

Lauren McCarthy

laurmccarthy@gmail.com
lauren-mccarthy.com

+1 617 308 8817

188 Eagle St #14
Brooklyn, NY 11222

Education

University of California, Los Angeles 2011

MFA Design | Media Arts (Advisor: Casey Reas)

Massachusetts Institute of Technology 2008

BS Art and Design, BS Computer Science (Advisor: Ute Meta Bauer)

Work Experience

Designer/Software Developer, Sosolimited, Cambridge, MA 2011-Present

Design and implementation of interactive environments, applications, and artworks.

Designer/Engineer, Oblong Industries, Los Angeles, CA 2010

Design and implementation of visual feedback and interface for gesture interaction.

Designer/Software Developer, Small Design Firm, Cambridge, MA 2008-2009

Design and implementation of interactive installations for museums and institutions.

Brand Environments Intern, Continuum, West Newton, MA 2007

Research, concept generation and production of experience design projects.

Undergraduate Researcher, MIT Media Lab, Cambridge, MA 2006

Context aware computing developing user-centered interactive map.

Undergraduate Researcher, MIT Computer Science and Artificial Intelligence Lab, Cambridge, MA 2005

Development of failure-oblivious programming strategies, bug classification and analysis.

Teaching Experience

Adjunct Faculty, Appropriating Interaction Technologies, NYU ITP,

New York, NY 2013

Adjunct Faculty, Intro to Creative Programming, RISD, Providence, RI 2012-13

MFA Thesis Committee, Adrienne Hee, RISD, Providence, RI 2013

MFA Thesis Committees, David Leonard and Gabriel Noguez, UCLA Design | Media Arts, Los Angeles, CA 2011-2012

Instructor, Interactive Art Explorations, ICA, Boston, MA 2012

Instructor, Data Visualization and Political Action, NuVu Studio, Cambridge, MA 2012

Instructor, Performance and Technology Lab, UCLA DMA, Los Angeles, CA 2011

Teaching Assistant, UCLA Design | Media Arts, Los Angeles, CA 2009-2011

TA to Casey Reas (Interactivity), Christian Moeller (Video), Rafael Macho (Type in Motion).

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86 Bedford St, Suite 3,
Boston, MA 02111

Selected Awards

Eyebeam Artist In Residence, New York, NY 2013
Processing Fellow, 2013
Intel Research Grant, 2013
Core Design Award, 2013
Northern Spark/Eyeo Commision, Minneapolis, MN 2012
Elsewhere Artist in Residence, Greensboro, NC 2011
Jury Recommended Work, Japan Media Arts Festival, Tokyo, Japan 2010
Dean's Scholarship, UCLA, Los Angeles, CA 2009-2011
University Fellowship, UCLA, Los Angeles, CA 2009-2011
Awesome Foundation Fellowship Grant, Boston, MA 2010
TINT Arts Lab Residency, 2010
Twitter Artist in Residence, Brooklyn Art Museum, NY 2009

Selected Exhibitions

New Cinema, Eyebeam, New York, NY 2013
God Mode, 319 Scholes, Brooklyn, NY 2013
Collision Collective, Boston Cyber Arts Gallery, Boston, MA 2013
The Creators Project, San Francisco, CA 2012
North Carolina Museum of Natural Sciences, Raleigh, NC 2012
Northern Spark Festival, Minneapolis, MN 2012
THINK IBM Centennial Exhibit, Lincoln Center, New York, NY 2011
FILE Festival, Sao Paulo, Brazil 2011
Japan Media Arts Festival, Tokyo, Japan 2011
Impractically, Practical, Los Angeles, CA 2011
Anatomy Riot, Los Angeles, CA (co-curated)
Tell Them Nothing..., New White Gallery, Los Angeles, CA
Mindshare, Los Angeles, CA 2011
LACMA MUSE, Los Angeles County Museum of Art, Los Angeles, CA 2010
WIRED Store, New York, NY 2010
#TheSocialGraph, Outpost, Bushwick, NY 2010
Conflux Festival, New York, NY 2010
SIGGRAPH 2010 Art Gallery, Los Angeles, CA 2010
Interaction10, IxDA Conference, SCAD, Savannah, GA 2010
GADGET OK!, UCLA, Los Angeles, CA 2010
Typos Edition 01, Sarai Media Lab, New Delhi, India 2009
US Holocaust Memorial Museum, Washington, DC 2009
Jefferson's Home at Monticello, Monticello, NC 2009

Skills

Software development, graphics, interactivity, mobile, and web programming (Java, C++, OpenGL, openFrameworks, Processing, Python, C#, Objective-C, Scheme, Matlab, HTML, Javascript, PHP, MySQL, Flash, ActionScript). Web, print, experience, and interaction design knowledge. Proficient with design software including Adobe CS, Final Cut Pro, After Effects, AutoCAD, Max 3DS, Lightscape. Electronics/physical computing experience, including Arduino. Fabrication skills, including metalworking, woodworking, casting.

References

Casey Reas, Professor, UCLA Design | Media Arts Program
reas@ucla.edu, 310-825-9007

John Rothenberg, Partner, Sosolimited
john@sosolimited.com, 617-350-7676