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### **Selected Exhibitions**

- 2016** **Bolinas Farm Stand**, My Ocean Gal, Convolutional Neural Networks trained to classify ocean imagery produce simulated hallucinations on a set of recent photographs from the West Coast. Bolinas, CA
- 2015** **Richmond Art Collective**, Beautalyzer: Multi-channel interactive video installation. Explores the potential for collaborative learning between people and machines. Video wall displays the inner workings of a learning algorithm, which attempts to recognize the beauty of images. Laboratory Gallery, Spokane, WA
- 2014** **Keyboard Art**, Palm Key: Palm-sized keyboard enables gesture-based text generation. Group show curated by Daniela Semeco, CEO of PolyGlotte. [freespace] 1011 Market St, San Francisco, CA
- Self Similarity in Math, Nature and Art**, WeLike2Draw: Interactive drawing application allows people to animate and ‘fractalize’ drawings and Google image results. Online database of drawings amassed throughout the exhibit. Group show co-curated with Hallie Cohen. Hewitt Gallery of Art, Marymount Manhattan College, New York, NY
- 2013** **TransX Transmission Art Symposium**, Distant Touch and a Faraway Feeling: Wearable Electronics, wireless vibration gloves and touch sensors. People give massages over a network. New Adventures in Sound Art, Artscape Wychwood Barns, Toronto, Canada
- Ideas City**, Signs of Intelligence: with Julia Vallera. First installation of altered and augmented NYC streets signs at the Ideas City Festival hosted by the New Museum. New Museum of Contemporary Art, New York, NY
- 2012** **Somotopia**, Electric Larry's Hands: Vibrating touch-sensitive gloves embroidered with interactive RGB LEDs. Public Space One, Iowa City, IA
- Figment Detroit**, Color Wheelz Dream Screen: with Julia Vallera, Martin Muñoz, and Colleen Unrau. Color keyed dynamic video projection. Participants used colored fabrics to replace parts of themselves with video fragments. Dance performance at Strega in St Catherines, Canada. Belle Isle, Detroit, MI
- 2011** **Data In Data Out**, Self-Similar Sketch Facilitator: Custom hardware and software facilitate creating fractal drawings from joystick input. Probing the computational universe for beauty. Walsh Gallery, Seton Hall University, South Orange, NJ

**10,000 Dumplings Music and Art Show**一万饺子, China Screens: Interactive augmented cell phone screens. Animated interactive portraits using accelerometers and force sensing resistors. Zhu Jia Jiao, Shanghai, China中国上海朱家角

**Single Fare 2: Please Swipe Again, Touchable Windmill**: Interactive wind generator, made from scavenged metrocards.

Sloan Fine Art, 128 Rivington Street, New York, NY

**2010 Maker Faire, LineLife & ScreenLife**: Handheld digital drawing devices. Drawing robots in a custom fractal apparatus. Touch screens and soft controllers used for navigation. New York Hall of Science, Flushing Meadows, Queens, NY

**Science Fair at Flux Factory, LineLife**: Drawing robots, soft controllers, and projection. Movement sensing soft controllers navigated robots. Virtual and physical drawings created. Flux Factory, Long Island City, Queens, NY

**2008 CUNY Institute for Sustainable Cities, Bamboofish and You**: A Living installation. Bamboofish and you consisted of a bamboo stalk elevated in a pool of water. Viewers had to interact with the piece by bring fresh water to the bamboo or the bamboo would die. Governors Island Art Fair, Governors Island, NY

**2007 Burning Man, Light Transformed is Light**: Interactive, self-contained electrical system powered by the user and the sun. The audience engages with the piece by generating electricity on a stationary bicycle. This work powers an interactive video projection. Green Man Artist's Pavillion, Black Rock City, Nevada

**2006 Dorkbot, 1000 Ways It Doesn't Work**: Multimedia project which attempts to come to terms with the General Electric Corporation. Through installations, performances, videos, programs, correspondence, and web pages the project seeks the human dimensions and implications of the multi-national behemoth that is GE. Location One, New York, NY

### Ongoing Projects

**2015 LucidTronix.com**, Open-source toolkit for interactive devices. Wearable electronics, fountains, and electronic displays.

**2014 WeLike2Draw.com**, A collaborative online drawing tool. Client server architecture allows a virtual drawing board to be shared across continents. <http://welike2draw.com>

### Education

Doctor of Philosophy, Computer Science, February 2014  
Graduate Center CUNY, New York City, NY

Bachelor of Art, December 2008

CUNY Baccalaureate at Hunter College, CUNY, New York City, NY  
Concentration: Electric Media and Obsolescence/ Information Visualization