

Lucas Yasunaga Haroldsen

Raised in Miyawaka, Fukuoka, Japan.
Currently lives and makes works in Baltimore, MD.

lucas.haroldsen@gmail.com
website : yasunaga.work/portfolio

Education

Maryland Institute College of Art (MICA) - 2014 Baltimore, MD
Bachelor of Fine Arts, Interdisciplinary Sculpture
MICA Dean's List 2010-2014

Awards

2014 Louis Abbene-Meagley '13 Prize in Digital Fabrication
2010-14 Maryland Institute College of Art General Grant
2012-14 Interdisciplinary Sculpture Award

Selected Exhibitions, Screenings, Performances

- 2019 *Wunderkammer* / Le Mondo / Baltimore, MD
Visual and musical performance
- 2019 *New Works* / The Red Room / Baltimore, MD
Video piece screening
- 2019 *Watch This Bumper Crumble* / Honda CR-V / Baltimore, MD
- 2018 *Celestial, Terrestrial* / The Maryland Space Grant Observatory / Baltimore, MD
- 2018 *Enigmatic Group Therapy* / Interstate Project / Brooklyn, NY
- 2017 *New Works* / The Red Room / Baltimore, MD
Visual and musical performance
- 2015 *lightness* / penthouse gallery / Baltimore, MD
Sculptures and musical piece
- 2015 *Man Living Under Rug* / Artist-Run Art Fair, Open Space / Baltimore, MD
Sculpture Installation
- 2015 *TALKSHOW* / Bb / Baltimore, MD
Live talk show co-hosted with Jake Lazovick
- 2015 *My Heart is Empty* / Peregrine Program / Chicago, IL
- 2014 *jimmi~research* / Springsteen Gallery / Baltimore, MD
Writing, light installation, research objects
- 2014 *intermission* / Lil' Gallery Baltimore, MD
Performance event of communal food making

2014 *A Night of Satie* / Lil' Gallery / Baltimore, MD
2014 Commencement Exhibition / station building, MICA / Baltimore, MD
2014 *Material Study* Movement Performance / BBOX, MICA / Baltimore, MD
2013 *Byte Marks* / Tank Gallery / Baltimore, MD
2013 *Casual Friday* / Middendorf Gallery, MICA / Baltimore, MD
2012 *Vocabulary of Space* / in/flux gallery / Baltimore, MD
2012 *Fleam Tooth* - Woodshop Work / Middendorf Gallery, MICA / Baltimore, MD

Presentations and projects

2014-16 Co-founder, Bb (Multi Purpose Project Space) / Baltimore, MD
Co-organized Drawing Night, Lecture Series, and TALK SHOW
2014-15 Co-founder, designer, organizer of jimmi~research 3D printer build workshop and presentation
Development of 3D printer hardwares and organized build workshops
2014 Z0 Digital Fabrication and New Language of Materiality / Gallery 788 / Baltimore, MD

Press

City Paper / "A Night of Satie" at Lil' Gallery / 15 September 2014
<http://www.citypaper.com/blogs/noise/bcp-a-night-of-satie-at-lil-gallery-20140925-story.html>

Teaching Experience

2017-Present Adjunct Faculty, Maryland Institute College of Art

Designing, planning and facilitating Robotic Arts Introduction course at Interactive Arts Department. Course covers foundational knowledge of basic electronics and microcontrollers such as, hand made sensors and switches, transistor circuits, Analog IC circuits and Arduino microcontroller. Class is focused on hands on experimentation and discovery of poetic potential, making kin with students own creative practices.

2014-15 Lead workshop coach, Future Maker

Lead classes for 3D modeling, 3D printing, vinyl cutter workshops for students of age from 7 to 15. I experimented with building teaching materials that can facilitate range of skill set, patience level, and comprehension.

2014 Co-Organizer of 3D Printer Build Workshop, jimmi~research

Designed and developed a versatile 3D printer that is easy to assemble and developed workshops in a team of three. Lead 3 total workshops consisted of 3 day build class. Class focused on getting to know the anatomy of the printer and demonstrating the potential of other usage.

Work Experience

2017-Present Departmental Technician, Maryland Institute College of Art

Manage community workshop tools and equipment including VR equipment, computers, and 3D printers at Interactive Arts and Game Design department. Covers day to day needs of departments as well as providing assistance and support for students.

2017 Fabricator/Conceptual Development Assistance/ Maintenance, New America Diner

Physical development of visual elements of interior, event hosting such as Drawing Night, conceptual development, maintenance of New America Diner

2015-16 Fabricator, Goodwood Design Studio

Custom fabrication, finishing, installation of furniture and architectural details

2015-16 Fabricator, LANNINGSMITH STUDIO

Prototyping, problem-solving, and fabrication of design projects ranging from product displays, public sculpture commissions, commercial events, gallery shows, and custom electronic devices.

2014-15 Fabricator, Majer Metal Works

Custom fabrication, finishing, and installation of architectural elements such as staircases, doors, bar counters, chairs, tables, hanging lights, and other architectural details based on technical drawings

2014 Product development, Benjamin Luzzatto

Updraft tower conceptual design and development under Benjamin Luzzatto involving, drawings, model making, 3D modeling and visualization
150 hours

Skills

Adaptive Learning/Prototyping

Skilled in creative problem solving and adaptive, iterative design process. Applicable to range of medium from physical objects to conceptual, and system designs.

Machining/Digital Fabrication

Proficient in operating CNC Router, Laser Cutter, FDM 3D printer. Knowledge in development, experiment, assembly and maintenance of FDM 3D printer and CNC Router. Versed in experimentation with cartesian platform.

Electronics

Practical knowledge and extended experience with electrical components, sensors, motors, power supplies and Microcontrollers including Analog IC chips, Arduino, 3D printers and CNC controller boards. Experienced in developing custom printed circuit boards. Extended experience in managing electronic workstations and tools.

Programming

Working knowledge Arduino (C++) and some experience in C and python for microcontrollers. Experienced in Processing and PureData for audio and visual projects. Practical knowledge of HTML, CSS, Javascript and static site generators based on Ruby.

VR

Basic knowledge and experience on computer setup, configuration, and maintenance of HTC Vive and Oculus Rift using VRTK. Some experience in Unity.

3D Modeling

Fluent in Rhinoceros for technical drawing, modeling and rendering. Some Experience in Maya

Fabrication shop practice/safety

Experienced in optimization, organization and maintenance of shop. Familiar with safety protocol and practiced in using machines and tools.

Metal working

Thorough understanding and experience of hand tools and stationary tools including drill press, horizontal band saw, Manual Mill. MIG and TIG welding of mild and stainless steel.

Wood Working

Proficiency and experience of various hand tools, power tools and stationary tools including table saw, band saw, joiner, planer, router table.

Teaching/Advising

Experienced in developing teaching material, advising students with their ideas and guiding to various materials

Document Editing

Adobe InDesign, Illustrator, Photoshop, Premiere, Audition, Google Drive, Microsoft Office, Final Cut

Japanese

Native Speaker of Japanese Language. Fluent in reading, writing, speaking, and translation/transcription.