

## Education

<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

### **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 / 12 credits or more per semester) with specialty focus in sound-design for digital games.
- Development of courses, creation of Audio Concentration curriculum for Interactive Media department.
- Development of audio lab facilities, equipment and software management.
- Faculty committee participation.
- Treasurer of the Becker College Worcester Faculty Federation union.
- Courses taught: *History of Interactive Design and Analysis (MFA)*, *Digital Audio Production*, *Digital Music Studio*, *Sound Design Toolbox (Synthesis)*, *Game Studio*, *Game Studio Audio Lab*, *Advanced Topics: Foley Sound Design*, *Advanced Topics: Game Engine Audio*, *Machinima*, *Raster Imaging*, *Vector Imaging*, *History of Game Development*, *Evolutions in Game Design*, *Introduction to Game Design*

### **Adjunct Faculty of Animation:**

Massachusetts College of Art, Boston, MA; 2009 - Present

- Course taught: *Sound Design for Animators*

### **Adjunct Faculty in Visual and Performing Arts:**

Worcester State University, Worcester, MA; 2018 - Present

- Courses taught: *Computers and Music*, *Sound Synthesis*

### **Adjunct Instructor of Interactive Media & Game Development:**

Worcester Polytechnic Institute, Worcester, MA; C Term 2017

- Course taught: *Game Audio II*

### **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).
- Design, creation and implementation of all sound-art course content and syllabi.
- Courses taught: *Graduate Studio Critique (MFA)*, *Sound Sculpture and Installation*, *Introduction to Sound in Art*, *Bits and Bleeps: Handmade Strategies for Noisemakers*, *Directed Study in Sound*

### **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

- Full-Time teaching load of 2-3 courses per quarter.
- 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.
- Courses taught: *Digital Audio 1, Digital Audio Editing, Digital Photography, Special Effects and Compositing, 3D Computer Animation, Computer Graphics for Interior Design, Video and Animation*

**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****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 artist 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 artist 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.

**Selected Art Exhibitions**

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| 2018 | <p>Mary Cosgrove Dolphin Gallery, Worcester State University, Worcester, MA: <i>2018 Faculty Art Exhibition</i></p> <ul style="list-style-type: none"> <li>- Group show; invitational</li> </ul> <p>Institute of Contemporary Art Boston, Boston, MA: <i>Culture Club (Part 3)</i></p> <ul style="list-style-type: none"> <li>- Event and group show, curated by Shane Silverstein; invitational</li> </ul>  |
| 2017 | <p>CI Works, Amesbury, MA</p> <ul style="list-style-type: none"> <li>- Solo exhibit; invitational</li> </ul> <p>Sprinkler Factory, Worcester, MA: <i>Sound, Sight, and Sensation</i></p> <ul style="list-style-type: none"> <li>- Two-person exhibit; juried</li> </ul> <p>Thomas Young Gallery, South Boston, MA: <i>Wave Studies</i></p> <ul style="list-style-type: none"> <li>- Solo exhibit; invitational</li> </ul> <p>Boston CyberArts, Jamaica Plain, MA: <i>Vibrations: A Sound Experience</i></p> <ul style="list-style-type: none"> <li>- Two-person exhibition curated by Stephanie Dvareckas; invitational</li> </ul> |
| 2015 | <p>Proof Gallery, South Boston, MA: <i>Boston Does Boston</i></p> <ul style="list-style-type: none"> <li>- <b>Pulse Chamber</b>: Interactive electronic biometric sound-sculpture for group show, curated by Audrina Warren; invitational</li> </ul>   |
| 2014 | <p>Distillery Gallery, South Boston, MA: <i>Open Studios Group Show</i></p> <ul style="list-style-type: none"> <li>- <b>Nymph</b>: interactive electronics and audio sculpture; invitational</li> </ul> <p>Distillery Gallery, South Boston, MA: <i>Back to School</i></p> <ul style="list-style-type: none"> <li>- <b>Probe</b>: interactive audio sculpture; invitational</li> </ul>   |

- Distillery Gallery, South Boston, MA: *Sonance*
- Curated this exhibition and showed sound-installation **Portal**
- 2013 Eastworks, Easthampton, MA: *Reach Festival*
- **Sonotron** and **Incubator**, 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 Sonotheque, 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)
- Sonotheque, 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/Music Performances

- 2018 Holodeck (hosted by SquarePop), Pawtucket, RI  
 - Solo Aether Chroma set, group show with Video Shoppe and Consumer
- 2017 Aurora, Providence, RI: *New England Synthesizer Community Synth Petting Zoo*  
 - Solo Aether Chroma set, group show with Ryan Campos, Ursidae, and John Detora  
 Sprinkler Factory, Worcester, MA: *Fathom Fest*  
 - Solo Aether Chroma set, group show with Bastian Void, Space Heater, Ryan Campos, Field Book  
 Thomas Young Gallery, Boston, MA:  
 - Solo Aether Chroma set, group show with Ryan Campos and Retribution Body  
 AS220, Providence, RI  
 - Solo Aether Chroma set, group show with Mouni, Franchesca Shanks, Space Heater
- 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
- Sonothèque, Chicago, IL
  - Solo electronic music improvisation for monthly event *Spectacle*
- 2004
  - Sonothèque, 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*

### Solo Music Releases

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

### 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/Guest Lectures**

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- 2019           Columbia College, Art & Art History Department, Chicago, MA
- 2018           Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Worcester State University, Visual and Performing Arts Department, Worcester, MA  
 Harvard University, Film/Video and Animation Department, Cambridge, MA
- 2017           Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Inventive Labs, Amesbury, MA  
 Harvard University, Film/Video and Animation Department, Cambridge, MA
- 2016           Massachusetts College of Art, Boston, MA
- 2011           School of the Museum of Fine Arts, Boston, MA
- 2010           Worcester State University, Visual and Performing Arts Department, 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            Digital audio recording and mixing, sound-design, synthesis, field-recording, Foley-recording:  
 - *Pro-Tools, Digital Performer, Ableton Live, Sonar, Max/MSP, Audacity, Native Instruments Komplete including Reaktor and Kontakt, Peak, Supercollider*  
 Game audio: *FMOD, Wwise, Unity, Unreal*
- Digital Media    Digital imaging, raster and vector graphics, 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, Sapanta, Iasi, Moldavia, Maramures