

isa gordon - curriculum vitae

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EDUCATION

- 2001 MFA, Studio Art / Intermedia, Arizona State University, Tempe, AZ
(specialization in: digital tools, interactive installation, text, performance)
- 1995 BA with High Distinction, Theatre and Drama, Indiana University, Bloomington, IN
(Departmental Honors Degree / Fine Arts Studio Minor)
- 2003 Phoenix College, Phoenix, AZ (coursework in Computer Science)
- 1995-1996 Indiana University, Bloomington, IN (graduate coursework in Digital Media)

PROFESSIONAL EXPERIENCE

- 2003 Adjunct Professor of Interdisciplinary Arts and Performance, Arizona State University West, Phoenix, AZ (Media and Diversity)
- 2003 Adjunct Professor of Computer Graphics and Media Arts, Phoenix College, Phoenix, AZ (Computer Art, 2D Computer Design)
- 2002 Visiting Lecturer of Photography and New Media, Kansas City Art Institute, Kansas City, MO (Sophomore Seminar, Junior/Senior Seminar, New Media Toolkit)
- 1997-2001 Research Associate, Institute for Studies in the Arts, Arizona State University, Tempe, AZ (assisted in technology and media production, worked directly with artists including Jim Campbell, Toni Dove, Eduardo Kac, Sheldon Brown)
- 1998-1999 Teaching Associate, School of Art, Arizona State University, Tempe, AZ (2D Design Studio [instructor of record]; pioneered the integration of digital tools into the Core curriculum)
- 1998 Instructor, The Deep Creek School, Telluride, CO (workshops in digital media for undergraduate and graduate fine art students)
- 1993 Undergraduate Research Assistant to the Dramaturge, Department of Theatre and Drama, Indiana University, Bloomington, IN (researched, wrote and edited academic essays for Theatre Department Main Stage production study guides)

GRANTS / FELLOWSHIPS / AWARDS:

- 2006 Travel Grant, New Zealand Trade and Enterprise (in cooperation with Science Alive: The New Zealand Science Centre and New Zealand Fashion Week)
- 2001-2002 Creative Research Fellowship, Institute for Studies in the Arts, Arizona State University
- 2001 Professional Development Grant, Arizona Arts Commission
- 2001 First Place, Graduate Research Expo, Associated Students of Arizona State University
- 2000-2001 Creative Research Fellowship, Institute for Studies in the Arts, Arizona State University
- 2000 Award for Excellence in Research and Creative Activity, College of Fine Arts, Arizona State University
- 2000 Travel Grant, College of Fine Arts, Arizona State University
- 2000 Best of Show, Alwun House Exotic Arts Show, Phoenix, AZ (Jurors: Joshua Rose, Editor, American Fine Art Magazine, and Larry Yanez, Director, Arizona Commission of the Arts)

- 1998-2000 Graduate Assistant Scholarship, Arizona State University Regents
- 1999 Graduate Research Grant, Institute for Studies in the Arts, Arizona State University
- 1997-1998 Graduate Academic Scholarship, Arizona State University Regents
- 1997 Best@Show award for *Fragments*, Best@Bloomington Web Design Competition
(Juror: Steve Volan, Founder, BlueMarble Information Services)
- 1994 Individual Artist Fellowship, Indiana Arts Commission
- 1992 Senior Achievement Award, Indiana University Honors Division
- 1992 Creative Activities Grant, Indiana University Honors Division
- 1991 Election to Phi Beta Kappa Honorary Academic Society
- 1989 Research Grant, Indiana University Honors Division
- 1986 Finalist, National Young Playwrights Festival (produced off-Broadway at Playwrights Horizons Studio Theater, New York, NY, directed by Gerald Chapman)

EXHIBITIONS / PERFORMANCES / SCREENINGS (*solo & major collaborative shows marked by asterisk)

- 2013 *Momentum: Women/Art/Technology*, Whitney Museum of American Art, Film and Video Gallery, New York, NY (curated by Muriel Magenta, Professor, Arizona State University)
Psymbiote: Exploring the Cyborg Body (film short in collaboration with Marjorie Kaye)
- 2012 *Momentum: Women/Art/Technology*, Nelson Art Museum, Arizona State University, Tempe, AZ (curated by Muriel Magenta, Professor, Arizona State University)
Psymbiote: Exploring the Cyborg Body (film short in collaboration with Marjorie Kaye)
- 2008 *WDYDWYD?*, Freud Playhouse, University of California, Los Angeles, CA
If you do the math... (digital photomontage / giclee archival print)
- 2008 *Evolution Haute Couture: Art and Science in the Post-Biological Age*, IX Media Forum, Moscow International Film Festival, Moscow, Russia, and National Centre for Contemporary Arts, Kaliningrad, Russia (curated by Dmitry Bulatov, Senior Curator, National Centre for Contemporary Arts, Kaliningrad, Russia)
Psymbiote: Exploring the Cyborg Body (film in collaboration with Marjorie Kaye)
- 2008 *Brewery Artwalk*, Umlaut Haus, Los Angeles, CA
Multiplicity/various (digital photomontage/giclee archival prints in mixed-media frames)
- 2008 *Resident Group Show*, I5 Gallery, Los Angeles, CA
Multiplicity #936 (digital photomontage/giclee archival print in mixed-media frame)
- 2007 *Brewery Artwalk*, Umlaut Haus, Los Angeles, CA
Multiplicity/various (digital photomontage / giclee archival prints in mixed-media frames)
- 2005 *Secrets of Elegance*, Phoenix Art Museum, Phoenix, AZ (curated by Denita Sewell, Director, Phoenix Art Museum Fashion Design Gallery, Phoenix, AZ)
(laser-cut fashions in collaboration with Jesse Jarrell and DEvan Brown)
- 2005 *SIGGRAPH CyberFashion Show 0100*, Convention Center, Los Angeles, CA
Psymbiote Hosts v.4 (cyborg character and narrative; costume in collaboration with sculptor/designer Jesse Jarrell and electronics technician DEvan Brown)
- 2004 *One Line Collective Project*, Flat Iron Studio 205, Chicago, IL (curated by Kathryn Born, professional author, poet and art critic).
LonelyPANIC (digital poem program with custom electronics and LEDs; with fabrication by DEvan Brown)

- 2004 *SIGGRAPH CyberFashion Show III*, Convention Center, Los Angeles, CA
Psymbiote Hosts v.3 (cyborg character and narrative; costume in collaboration with sculptor/designer Jesse Jarrell and electronics technician DEvan Brown)
- 2003 *Open House*, Multimedia Zone, Integrated Learning Center, University of Arizona, Tucson, AZ
Psymbiote (interactive public performance and dialogue)
- 2003 * *Transformations*, (retrospective 1997-2003), Thought Crime Gallery, Phoenix, AZ
(digital photomontage/giclee archival prints in mixed-media frames, interactive installations, performance remnants)
- 2003 *Burning Man*, Black Rock City, NV
The Change Machine (interactive text in electronic installation; in collaboration with fabricator and technician DEvan Brown)
- 2003 *SIGGRAPH CyberFashion Show II*, Convention Center, San Diego, CA
Psymbiote Hosts v.2 (cyborg character and narrative; costume in collaboration with sculptor/designer Jesse Jarrell and electronics technician DEvan Brown)
- 2003 *Flesh Pod@Version>03*, Chicago Cultural Center, Chicago, IL (curated by Adam Zaretsky, Professor, Rochester Institute of Technology)
Psymbiote Speaks (video short)
- 2003 *Exotic Art Show*, Alwun House, Phoenix, AZ
Multiplicity/various (digital print series)
- 2003 *Faculty Art Show*, Phoenix College Art Gallery, Phoenix, AZ
Multiplicity #320 (digital print)
- 2002 *SIGGRAPH CyberFashion Show I*, Gonzales Convention Center, San Antonio, TX
Psymbiote Hosts (cyborg character and narrative; costume in collaboration with sculptor/designer Jesse Jarrell)
- 2001 * *Memory Ltd.*, Tempe Center, Tempe, AZ
(interactive performance/installation and immersive experience; with prop design by DEvan Brown, and additional performers)
- 2001 *Extreme Robots*, Automatic, Phoenix, AZ
(collaborated on sets and robot costumes for Christian Ristow's robotic performance)
- 2000 * *Mnemonic Devices*, Computing Commons Gallery, Arizona State University, Tempe, AZ
(multimedia performance in collaboration with installation artist Christa Erickson)
- 2000 *Performance Studies International Conference*, Arizona State University, Tempe, AZ
"Upon reflection..." (interactive performance/installation)
- 2000 *Almost There*, Institute for Studies in the Arts, Arizona State University, Tempe, AZ
Memory, Ltd. (interactive performance/installation)
- 2000 *Exotic Art Show*, Alwun House, Phoenix, AZ
None of the Above (interactive multimedia installation; with fabrication by George Pawl and DEvan Brown)
- 2000 *Carnal Manifest*, Club Freedom, Tempe, AZ
None of the Above (interactive multimedia installation; with fabrication by George Pawl and DEvan Brown)
- 2000 *Culture of Our Underground*, Nile Theatre, Mesa, AZ
wordz/body/images (trptych of video shorts) and *Tron#17* (silver gelatin photography)

- 1999 *e-surreal*, Alwun House, Phoenix, AZ
This Is Not The Fine Print (interactive mixed-media installation)
- 1999 *Out West*, Plan B Center For Contemporary Art, Santa Fe, NM (curated by Harmony Hammond, Professor, University of Arizona) (catalogue)
None of the Above (interactive multimedia installation with fabrication by George Pawl and DEvan Brown)
- 1999 *La Phoeniquera*, MARS Artspace, Phoenix, AZ,
This Is Not The Fine Print (interactive mixed-media installation)
- 1999 *Get on the Bus: Community+Art*, FlashLite Bus Line, Tempe, AZ
Begging for X-Change (interactive public performance)
- 1999 *Nathan Cummings Fellowship Show*, Harry Wood Gallery, School of Art, Arizona State University, Tempe, AZ
This Is Not The Fine Print (interactive mixed-media installation)
- 1999 *Bizarre Bazaar*, IceHouse Art Museum, Phoenix, AZ
Buy-Sell-Trade Memories (interactive performance)
- 1998 *Light*, IceHouse Art Museum, Phoenix, AZ
"Upon reflection..." (interactive performance/installation)
- 1998 *You Draw Like A Girl*, Downtown Center Galleria, Arizona State University, Phoenix, AZ
Fragments (digital prints and mixed-media)
- 1998 *Technopagan Hootenanny*, Dance Studio Theatre, Arizona State University, Tempe, AZ
Temple of the Holy Transistor (interactive performance/installation)
- 1998 *Vizproto*, Harry Wood Gallery, School of Art, Arizona State University, Tempe, AZ
[un]Masked (rapid-prototyped mask and interactive performance)
- 1997 *Breathing Baggage*, IceHouse Art Museum, Phoenix, AZ
Baggage (interactive performance)
- 1997 * *Contradictions*, Arizona State University Art Museum Amphitheatre, Arizona State University, Tempe, AZ
(performance, text and direction in collaboration with multimedia performance/project class/group)
- 1997 *Four Days of Performance*, The Step Gallery, Tempe, AZ
Media Cuts (interactive performance)
- 1997 *New Graduate Students Show*, Harry Wood Gallery, School of Art, Arizona State University, Tempe, AZ
wordz (video installation with interactive mixed-media elements)
- 1997 * *None of the Above*, School of Fine Arts Gallery Bomb Shelter, Indiana University, Bloomington, IN
(interactive multimedia installation in collaboration with fabricator JP Robinson)
- 1996 *Digital Media Arts Exhibition*, School of Fine Arts Gallery, Indiana University, Bloomington, IN
Prof. It (interactive digital puppet and installation in collaboration with Owen Stone, Chris Stone, Tony Ettienne and DEvan Brown)
- 1996 *Enterzone Ezine 9*, <http://ezone.org/ez/e9> (featured cover piece)
Fragments (interactive net.art/website)
- 1996 *Video Art Extravaganza*, School of Fine Arts Auditorium, Indiana University, Bloomington, IN
Wordz, Movement, ShadowDance (3 experimental video shorts)

- 1995 *GLB Show*, School of Fine Arts Gallery, Indiana University, Bloomington
(silver gelatin photography and metal work)
- 1994 *Indiana Arts Commission Fellowship Show*, Indiana Government Center Atrium,
Indianapolis IN
Tron Series (silver gelatin photography)
- 1993 * *Ex Machina*, T300 Studio Theatre, Indiana University, Bloomington, IN
(multimedia, text and performance; with music, prop and set design by DEvan Brown,
lighting design by Karen Melaniphy, sound design by Jerold Heubner)
- 1993 *Evening with the Arts Silent Auction*, John Waldron Arts Center, Bloomington IN
(silver gelatin photography)
- 1993 *National Society of Arts and Letters Exhibition*, John Waldron Arts Center, Bloomington IN
(silver gelatin photography and metal work)
- 1992 *Indiana Statewide Student Exhibition*, School of Fine Arts Gallery, Indiana University,
Bloomington. (Juror: Betsy Stirratt, Director, School of Fine Arts Gallery, Indiana
University, Bloomington, IN)
Tron #12 (silver gelatin photography)
- 1991 *Shock Treatment*, Playwrights' Project, Bloomington IN
Sacrifice for the Future (text and performance; in collaboration with composer and
prop maker DEvan Brown)

BIBLIOGRAPHY

- Donnell Alexander, "Innovation for the Things We Carry," *Entrepreneur*, July 2009, 68.
- Stephen Wilson, *Art+Science Now: How Scientific Research and Technological Innovation Are
Becoming Key to 21st-Century Aesthetics* (New York: Thames & Hudson: 2008), 65, 78.
- Kathryn Hagen-Kelly and Parme Giuntini, "Cyberfashion" in *Garb: A Fashion and Culture
Reader* (Englewood Cliffs, NJ: Prentice Hall, 2007), 165-173.
- Marina Vataj, "High Tech Haute Couture," *New York Post*, August 23, 2005, 51 (full page, color)
- Xeni Jardin, "Pods and Blogs," Interview, *BBC Radio Five Live*, August 16, 2005.
- Robert McAllister, "Cyber Fashion at Siggraph," *California Apparel News*, August 12, 2005,
29 (cover story).
- Gendy Alimurung, "Huggy Shirts," *LA Weekly*, August 12, 2005, 24.
- Tamara Chuang, "Fashion Meets Technology," *Orange County Register*, August 11, 2005,
Life 1-2 (cover story).
- Xeni Jardin, "Fancy Meets Function on Runway," *Wired News*, August 5, 2005.
http://wired.com/news/culture/0,1284,68432,00.html?tw=wn_tophead_2
- Xeni Jardin, "Cyber Fashion: Technology You Can Wear," Interview, *National Public Radio*,
August 5, 2005.
- Sheigh Crabtree, "Hi-Tech Fashion Tried on for Size at SIGGRAPH," *Hollywood Reporter*,
July 29, 2005, 37.
- Interview and video clips from Cyberfashion 2004, *Pulse*, G4 Tech TV, August 20, 2004.
- Robert McAllister, "Cyber Fashion at Siggraph," *California Apparel News*, August 20, 2004.
- Tamara Chuang, "Fashion Goes High-Tech," *Orange County Register*, August 18, 2004.
- Kim Holmes, "L.A. Stories: Geek Chic," *Los Angeles Business Journal*, August 16, 2004.

- Nick Stam, "SIGGRAPH 2004 CyberFashion Show," *PC Magazine*, August 13, 2004.
- Victoria Pitts, *In the Flesh: The Cultural Politics of Body Modification* (London: Palgrave Macmillan, 2003), illustration plates, 4 pages, unnumbered.
- "Vive Les Mutants," *New Look*, November 2003, 120.
- Tatiana Blair, "Isa Gordon: She Has the Technology," *Java*, September 2002, 8-9.
- Megan Bates, "Thanks for the Memories," *The Rep*, March 8-14, 2001, 30.
- Sabrina Fladness, "Grad Student's Thesis Won't Soon Be Forgotten," *State Press*, March 6, 2001, 9.
- Mike Gossie, "With Power of Imagination, Artist Links People's Memories, Fantasy," *Tribune*, March 5, 2001, D1.
- Dianne Cripe, "Performance Creates Virtual Memories," *ASU Insight*, March 2, 2001, 4.
- Greg Esser, "Art Detour: The Main Drag For Art," *Java*, March 2001, 16.
- Linda Terhune, "Art For the New Millennium," *The College* 21.1 (Fall 1997): 12-15.
- Alvin Klein, "Hartsdale Student Wins Prize for Play," *New York Times* 21 Sept 1986: WC17.

PUBLICATIONS AS AUTHOR

- Project statement, images and film, in *Evolution Haute Couture: Art and Science in the Post-Biological Age*, ed. Dmitry Bulatov. (Kalingrad: Russian National Centre for Contemporary Arts, 2009), 96-97 and DVD.
- "Seven from Seven / As Four" (exhibition review and artist interview), *Switch Magazine*, July 2003: 44-51.
- "Destination: Burning Man" (article and images), *Switch Magazine*, August 2003, 12-21.
- "Cyborg Transformations" (essay and image), *Select #6: Version>03 Reader*. March 2003: 24-25.
- Artist statement and image, in *Out West (catalogue)*, ed. Harmony Hammond (Santa Fe: Plan B Evolving Arts/CCA Inc, 1999), 2 pages, unnumbered.

CONFERENCES / SYMPOSIA / WORKSHOPS:

- 2016 "The Age of Distraction and the Future of Wearable Tech," talk, BIL-LA Conference, Cross Campus, Los Angeles, CA, April 2-3.
- 2015 "E-Waste: Skeleton Elephant in our Collective Closet," talk, BIL-LA Conference, Big Door Studio, El Segundo, CA, March 7-8. Available online: <http://bilconference.com/talk/e-waste-the-skeleton-elephant-in-our-collective-closet>.
- 2013 "Romibo Robot Project," workshop assistant to Aubrey Shick (Carnegie Mellon University), SIGGRAPH Conference, Convention Center, Anaheim, CA, July 21-25.
- 2012 "Thinking About Thinking: Using the Mind to Retrain the Brain," talk, BIL Conference, Queen Mary, Long Beach, CA, March 2-4.
- 2011 "Reactivewear: Coining the Future of Fashion," talk, BIL Conference, Queen Mary, Long Beach, CA, March 5-6.
- 2009 "Reactive-Wear: Embedding Ubiquitous Computing to Enhance Human Expression," paper, Amber Science, Technology and Art Conference, sponsored by Body Process Arts Association, Istanbul Contemporary Art Museum, Istanbul, Turkey, November 8-11.
- 2009 "Gargoyle in My Pocket: the Future of Wearable Computing," talk, BIL Conference, California State University, Long Beach, CA, April 18-19.

- 2009 "Where is my Cyborg Body?," panel (moderated by Alex Kawas, neuroscience researcher), BIL Conference, California State University, Long Beach, CA, April 18-19.
- 2006 "CyberFashion Area," *The Studio*, workshop series organizer and presenter (invited presenters: Joanna Berzowska, XS Labs and Concordia University; Marcelo Coelho, XS Labs; Matt Kenyon, SWAMP; Doug Easterly, SWAMP; Janet Hansen, Enlighted Designs), SIGGRAPH Conference, Boston, MA, July 30-August 3.
- 2003 "The Cyborg Body," *Transhumanism from the Inside Out: Flesh Creatives and the Ethics of Body Design*, panel (moderated by Adam Zaretsky, Professor, Rochester Institute of Technology), Version03: Digital Arts Convergence, Museum of Contemporary Art, Chicago, March 15-17
- 2002 "Building Future Bodies from Today's Cyberfashion," *The Studio*, talk, SIGGRAPH Conference, San Antonio, TX, July 21-25.
- 2001 "The Future of the Human Body," breakout session, Art & Science Collaborations Inc: Catalyst for Collaborations Symposia, City University, New York, NY, November 2-4
- 2001 "On Generating the Cyborg Body," paper, Body/machine Conference, York University, Toronto, Canada, October 26-28.
- 2001 "Digital Fabric Design," *The Studio*, interactive class, SIGGRAPH Conference, Los Angeles, CA, August 12-17.

VISITING ARTIST LECTURES / PRESENTATIONS / CRITIQUES

- 2003 Lecture on *Psymbiote* and *Cyberfashion* projects, Integrated Learning Center, University of Arizona, Tucson, AZ, November 18.
- 2003 Presentation on smart clothing, SMARTlab, Central Saint Martins, London, UK, October 14.
- 2003 Artist Lecture and Graduate Critiques, Chalmers University of Technology / University of Gothenburg, Department of Applied Information Technology, Art and Technology Masters Program, Gothenburg, Sweden, October 9-11.
- 2003 Lecture on fashion and technology, Design Media Arts (Experimental Digital Arts, lecture hall and live-streaming), University of California, Los Angeles, CA, January 9.
- 2000 "The Psymbiote Speaks: On Generating a Cyborg Body," lecture and demo, Institute for Studies in the Arts, Arizona State University, Tempe, AZ, April 26.
- 1999 Presentation on arts and engineering collaborations, Tempe Middle School, Tempe, AZ (co-presenter: Richard Metzger, PhD candidate, Electrical Engineering, Arizona State University; in conjunction with the Jim Campbell retrospective exhibit at Nelson Art Museum, Arizona State University), October 18.

PROFESSIONAL SERVICE

- 2015-2016 Auction Coordinator, BIL-LA Conference
- 2007-2008 Conference Volunteer, *The Studio*, SIGGRAPH International Conference on Computer Graphics and Interactive Techniques
- 2006 Selection Committee, *The Studio*, SIGGRAPH International Conference on Computer Graphics and Interactive Techniques
- 2002-2006 Conference Subcommittee, *The Studio*, SIGGRAPH International Conference on Computer Graphics and Interactive Techniques

- 1999-2001 Student Volunteer, SIGGRAPH International Conference on Computer Graphics and Interactive Techniques
- 1999-2000 Graduate Research Committee, Arizona State University, Tempe, AZ
nominated by School of Art Director Julie Codell
- 1997-1998 Academic Computing Advisory Committee, Arizona State University, Tempe, AZ
appointed by Committee Chair Dan Collins

PROFESSIONAL ORGANIZATIONS

Pioneer Member, American Computing Machinists Special Interest Group - Graphics (ACM SIGGRAPH)

Professional Member, American Computing Machinists Special Interest Group - Embedded Systems (ACM SIGBED)

OTHER RELEVANT MEDIA WORK EXPERIENCE

- 2012-2016 Freelance Graphic Artist, GameDocs, Santa Monica, CA
digital design and production layout for video game manuals and packaging for end-clients including Warner Brothers Interactive and CD Projekt Red
- 2003-2011 Designer in Residence, SyntheteX Fashions, Phoenix, AZ and Los Angeles, CA
collaboration on the development of laser-cut clothing and accessories line; custom costumes for feature film and music video; coordination and choreography for fashion shows in London, Los Angeles and Phoenix; production of all promotional media including catalogue and website
- 2000-2004 Web Designer and Graphic Designer, Freelance, Phoenix, AZ
clients included Lisa Sette Gallery, Fractal Creations Jewelry, IPv6 Conference
- 1996-1997 Web Designer, School of Fine Arts Gallery, Indiana University, Bloomington, IN
planned and implemented new gallery website in collaboration with Gallery Director, updated and maintained site for gallery season
- 1995-1997 Multimedia and Web Services, Honors Division, Indiana University, Bloomington, IN
created and maintained web sites and server, developed online courses, performed multimedia authoring, faculty/staff consulting and UNIX system administration
- 1993-1997 Computer Consultant, Indiana University Computing Services, Bloomington, IN
assisted students and provided faculty support for School of Art computer labs
- 1994-1995 Graphic Artist, Sunrise Publications, Bloomington IN
produced stationary and gift items using Adobe Photoshop and QuarkXpress

ADDITIONAL EDUCATION: INDEPENDANT COURSES AND MASTER CLASSES

- 2015 "Kinetic Sculptures: Creating Programmable Art," three-hour course plus three-day hands-on competition workshop, taught by Erik Brunvand (Associate Professor, University of Utah) and Dylan Moore (Apple Computer), SIGGRAPH Conference, Los Angeles, CA
- 2007 "Invention Innovation," eight-week course, taught by Krystina Castella (Professor, Art Center College of Design), Abundant Sugar, Brewery Artist Lofts, Los Angeles, CA
- 1999 "Doing-by-Doing," one-week performance intensive, taught by Rachel Rosenthal (legendary performance artist), The Deep Creek School, Telluride, CO
- 1998 "Doing-by-Doing," three-day performance intensive, taught by Rachel Rosenthal (legendary performance artist), Institute for Studies in the Arts, Arizona State University, Tempe, AZ

CURATORIAL PROJECTS / ART EVENT COORDINATION / FUNDRAISING

- 2013 Coordinator of successful Kickstarter campaign for Sector Xero Illuminated Sculptures by DEvan Brown
- 2010 Volunteer coordinator, *Art by the Ton* (massive-scale fire-art installation), LA Exposition Park, Los Angeles, CA
- 2010 Curator of themed craft-vendor village, *Sand by the Ton* (music and art festival), American Steel Studios, Oakland, CA
- 2006 Primary organizer, *Weirderland Hare-raiser* (multifaceted fundraising event for large-scale mobile sculpture), SmashLabs, Los Angeles, CA
- 2002-2005 Producer, director and curator, SIGGRAPH Cyberfashion Show, convention centers in Los Angeles, CA (2004-2005), San Diego, CA (2003), and San Antonio, TX (2002)
- 2000 Curator of art, video and performance, *Culture of Our Underground*, (music event with art gallery, video festival and performance art), Nile Theatre, Tempe, AZ

TECHNICAL EXPERTISE

Graphics and desktop publishing: Adobe Creative Suite, QuarkXpress, scanners, color management, output (4 color press, piezography, dye sublimation, film).

Traditional and digital photography: cameras (SLR, medium and large format, digital); B&W film and print processing, studio lighting, alternative processes, digital output (see above).

Audio and video: Final Cut Pro, Adobe Premiere, iMovie, SoundEdit Pro, NewTek Toaster Flyer, analog video editing, multi-track mixers, video cameras (digital and analogue).

Web and multimedia development: HTML, CSS, Perl, WordPress, ZenCart, Flash, Director.

Basic electronics for interactive installation and kinetic sculpture: components, circuit design, assembly.

Programming for microcontrollers: Arduino, Atmel 8051 and Basic Stamp.

Visualization and Prototyping: 3D laser scanning, Rhinoceros 3D, Geomagic Studio, CNC/computer aided manufacturing, rapid prototyping.

Operating systems: Macintosh, UNIX/Linux, Windows, and Amiga.

REFERENCES:

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Visiting Professor, School of Art, Design and Media, Nanyang Technology University, Singapore.
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