

Education

Brown University, Providence, RI
MFA in Digital Language Arts

Sept 2015-June 2017

School for Poetic Computation, New York, NY

Sept 2014-Dec 2014

Studied code, electronics and tech theory with Zach Lieberman, Taeyoon Choi and others

Carleton College, Northfield, MN

Sept 2007-June 2011

BA with English Major, GPA 3.705. Commencement Speaker and winner of the Huntington Poetry Prize.

Teaching

The New School Eugene Lang, Assistant Professor of Code + Liberal Arts **Fall 2018-Present**

- *Viruses, Botnets and Ransomware: An Interactive History of Computers Doing Bad Things* – Explores the history and aesthetics of computer viruses and malware through essays, creative responses, and coding exercises
- *Performing the Internet* - Using custom websites and browser extensions for live performance in music, theater, and performance art (co-taught with Kate Bergstrom)
- *Digital Creative Writing* – What new forms can writing take with the use of code and digital tools? Topics include generative text, memes, twitter bots, twine games

Hunter College, Film & Media Studies, Adjunct Instructor

Spring-2018

- *Web Projects* - 300-level advanced web development workshop
- *Performing the Internet* – One-credit graduate version

NYU Tandon, Integrated Digital Media, Adjunct Instructor

Spring-2018

- *Creative Coding* - Graduate-level introductory coding class using Javascript & p5js

Pratt Institute, Game Design + Interactive Media, Visiting Instructor

Fall 2017-Spring 2018

- *Game Production I* – Introduction to game design and C# programming in Unity3D
- *Game Production III* – Advanced game development workshop
- *Interactive Narrative Design* – How stories are told in games/interactive experiences
- *Game Analysis and Strategy* – Strategy game design using odds and game theory

The New School, Parsons Design+Technology, Visiting Instructor

Fall 2017

- *Web Advanced: Javascript* – Graduate-level course on interactive web design

Brown University, Literary Arts, Instructor

Fall 2016-Spring 2017

- *Digital Language Arts I* – Earlier version of *Digital Creative Writing*
- *Digital Language Arts II* – More advanced, code-focused version of DLA I

Workshops

- "Turning Words into Sounds" 90-Minute workshop at Live Code Lab – Feb 2019
- One-day poetry instrument workshop for kids at Eyebeam Digital Day Camp – July 2017
- "Make and Play Your Own Poetry Instrument" – Two-day class at School for Poetic Computation Code Poetry Summer Session – July 2015
- "Learning to Code with Online Rap Bots" – One-day workshop for middle school-aged kids at Silent Barn in Brooklyn – November 2014
- "Poetry to Multimedia Experience" - 3 session workshop at Shelter Studios NYC – May 2014

Publications

- *An Experience* – Chrome-extension based alternate reality game published on Chrome Web Store – May 2017
- *Hotwriting* – A book of 17 playable digital poems from Instar Books - Jan 2017 (<http://instarbooks.com/books/hotwriting.html>)
- "Advertisements in My Dreams" -- interactive music video in QRO Mag – Dec 2015
- *Just Because They're Pieces Doesn't Mean It's a Puzzle* – Fully illustrated 44-page poetry chapbook. Received the Huntington Poetry Prize from Carleton College – June 2011
- Poetry published in Muzzle Magazine, -gape-seed, The Legendary, The Manuscript

Notable Performances, Talks and Exhibitions

- Panelist on *Code in the Liberal Arts* panel at Processing Community Day NYC – Feb 2019
- *HOTBOX* – Electro-musical theater piece about online shopping and connecting with commercial avatars. I co-wrote the piece live-edited web pages using a custom chrome extension. Presented as part of All New Talent Fest at Ars Nova Theater – NYC – June 2018
- Featured closing performance for NYU's Creative Coding Fest – NYC – Nov 2017
- Opening speaker and performer at Oslo Poesifilm Fest – Oslo, NO – Sept 2017
- Panelist and performer at Source NYC Livecoding Festival – NYC – May 2017
- *Ad2Cart* – Earlier version of *Hotbox* – Providence – Feb 2017
- Opening performance at RISD's *Vernacular Spectacular* Exhibition- Providence – Dec 2016
- *Web Writer* installation at Kilroy Metal Ceiling's 'Kilroy Was Here' – NYC – Aug 2016
- Opening night performance at Refest art+technology festival – NYC – Nov 2014
- *Hotwriting* exhibited at Little Berlin's "Heavily Scripted" - Philadelphia – Oct 2014
- Featured performer at NYC Code Poetry Festival at Cornelia St Café – NYC – April 2014

Arts Organizing

Founder, Curator & Host

WordHack, New York, NY

July 2014 – Present

- Founded popular monthly event showcasing writers, game makers and media artists from across the country. Over 150 speakers featured in three-year run.
- Organized and produced *The WordHack Biennial*, a DIY conference with 20 presenters
- Curated and produced *WordHack: Installed*, a month-long exhibition featuring 12 artists

Non-profit Board Member

Babycastles, New York, NY

July 2014 – Present

- Leading member of volunteer-run collective dedicated to presenting independent video games and digital culture to new communities in a shared physical space
- Created the Babycastles Residency Program and Babycastles Academy workshop series
- Curated and hosted game release parties, book launches, workshops and coworking

Steering Committee Member

School for Poetic Computation, New York, NY

Summer 2015-Present

- Designed curriculum, organized teachers and hosted on-site for three, two-week intensive summer sessions on themes of code poetry and subversive computation
- Created budgets, invoiced students and paid teachers in Xero accounting software
- Regular meetings with steering committee to discuss and design future of the school

Co-Organizer

Processing Community Day NYC, New York, NY

Oct 2018-Feb 2019

- Coordinated space, A/V, logistics and afterparty for one-day creative coding conference at The New School University center with 25 presenters and ~200 attendees
- Hosted and MC'd the Open Projector section of lightning talks

Organizer & Host

Interrupt Conference, Providence, RI

Feb 2017-May 2017

- Coordinated team of volunteers to produce a two-day media arts conference at Brown University with 28 presenters and 100+ attendees
- Created conference budget, schedule and website and managed event on-site

Founder & CEO

Medi.ci, New York, NY

March 2013 – Dec 2014

- Came up with idea, assembled team for, and built a sustainable arts crowdfunding platform based on monthly donations (a competitor to Patreon)
- Designed and coded front-end interface using Ruby on Rails and Bootstrap