

## DANIEL BRIAN MCNAMARA

### Education

2015-2017	<b>California Institute of the Arts</b> <i>Master of Fine Arts, Music Technology</i>	Valencia, CA
2009-2013	<b>Ontario College of Art and Design University</b> <i>Bachelor of Fine Arts, Integrated Media</i>	Toronto, ON
2012-2013	<b>OCADU Off-Campus Studies Program</b>	Florence, IT
2012	<b>School of the Museum of Fine Art</b> <i>Mobility Exchange Program</i>	Boston, MA
2012	<b>Berklee College of Music</b> <i>Programming Interactive Software with Max MSP</i>	Boston, MA

### Work Experience

2016 - now	<b>Research Assistant: Art Fab</b> , Carnegie Mellon University, Pittsburgh, PA <ul style="list-style-type: none"><li>• Developing embedded computing projects for art and music creation</li><li>• Projects include Ticklers, Mobile Object for Music, Mobile Object for Live Draw</li><li>• Duties include 3D design and fabrication of instruments, electrical hardware design, software design consisting of both DSP and GUI</li></ul>
2015-2017	<b>Teaching Assistant: Digital Arts</b> , CalArts, Valencia, CA <ul style="list-style-type: none"><li>• Assist students with projects utilizing any technology covered in the Music Technology undergraduate program. Topics include : ChuckK, Processing, openFrameworks, Physical Computing, Music Software, and Web Technology</li></ul>
2015	<b>Teaching Assistant: Hybrid Media Lab - Max/MSP</b> , OCADU, Toronto, ON <ul style="list-style-type: none"><li>• Taught weekly labs training students on the use of Max MSP, Arduino, Processing, and Raspberry Pi to integrate into their artistic practice</li></ul>
2015	<b>Class Assistant: Art &amp; Code, Time Based Media</b> , OCADU, Toronto, ON <ul style="list-style-type: none"><li>• Assisted professor with weekly lessons, critiques, and grading. Assisted students understand the concepts covered in class</li></ul>

### Technical Skills

**Computing:** Windows – OSX – Linux – Adobe Suite – Web Dev – Max – Creative Coding  
**Fabrication:** Wood – Plastics – Metal – Casting – 3D Printing – CNC Machining  
**Electronics:** Engineering – Hacking – Soldering – MCUs – Embedded Systems  
**Sound:** Pro Tools – Ableton Live – Composition – Performance  
**Video/Image:** Final Cut Pro 7/X – Digital Printing – Lithography – Screen Printing

### Awards

2016	Student Union Projects Grant: Art Arcade, CalArts Grant
2016	Interdisciplinary Projects Grant: Art Arcade, CalArts Grant
2015	ICMUS, CalArts Scholarship
2012	Florence Bursary, Andre Beaulieu OTSS Bursary
2011	Mobility/Exchange Bursary, Joubin-Selig OTSS Bursary
2011	Ross Fletcher Film/Video Scholarship