

## Education

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<b>MFA</b>	2004	<b>Art and Technology</b>	School of the Art Institute of Chicago
<b>MA</b>	2001	<b>Studio Art</b>	New York University
<b>BFA</b>	1997	<b>Sculpture and Photography</b>	State University of New York at Fredonia
Other:	2001	Architecture Intensive	Columbia University

## Teaching Experience

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### Associate Professor of Interactive Media (current position):

Becker College, Worcester, MA; 2011 - Present

- "Advisor of the Year Award" received Spring 2015. Advisor duties for 75+ students.
- Full-time teaching load (4 courses or more per semester) with specialty focus in sound-design for digital games. Courses taught include: *Digital Audio Production*, *Digital Music Studio*, *Sound Design Toolbox (Synthesis)*, *Advanced Topics: Foley Sound Design*, *Advanced Topics: Game Engine Audio*, *Machinima*, *Raster Imaging*, *Vector Imaging*, *History of Game Development*, *Introduction to Game Design*
- Creation and implementation of audio concentration and curriculum for the Interactive Media department.
- Development of audio lab, and departmental equipment and software purchasing.

### Adjunct Faculty in Animation:

Massachusetts College of Art, Boston, MA; Fall 2009, 2010, 2013, 2014, 2015, 2016; Spring 2011, 2012

- Course taught: *Sound Design for Animators*

### Full-Time Visiting Artist Faculty in Sound-Art:

School of the Museum of Fine Arts, Boston, MA; 2006-2011

- Full-time teaching load of 3 courses per semester (5 sections) including: *Graduate Studio Critique*, *Sound Sculpture and Installation*, *Introduction to Sound in Art*, *Bits and Bleeps: Handmade Strategies for Noisemakers*, *Directed Study in Sound*
- Design, creation and implementation of all sound-art course content and syllabi.

### Continuing Education Faculty:

School of the Museum of Fine Arts, Boston, MA; Summer 2008, 2009, 2010, 2011

- Courses taught: *Pre-College Summer Studio in Sculpture*, *Pre-College Summer Studio in Sound*, *Introduction to Sound*

### Part-Time Faculty in Studio for Interrelated Media (SIM):

Massachusetts College of Art, Boston, MA; Spring 2010

- Course taught: *Projects in Sound*
- Helped manage the SIM Pozen Center for performances and multi-media events.

### Adjunct Faculty in Studio for Interrelated Media:

Massachusetts College of Art, Boston, MA; Spring 2009

- Course taught: *Independent Study in Sound for Studio for Interrelated Media*

### Visual Arts Workshop for 21st Century Business Leaders:

School of the Museum of Fine Arts, Boston, MA; 2007-2008

- 4 Collaborative Interdisciplinary Arts workshops including MIT business-school Sloan Scholars, and Medici Group Members (MFA fundraisers) organized by David Kelley of SMFA.

### Full-Time Faculty Advisor for Visual Communications Department:

International Academy of Design and Technology, Schaumburg, IL; 2005-2006

- 2-3 Courses taught per quarter, including: *Digital Audio 1*, *Digital Audio Editing*, *Digital Photography*, *Special Effects and Compositing*, *3D Computer Animation*, *Computer Graphics for Interior Design*, *Video and Animation*
- Directorship role including advising and scheduling students, curriculum maintenance and scheduling quarterly classes, faculty hiring, leadership and advising, oversight of technical facilities including computer-labs and software, purchasing equipment, and full departmental administrative duties.

**Adjunct Professor for Department of Graphic Design and Multimedia:**

Oakton Community College, Des Plaines, IL; 2004-2005

- Courses taught: *Multimedia Sound Production, 3D Animation and Multimedia*

**Other Selected Professional Experience**

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**Studio Technician and Multimedia Designer:**

Improv-Kitchen, Chicago, IL; 2004-2005

- Audio-Visual and multimedia production, technical equipment maintenance including soldering, cabling, and signal routing, live audio and video mixing and programming for interactive multimedia theatre.

**Designer / Fabricator for Eduardo Kac:**

Chicago, IL; 2004

- Fabrication of handmade customized spotlights for art installations.

**Furniture Designer and Fabricator in Metals:**

Iron-Age Furniture Design / Newco Iron-Works, Brooklyn, NY; 1998-2001

- Designed and fabricated original hand-made steel products, fabrication for architects and designers.

**Metal Sculpture Fabricator and Design Assistant for Albert Paley:**

Paley Studios Ltd, Rochester NY; 1997-1998

- Fabrication and finishing for large-scale metal sculptures and hand-made furniture, model building, quality control and liaison with external service partners.

**Solo Music Releases**

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- 2015            Aether Chroma: *Soft Power*  
- Solo electronica project, digital release
- 2011            Aether Chroma: *Supernalia*  
- Solo electronica project, digital release

**Selected Art Exhibitions**

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- 2017 (upcoming) Sprinkler Factory, Worcester, MA  
- Two-person show planned for September 2017
- 2017            Boston CyberArts, Jamaica Plain, MA: *Vibrations: A Sound Experience*  
- Two-person exhibition curated by Stephanie Dvareckas; invitational
- 2015            Proof Gallery, South Boston, MA: *Boston Does Boston*  
- **Pulse Chamber**: Interactive electronic biometric sound-sculpture for group show, curated by Audrina Warren; invitational
- 2014            Distillery Gallery, South Boston, MA: *Open Studios Group Show*  
- **Nymph**: interactive electronics and audio sculpture; invitational
- Distillery Gallery, South Boston, MA: *Back to School*  
- **Probe**: interactive audio sculpture; invitational
- Distillery Gallery, South Boston, MA: *Sonance*  
- Curated this exhibition and showed sound-installation **Portal**
- 2013            Eastworks, Easthampton, MA: *Reach Festival*  
- Multi-piece sound-sculpture installation for multi-city group show, curated by Burns Maxey; invitational
- 2012            Mobius, Cambridge, MA: *Amalgamate, Together Festival 2012*  
- **Sonotron**: 12-channel, live sound-sculpture installation for electronic music and art festival, curated by Alexis Avedisian; invitational

- 2010
- Mobius, Boston, MA: *Metatron: Sessions in Sonic Alchemy*
- **Optimizer** and **Incubator**: two multi-channel sound-sculpture installations featuring frequency-therapy sessions for solo show
- Distillery Gallery, South Boston, MA: *Transpositions*
- Curated this exhibition and showed sound-installation **Cascade**
- Godine Gallery, Massachusetts College of Art, Boston, MA: *Resonance*
- **Tuning, Version 2: Bridged By A Corner**: sound-sculpture installation for group show, curated by Sam Toabe; invitational
- Mobius, Boston, MA
- 4-Channel, one-day site-specific sound installation
- 2009
- IBM, Cambridge, MA
- **Harmonic Cloud**: 12-channel, live sound-sculpture installation for Text-Transparency Conference, curated by Andrew Sempere; invitational
- Microsoft Start-up Labs, Cambridge, MA: *Boston CyberArts 2009, The Maker Revolution*
- **QuadraTonic** and **Island**: two multi-channel, interactive sound-sculpture installations for group show; invitational
- Cannytrophic Design Expo @ Leisure Hive, South Boston, MA
- **QuadraTonic**: exhibited in group show; invitational
- 2008
- The Distillery Gallery, South Boston, MA: *All Hallow Even*
- **When the Veil is Thin**: multi-channel, live sound installation between the building's gallery and boiler room; invitational
- 2007
- Union Square, Somerville, MA: *2007 Windows Art Project*
- **Island**: outdoor multi-channel sound installation on traffic-island for Somerville Arts Council's 2007 Windows Art Project, curated by Rachel Strutt; invitational
- 2005
- Sonothèque, Chicago, IL: *Spectacle*
- **Winter**: multi-channel, motion-tracked interactive sound-installation for monthly multimedia event, curated by Margaret Noble; invitational
- 2004
- Consolidated Works Gallery, Seattle, WA: *Suspension: Sonic Absorption*
- **Inoculum**: sound-sculpture installation for College Art Association member show; juried (catalogue)
- Sonothèque, Chicago, IL: *Spectacle*
- **Glitch Canopy**: multi-channel, motion-tracked interactive sound-installation for monthly multimedia event, curated by Margaret Noble; invitational
- Gallery 2, Chicago, IL: *MFA Graduate Exhibition, School of the Art Institute of Chicago*
- **Haptigenic**: interactive sound-sculpture installation for group show
- Gallery 2, Chicago, IL
- **Tuning, Version 1: Bridged by a Corner**: sound-sculpture installation for group show; juried
- 2003
- Spazio Arte, Vicenza, Italy: *Shifting*
- **Outer Earth, Inner Air**: sound-sculpture and photography installation for 3 person show, curated by Randi Becht; invitational (catalogue)
- Gallery 2, Chicago, IL: *Anti-Spacesuit, the Dirty Future*
- **Inoculum**: sound-sculpture installation for group show; invitational
- 2002
- A+D Gallery, Columbia College, Chicago, IL: *Soundscapes and Interactors*
- **tech.table**: collaborative, interactive sound/animation table for group show, curated by Sabrina Raaf; invitational
- 1926 Gallery, Chicago, IL: *Code*
- **The Large Glass**: sound installation for group show; juried

Gallery X, Chicago, IL

- **Vis(c)area:** solo show, sound-sculpture installation; juried

### **Selected Sound Performances**

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- 2016      Deep Thoughts, Jamaica Plain, MA  
 - Solo Aether Chroma set, group show with TIME, V.E. Shen, and Full Color  
 AS220, Providence, RI  
 - Solo Aether Chroma set, group show with Astral Projectile, Tarot Sync, John Trudeau, Joe-Lou
- 2014      808 Gallery, Boston University, Boston, MA  
 - Performance with Matt Azevedo, as part of Mobius/808 Infuse series; invitational
- 2013      90.3 WZBC, Boston, MA  
 - Solo electronic music performance on live radio  
 Outpost 186, Cambridge, MA  
 - Mobius Quartet group electro-acoustic performance
- 2012      Studio Soto, Boston, MA  
 - Series of group collaborative performances with Strange Attractors group from Ireland  
 Mobius, Cambridge, MA  
 - Solo electronic music performance for Existence Establishment show  
 Mobius, Cambridge, MA  
 - Solo electronic music performance for Together Festival  
 New Art Center, Newton, MA  
 - Mobius Quartet group electro-acoustic performance  
 The Stone, New York, NY  
 - Mobius Quartet group electro-acoustic performance  
 Flopera House, Boston, MA  
 - Mobius Quartet group electro-acoustic performance
- 2011      Mobius, Boston, MA  
 - Solo electronic music performance for SMFA Sound Show  
 Pier 66, New York, NY  
 - Improvisation for Fountain Art Fair, invited by Grace Exhibition Space + Mobius Artist Group  
 Tufts University, Boston, MA  
 - Solo electronic music performance  
 Mobius, Boston, MA  
 - Mum Generators, collaborative performance with Rudi Punzo  
 School of the Museum of Fine Arts Boston, Boston, MA  
 - Solo electronic music performance  
 Café Fixe, Brookline, MA  
 - Solo electronic music performance, curated by Non-Event  
 119 Gallery, Lowell, MA  
 - Mobius Quartet group electro-acoustic performance
- 2010      Art@12, Boston, MA  
 - Solo electronic music performance  
 Art@12, Boston, MA  
 - New England Phonographer's Union ensemble performance for World Listening Day  
 ArtRages 2010: Surrealestate, East Boston, MA  
 - Solo electronic music performance  
 Mobius, Boston, MA  
 - International Noise Awareness Day Concert, group performance for Noise Action Week  
 Third Life Studio, Somerville, MA  
 - Mobius Quartet group electro-acoustic performance  
 Outpost 186, Cambridge, MA  
 - Mobius Quartet group electro-acoustic performance  
 Mobius, Boston, MA  
 - Mobius Quartet group electro-acoustic performance  
 Mobius, Boston, MA

- Solo electro-acoustic performance  
119 Gallery, Lowell, MA
- Mobius Quartet group electro-acoustic performance  
119 Gallery, Lowell, MA
- New England Phonographer's Union ensemble performance
  
- 2009 Democracy Center, Cambridge, MA
  - New England Phonographer's Union ensemble performance
 Mobius Artist-Space, Boston, MA
  - Electro-acoustic improvisation ensemble performance
 Studio Soto, Boston, MA
  - Solo and collaborative electronic-music performances  
 Mobius Artist-Space, Boston, MA
  - Collaborative six-channel electronic-music performance with Asher Thal-Nir
  
- 2008 Art Institute of Boston, Boston, MA
  - Solo electronic-music performance
  
- 2007 Enormous Room, Boston, MA
  - Solo electronic-music performance for *sSquareone Celebrational with Non-Event*
 Red-Tail Loft, Boston, MA
  - Solo electro-acoustic performance for *Intransitive*
  
- 2006 Wesleyan College, Middletown, CT
  - Solo electro-acoustic performance
 sSquareone, Boston, MA
  - Electro-acoustic duet with Jonathan Chen for *Non-Event*
 90.3 WZBC, Boston, MA
  - Solo electro-acoustic performance on live radio for *Rare Frequency*
  
- 2005 Museum of Contemporary Art, Chicago, IL
  - Solo electronic music improvisation for *Musicircus* event
 Sonotheque, Chicago, IL
  - Solo electronic music improvisation for monthly event *Spectacle*
  
- 2004 Sonotheque, Chicago, IL
  - Solo electronic music improvisation for monthly event *Spectacle*
 Athenaeum Theater, Chicago, IL
  - Solo piece for group show *New Sound Works* for Performing Art Chicago's *Edge* festival
  
- 2003 Open-End Gallery, Chicago, IL
  - Group performance of the *Data Massagers* for *Inter-Act* exhibit
 Athenaeum Theater, Chicago, IL
  - Solo piece for group show *8 Minutes of Fame* for Performing Art Chicago's *Edge* festival
 Heaven Gallery, Chicago, IL
  - Solo piece for multi-artist performance event *Seven on Heaven*

### Curatorial Projects

- 2014 **Sonance:** Distillery Gallery, South Boston, MA
  - Interactive sound-sculpture and installation exhibition; curator
  
- 2011 **SMFA Sound Show:** Mobius, Boston, MA
  - Sound-performance show of SMFA faculty and students; curator
  
- 2010 **Transpositions:** Distillery Gallery, South Boston, MA
  - Sound-installation and inter-media exhibition; curator
  
- 2007 **SMFA Sound Works:** Studio Soto, Boston, MA
  - Sound-performance show of SMFA students; curator

- 2004           **New Sound Works:** Athenaeum Theater: PAC-Edge festival, Chicago, IL  
 -    Sound-performance show, co-organizer
- 2003           **Inter-Act:** Open-End Gallery, Chicago, IL  
 -    Tech-media show; co-curator

### **Artist Lectures**

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- 2017           Harvard University, Cambridge, MA
- 2016           Massachusetts College of Art, Boston, MA
- 2011           School of the Museum of Fine Arts, Boston, MA
- 2010           Worcester State University, Worcester, MA
- 2009           School of the Museum of Fine Arts, Boston, MA  
 New England School of Art & Design, Boston, MA
- 2008           Emerson College, Boston, MA  
 University of Massachusetts Boston, Boston, MA  
 Art Institute of Boston, Boston, MA
- 2007           School of the Art Institute of Chicago, Chicago, IL
- 2006           Arizona State University, Phoenix, AZ
- 2005           Benedictine University, Lisle, IL

### **Grants and Fellowships**

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- 2005           Illinois Arts Council Finalist Award, Illinois Arts Council  
 -    1 out of 26 recipients chosen out of 845 applicants.
- 2004           D+L Student Enrichment Grant, School of the Art Institute of Chicago
- 2003           Road Less-Travelled Grant, School of the Art Institute of Chicago

### **Published Articles**

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- "O+A: Harmonic Bridge," *Intransitive Recordings Online Magazine*, Sept. 20<sup>th</sup>, 2010,  
 -    [www.intransitiverecordings.com/sound-art/oa-harmonic-bridge/](http://www.intransitiverecordings.com/sound-art/oa-harmonic-bridge/)

### **Exhibition Reviews**

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- McQuaid, Cate. "A Feast for the Eyes, and the Hands"; *The Boston Globe*, Arts Wednesday section, September 3<sup>rd</sup> 2014  
 -    Review of curated *Sonance* exhibition
- Hackett, Regina. "ConWorks Shows Deliver Fun and Heartbreak"; *Seattle Post*, Theater and Fine Arts section, Feb. 27, 2004  
 -    Review of *Inoculum* piece in *Suspension: Sonic Absorption*
- Il Giornale di Vicenza*; *Cultura and Spettacoli* section, June 28<sup>th</sup> 2003  
 -    Review of *Shifting* exhibition
- Jeffery, Celina. "Consolidated Works"; *Drain Online Magazine*, Issue01:silence, April, 2004  
 -    Review of *Inoculum* piece in *Suspension: Sonic Absorption*
- Watson, Della. "Robot Act"; *Dossier Magazine*, issue 2 volume 1, 2003  
 -    Review of co-curated *Inter-Act* exhibition

## Art Reproductions

Art New England, March/April 2014, page 8

- *Sonotron* image used for Reach exhibition award announcement

The Dig, March 2012

- *Sonotron* image used for Amalgamate exhibition and Together Festival preview

Art News, June 2005

- *Haptigenic* image used for School of the Art Institute of Chicago advertisement

Art In America, March 2005

- *Haptigenic* image used for School of the Art Institute of Chicago advertisement

## Public Collections

2004           **Hdurderdh and Hdrdeh Pair:** Spazio Arte, Municipality of Sovizzo, Sovizzo, Italy  
 - Digital prints

1996           **Midst:** State University of New York at Fredonia, Fredonia NY  
 - Sculpture installation

## Professional Activities and Memberships

Mobius Artist Group  
 New England Phonographer's Union  
 College Art Association

## Technical and Studio Skills

Audio           Analog and digital studio recording and mixing techniques, sound-design, synthesis, field-recording, Foley-recording: *Pro-Tools, Max/MSP, Audacity, Native Instrument's Reaktor and Kontakt, Digital Performer, Sonar, Ableton Live, Peak, Supercollider*  
 Game audio: *FMOD, Wwise, Unity, Unreal*

Digital Media    Macintosh and PC fundamentals, digital imaging, video editing, motion-graphics: *Photoshop, Illustrator, Final Cut Pro, Premiere, After Effects, DVD Studio Pro, Maya, Form Z, Isadora*

Electronics     Soldering, analog circuit fabrication, fundamental IC and microcontroller knowledge such as Arduino and Make Kit, sensor applications and control, interactive A/D computer interfacing, 'circuit-bending', basic kinetics and motor control, schematic and technical research and development

Sculptural       Metalworking and Fabrication: MIG, TIG, ARC, Oxy-Acetylene, Plasma, Slip-roll, Break, Horizontal, Vertical and Circular saws, Milling, Drilling, Forging, extensive finishing techniques  
 Woodworking: Circular, Table, Dado, Band-saws, Planer, Drilling, hand-tool finishing experience  
 Other: plaster, mold-making, casting, plastics, rubber + synthetic materials

Photographic    35mm analog and digital camera use, B+W darkroom techniques for processing, developing and printing, color processing, digital editing and printing techniques

## International Travel

Europe:          London, Paris, Amsterdam, Basel, Barcelona, Bilbao, San Sebastian, Brussels, Luxembourg, Frankfurt, Athens, Budapest

Italy:            Venice (resided for two months), Rome, Florence, Milan, Vicenza, Padova, Bologna, Turin

Romania:        (two month travel and research) Oradea, Timisoara, Constanza, Cluj, Bucharest