage, the re-use of discarded or obsolescent technology, exploring concepts of waste, accessibility, practicality, progress, and access to tools. Karl directs Futel and does anything that needs doing for the project.

Jason Plumb, artist, software engineer, developer, installer

Jason Plumb is a hacker, engineer, sound/noise artist, and a developer of the Church of Robotron, an interactive multimedia installation. He has helped organize DorkbotPDX ("People doing strange things with electricity") for nearly a decade. Though experimentation, failure, and iteration, Jason creates generative/algorithmic audio/visuals, subversive user interfaces, and experiences that challenge cybernetic limits. Jason develops the IT and operations backend of Futel and helps with program and creative development.

Elijah St Clair, software engineer, operations, installer

Elijah St Clair is a DevOps engineer and a developer of the Church of Robotron, an interactive multimedia installation, and has fielded hours of calls as a Futel operator. Elijah develops the IT backend of Futel.

Russell Senior, software engineer

Russell Senior has 13 years of experience as President of the Personal Telco Project. Personal Telco builds public access internet networks, bringing communication tools to Portland communities and recently providing services for C3PO villages. Russell develops the technical and human aspects of Futel's communication infrastructure.

Mathew Lippincott, designer, hardware engineer

Mathew Lippincott has 15 years of experience in environmental monitoring and 12 years of experience in sanitation policy and design. Mathew performs outreach and designs hardware, programs, and documentation for Futel.