

EDUCATION

Ph.D. Digital Media, Georgia Institute of Technology, 2013

Thesis: ***A Third Space: Technological Art as Artistic Production and Technology R&D***

Advisor: Professor Jay David Bolter

Technical minors: Human-Computer Interaction, Polymer and Textile Engineering

Visiting Research Fellow, Eidgenössische Technische Hochschule Zürich (ETHZ), 2005-2006

Wearable Computing Lab (WearLab), Institut für Elektronik

Advisor: Professor Dr. Gerhard Tröster

M.S. Digital Media, Georgia Institute of Technology, 2004

Thesis: ***Desire Machines: Responsive Electronic Garments***

Advisor: Dr. Sha Xin Wei

B.A., Mathematics, University of Virginia

EMPLOYMENT

Manager and Developer, New Media Exhibit Development

Exploratorium, Fall 2015 - present

Lecturer, Embodied Interfaces

Department of Art & Art History, Stanford University, Fall 2015

Assistant Professor, Interactive Design

School of Art & Design, Texas State University, 2013-2015

Summer Visiting Faculty, Faculty of Engineering & Natural Sciences

Sabancı Üniversitesi, Istanbul, Turkey, 2010

Summer Visiting Faculty, Faculty of Arts & Social Sciences

Sabancı Üniversitesi, Istanbul, Turkey, 2009

DISTINCTIONS

US patent, *Haptic Systems, Devices, and Methods Using Transmission of Pressure Through a Flexible Medium*, through Georgia Tech Research Corporation, 2015.

Foley Scholarship, a research excellence award and the highest honor awarded a graduate student by the GVU (Graphics, Visualization, and Usability) Center at Georgia Tech, 2012.

Co-founder and Co-chair, Digital Arts Community at CHI, the International ACM Conference on Human-Computer Interaction, 2011-2013. With David England, Professor of Computer Science, Liverpool John Moores University, UK.

Initiated, organized, and wrote successful NSF grant proposal, *Qualitative Analysis of Creative Practices in Parallel IT & Art Projects*, 2010. 18% acceptance rate. \$226,495.

This grant funded my research study comparing creative process in the visual arts and engineering as well as an experimental integrated art and engineering course at Georgia Tech. PI's: Jay David Bolter and Juan Rogers.

Awarded Best Graduate Student Instructor in university-wide search through Georgia Tech's Center for the Enhancement of Teaching and Learning, 2010.

Awarded *Concours de Création* for interactive artwork, *Robotany*, at Belluard International Arts Festival, Fribourg, Switzerland, 2006.

OTHER AWARDS

Research Enhancement Program Award, an internal research seed grant for *Communicating Open Source Hardware Projects for Maker Spaces*. \$ 6740. Texas State University, 2014.

Georgia Research Alliance Phase 1A Grant to commercialize haptic technologies. \$11,000. 2013.

Awarded one of Top Ten Graduate Student Inventions university-wide for haptic technologies, Georgia Tech Research and Innovation Conference, 2011.

Presidential Fellowship, a six-year merit fellowship for doctoral study, Georgia Institute of Technology, 2004–2010.

Regents' Fellowship, merit fellowship for master's degree study, Georgia Institute of Technology, 2003–2004.

Cravey, Green, and Wahlen Fellowship, fellowship to attract and retain high caliber students, Georgia Institute of Technology, 2002–2003.

GRADUATE RESEARCH ASSISTANCESHIPS

Curriculum Development, Georgia Institute of Technology, Summer 2012–Spring 2013
Advisor: Vice Provost for Graduate and Undergraduate Studies Raymond Vito
Project: Member of a multidisciplinary working group developing novel innovation courses and workspaces for undergraduates

Lead Researcher, Qualitative Analysis of Creative Practices in Parallel IT and Art Projects, Georgia Institute of Technology, Fall 2010–Spring 2012
Advisor: Professor Jay D. Bolter
Project: Conducted research for National Science Foundation grant project which I had proposed. This was a comparative, multiple-case study of the creative work practices of visual artists and engineers funded by the NSF CreativeIT program. I was also funded to design and give an undergraduate/graduate course based on this research.

Visiting Research Fellow, Wearable Computing Lab, Eidgenössische Technische Hochschule Zürich (ETHZ), Fall 2005–Spring 2006
Advisor: Professor Dr. Gerhard Tröster
Projects included: characterizing conductive fibers, yarns, and textiles; developing a one-handed wearable keyboard; conceptualizing applications for lab's Wearable Sensor Button with other Ph.D. students; and conceptualizing a suite of electronic garments. During this time I also conceived, funded, and built the art piece *Robotany*.

Electronic Textile Research Assistant, Topological Media Lab, Georgia Institute of Technology, Summer 2003
Advisor: Dr. Sha Xin Wei
Project: Created electronic art garments for the larger TGarden project as well as managed the design and development of electronic textiles and garments within the studio.

EXHIBITIONS

TEI Demos, Funchal, Portugal, 2011

A curated group exhibition at the International Conference on Tangible, Embedded and Embodied Interaction (TEI). Piece exhibited: *Haptic Textile*.

CHI Media Showcase, Atlanta, Georgia, 2010

A curated group exhibition at the ACM Conference on Human Factors in Computing Systems (CHI). Curating committee: Carl DiSalvo, Jason Freeman, Oscar Murillo, Ed Chi, Shahram Izadi, Anijo Mathew & Scott Pobiner. International. Piece exhibited: *Robotany/Breeze*.

Zero1 Biennial 2008, San José, California, 2008

An open group exhibition of work submitted to the San José Climate Clock Initiative sponsored by the San José Public Art Program, ZER01, and San José State University. International. Piece exhibited: *Proposal for Colures & Complications*. With Gabriela Semeco.

Zero1 Biennial 2006, San José, California, 2006

A curated group exhibition. Organized by Mike Kuniavsky & Anu Vikram. Curating committee: Gillian Crampton Smith, Regine Debatty, Steve Dietz, Joel Slayton, Camille Utterback & Terry Winograd. International. Piece exhibited: *Robotany/Breeze*.

Belluard International Arts Festival, Fribourg, Switzerland, 2006

A curated group exhibition. Gion Capeder & Stéphane Noël, Directors and Curators. International. Piece exhibited: *Robotany/Breeze*.

Fashion in Motion, Atlanta, Georgia, 2004

A curated group exhibition. Yearly technology fashion show sponsored by the Cellular Telephone Industry Association. International. Pieces exhibited: *Responsive Electronic Garments, v.2*.

UbiComp Demos, Seattle, Washington, 2003

A curated group exhibition at the Conference on Ubiquitous Computing. Organized by Eric Paulos & Allison Woodruff. International. Pieces exhibited: *Responsive Electronic Garments, v.1*.

Wesley Center for New Media Demo Day Showcase, Georgia Institute of Technology, 2003

An open group exhibition of work by faculty and students of the Digital Media program. Piece exhibited: *Birds & Bombs*.

Flashbang! Atlanta, Georgia, 2001

A curated group Flash exhibition. Regional. Piece exhibited: *Qubes*.

PRESS

PRINT REVIEWS

Shaer, O., Millner, A., & Hummels, C. "Reflecting on the Evolution of Ideas, Innovators, and Interactions." In *Interactions*. Volume 19, Issue 12, November/December 2012. ACM Press.

Dietz, S. "Breeze." In *Superlight: Selections from the Biennial 01SJ Global Festival of Art on the Edge*. Zero1. 2009.

Ashlock, J. "Robotany." In *I.D.: The International Design Magazine*. January/February 2007.

Künstlerhaus Bethanien. "Breeze." In *No Such Thing: Reader on Interaction Art*. Künstlerhaus Bethanien GmbH, Berlin. 2007.

ONLINE REVIEWS

DeLeo, J.L. "Ten Robots to Rave About." In *PC Magazine.com*. September 18, 2006.

Ricker, T. "Breeze: because robotic trees are better." In *Engadget.com*. July 10th, 2006.

Debatty, R. "Robotanic." In *We-Make-Money-Not-Art.com*. July 7, 2006.

INVITED LECTURES AND STUDIO WORKSHOPS

Creative Process in Art and Engineering, or Why We Need Arts Education

Invited lecture, Brigham Young University, Provo, Utah, September 25, 2014
Host: Professor Joseph Ostraff

Art for Inventors, Invention for Artists

Invited studio workshop, Brigham Young University, Provo, Utah, September 26, 2014
Host: Professor Joseph Ostraff

A Third Space: Technological Art as Artistic Production and Technology R&D

Invited lecture, Leonardo Art/Science Evening Rendezvous (LASER), Umlauf Sculpture Garden and Museum, Austin, Texas, May 20, 2014
Host: J.D. Talasek, Director, Cultural Programs of the National Academy of Sciences

Robotany & Breeze

Concours de Création artist's talk, Belluard International Arts Festival, Fribourg, Switzerland, 2006
Hosts: Gion Capeder & Stéphane Noël, Directors and Curators, Belluard International Arts Festival

TALKS AT PROFESSIONAL MEETINGS

Integrated Art and Engineering

College Art Association Annual Conference, 2014
Session: Leonardo Education and Art Forum: The Art/Science Curriculum in the Classroom and in the Cloud
Chicago, Illinois, February 13, 2014

The Dynamics of Artist Innovation

Arts & Technology Workshop
Cooperation in Science & Technology Office of the European Science Foundation
Zagreb, Croatia, November 25-27, 2013

Emerging Practices

New Media Caucus Showcase
New York, New York, 2013

Art, Engineering & Invention

Technarte: The International Conference for Art & Technology
Bilbao, Spain, 2011

Art, Technology & Institutional Discourse

International Symposium on Electronic Art (ISEA 2011)
Istanbul, Turkey, 2011

Heidegger & Computer Science

21st Century Heidegger Conference
University College, Dublin, 2010

Colours & Complications

Representing Climate Change: Ecology, Media and the Arts
Centre for Research in the Arts, Social Sciences and Humanities (CRASSH)
Cambridge University, UK, 2008
With Gabriela Semeco

JOURNAL ARTICLES

Some under previous last names Coffin and Fantauzzacoffin

Using Creative Process to Guide Integrated Art and Engineering Courses

Author: J. Fantauzza

Two page College Art Association talk summary.

Leonardo Journal, accepted for publication and available online at Leonardo Just Accepted.

Analysis of open source principles in diverse collaborative communities

Author: J. Coffin

In *First Monday: Peer Reviewed Journal on the Internet*. Vol. 11, No. 6. June 2006.

PUBLISHED AND ARCHIVED CONFERENCE PAPERS

Some under previous last names Coffin and Fantauzzacoffin

PEER-REVIEWED, ANONYMOUS

From STEAM Research to Education: An Integrated Art & Engineering Course at Georgia Tech

Authors: Fantauzzacoffin, J., Rogers, J.D., Bolter, J.D.

In *Proceedings of the IEEE Integrated STEM Education Conference (ISEC 2012, Trenton, NJ)*. IEEE Press, 2012.

Articulating Creative Practice: Teleological and Stochastic Strategies in a Case Study of an Artist and an Engineering Team Developing Similar Technologies

Authors: Fantauzzacoffin, J., Rogers, J.D., Bolter, J.D.

In *Proceedings of the Sixth International Conference on Tangible, Embedded, and Embodied Interaction* (TEI 2012, Kingston, Ontario). ACM Press, 2012.

Negotiating Uncertainty: Process, Artifact & Discourse in a Case Study of Technologies to Address SIDS

Authors: Fantauzzacoffin, J., Rogers, J.D., Bolter, J.D.

In *Proceedings of the Second International Conference on Creativity and Innovation in Design* (DESIRE 2011, Eindhoven, Netherlands). ACM Press, 2011.

Designing from Everyday Experience

Author: Coffin, J.

In *Proceedings of the 5th International Conference on Tangible, Embedded, & Embodied Interaction* (TEI 2011, Madeira, Portugal). ACM Press, 2011.

Robotany and Lichtung: contribution to phenomenological dialogue

Author: Coffin, J.

In *Proceedings of the 2nd International Conference on Tangible & Embedded Interaction* (TEI 2008, Bonn, Germany). ACM Press, 2008.

JURIED OR PEER-REVIEWED, NON-ANONYMOUS

Digital Arts

Authors: Edmonds, E., Benford, S., Bilda, Z., Fantauzzacoffin, J., Malina, R., Vinet, H.

In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems* (CHI 2013, Paris, France). ACM Press, 2013.

Science vs. Science: the Complexities of Interdisciplinary Research

Authors: Hooper, C., Millard, D., Fantauzzacoffin, J., Kaye, J.

In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems* (CHI 2013, Paris, France). ACM Press, 2013.

Digital Art: Challenging Perspectives

Authors: England, D., Fantauzzacoffin, J., Schiphorst, T., Latulipe, C., Candy, L.
In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems*
(CHI 2013, Paris, France). ACM Press, 2013.

The Arts, HCI, and Innovation Policy Discourse

Authors: Fantauzzacoffin, J., Berzowska, J., Edmonds, E., Goldberg, K., Harrell,
D.F., Smith, B.K. In *Extended Abstracts of the ACM Conference on Human Factors in
Computing Systems* (CHI 2012, Austin, TX). ACM Press, 2012.

Digital Arts and HCI in Collaboration

Authors: England, D., Fantauzzacoffin, J., Latulipe, C., Schiphorst, T.
In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems*
(CHI 2012, Austin, TX). ACM Press, 2012.

Articulating Lines of Research in Digital Arts, HCI, and Interaction

Authors: Fantauzzacoffin, J., Candy, L., Chenzira, A., Edmonds, E., England, D.,
Schiphorst, T., and Tanaka, A. In *Extended Abstracts of the ACM Conference on Human
Factors in Computing Systems* (CHI 2012, Austin, TX). ACM Press, 2012.

Digital Art: Evaluation & Critique

Authors: England, D., Fantauzzacoffin, J., Bryan-Kinns, N., Latulipe, C., Candy, L.,
Sheridan, J.G. In *Extended Abstracts of the ACM Conference on Human Factors in
Computing Systems* (CHI 2012, Austin, TX). ACM Press, 2012.

**Research Summary: Multiple-Case Study of Artists' & Engineers' Technology Development
Practices**

Author: Fantauzzacoffin, J.
In *Proceedings of the Second International Conference on Creativity and Innovation in
Design* (DESIRE 2011, Eindhoven, Netherlands). ACM Press, 2011.

Art, Engineering, and Invention

Author: Coffin, J.
In *Proceedings of the Fifth International Conference on Tangible, Embedded, and
Embodied Interaction* (TEI 2011, Madeira, Portugal). ACM Press, 2011.

**Creative Strategies in Artists' & Engineers' Approaches to Technology Development: First
Results of a Case Study**

Authors: Fantauzzacoffin, J., Rogers, J.D., Bolter, J.D.
In *Proceedings of the Eighth ACM Conference on Creativity and Cognition* (C&C 2011,
Atlanta, GA). ACM Press, 2011.

Robotany: Breeze

Author: Coffin, J.
A paper accompanying the exhibition of the art installation *Breeze* at CHI 2010, the
ACM Conference on Human Factors in Computing Systems. In *Extended Abstracts of
the ACM Conference on Human Factors in Computing Systems* (CHI 2012, Atlanta, GA).
ACM Press, 2010.

Demonstrations of Expressive Software and Ambient Media

Authors: Sha, X.W., Serita, Y., Fantauzza, J., Dow, S., Iachello, G., Fiano, V., Berzowska, J.,
Caravia, Y., Nain, D., Reitberger, W., and Fistre, J.
A paper accompanying the exhibition of electronic textile garments and ambient media
at UbiComp 2003, the Conference on Ubiquitous Computing. In *Adjunct Proceedings of
UbiComp 2003: Fifth International Conference on Ubiquitous Computing*. 2003.

INVITED CONFERENCE MODERATION

The Arts, HCI, and Innovation Discourse

Panel organizer and moderator
ACM Conference on Human Factors in Computing Systems (CHI 2012)
Austin, Texas, 2012

Creativity and Technology: Physical Presence

Panel moderator and session chair
ACM Conference on Creativity and Cognition (C&C 2011)
Atlanta, Georgia, 2011

Creative Industries

Session chair
International Symposium on Electronic Art (ISEA 2011)
Istanbul, Turkey, 2011

INVITED PANELIST PARTICIPATION

Technarte Conclusory Panel

Technarte: The International Conference for Art and Technology
Bilbao, Spain, 2011

Tangible and Embedded Interaction: Who, What, Where, Why & How

International Conference on Tangible and Embedded Interaction (TEI '08)
Bonn, Germany, 2008

INVITED WORKSHOP PARTICIPATION

C21U/CETL Unconference Workshop on Arts and Technology

One-day workshop organized by the Center for the Twenty-first Century University (C21U)
and Center for the Enhancement of Teaching and Learning (CETL), both of Georgia Institute
of Technology
Atlanta, Georgia, 2011

Values In Design 2K10

Two-day National Science Foundation invitational workshop at New York University
Led by Geoff Bowker and Helen Nissenbaum
New York, New York, 2010

Values In Design

Nine-day National Science Foundation invitational workshop at Santa Clara University
Led by Geoff Bowker, Susan Leigh Star, and Helen Nissenbaum
Santa Clara, California, 2008

ROSS: Responsive Objects, Surfaces and Spaces

Three-day workshop at Georgia Institute of Technology
Led by Alexandra Mazalek, Carl DiSalvo, and Claudia Winegarden
Atlanta, Georgia, 2008

TEACHING!

Alpha Chi Honor Society Favorite Professor, Texas State University, 2015

Nominated for Golden Apple Award, Dallas Society of Visual Communicators

Nominated by students for National Student Show teacher's award, Spring 2015

Best Graduate Student Instructor in a university-wide search

Georgia Tech's Center for the Enhancement of Teaching and Learning (CETL)

Georgia Institute of Technology, 2010

*Also listed on p. 1

INSTRUCTOR OF RECORD

Stanford University, Stanford Department of Art and Art History

UNDERGRADUATE

ARTSTUDI 162: Embodied Interfaces, 1 section (Fall 2015)

Texas State University, Communication Design Program, School of Art & Design

UNDERGRADUATE (BFA)

ArtC 1302/ArtS 2314: Imaging 1, 1 section (Spring 2015)

ArtC 3307: Interactive Design 1, 3 sections (Fall 2013–Fall 2014)

ArtC 4308: Interactive Design 2, 6 sections (Fall 2013–Spring 2015)

ArtC 4313: Special Problems, 2 undergraduate independent study students (Spring 2015)

GRADUATE (MFA)

ArtC 5360K: Data Visualization, 1 section (Spring 2014)

ArtC 5350: Special Problems, 2 graduate independent study students (Spring 2015)

Georgia Institute of Technology

UNDERGRADUATE, UNIVERSITY-WIDE

GT 2803: Your Idea, Your Invention, 1 section (Spring 2013)

* This course was team taught by myself and four members of senior faculty as a pilot initiative of the Provost's office.

DUAL GRADUATE AND UNDERGRADUATE, UNIVERSITY-WIDE

LMC 4814 / CS 4804 / CS 8804: Integrated Art & Engineering, 1 section (Spring 2012)

* This pilot course was funded by the National Science Foundation as part of the research study mentioned on p. 1.

UNDERGRADUATE, COMPUTATIONAL MEDIA PROGRAM

LMC 2720: Principles of Visual Design, 4 sections (Fall 2008–Spring 2010)

LMC 2400: Introduction to Media Studies, 3 sections (Spring 2007–Spring 2008)

LMC 3406: Video Production, 3 sections (Fall 2004–Spring 2005, Fall 2006)

Sabancı Üniversitesi, as Summer Visiting Faculty

UNDERGRADUATE

CS 480: Introduction to the Philosophy of Computer Science, 1 section (Summer 2010)

FILM 231: Introduction to Film and Media Studies, 1 section (Summer 2009)

TEACHING ASSISTANTSHIPS

Georgia Institute of Technology, Computational Media Program, School of Literature, Media & Communication

DUAL UNDERGRADUATE AND GRADUATE

LMC 4730/6318: Experimental Media, 1 section, same section as below (Spring 2004)

GRADUATE

LMC 6321: Architecture of Responsive Spaces, 1 section (Spring 2004)

GRADUATE THESIS COMMITTEES

Texas State University

Committee member, Ernan Cesar Rivera MFA Thesis, **DO GOOD WORK: Building a Collaboration Guide for Graphic Designers and Nonprofit Organizations**

Thesis Chair: Maia Wright

Committee member, Lisa McDaniel MFA Thesis, **PRESENTS OF MIND: Principles of Online Gifting**

Thesis Chair: Claudia Röschmann

STUDENT AWARDS

Texas State University

Data Visualization Student Erica Ryan has won the 2015 Texas State Design MFA Concept Award for her projects completed in my 2014 Data Visualization course.

Interactive II student Erin O'Quinn won a Bronze Austin ADDY for her responsive web site, *Bath Junkie*, completed in my Spring 2015 course.

SERVICE

Nominated for Presidential Excellence Award in Service

by the Faculty of the School of Art & Design, Texas State University, December 2014

TEXAS STATE UNIVERSITY SERVICE

Faculty Presenter, Tiny House Hackathon, Sustainability Studies Graduate Program, April 3, 2015

Faculty Supervisor, Trash Matters web team, Spring 2014

Supervised student web site project in support of the university event, Trash Matters, which ran April 3-8, 2014

Funded through the Environmental Service Committee

Evaluator, Ingram School of Engineering Fall Senior Design Day, December 09, 2013

SERVICE, COLLEGE OF FINE ARTS & COMMUNICATION

College Research Center Development Team, September 2013-August 2014

With Associate Dean Marian Houser and Professor Melinda Villagran

Tapped by Dean Timothy Mottet to form and develop a college-wide research center to support faculty funding efforts in the arts and communication-related fields

Formed the Center for Communication, Collaboration, and Creativity (C3) mentioned hereafter

Search Committee, C3 Research Coordinator Staff Position, Summer 2014

With Associate Dean Marian Houser and Professor Melinda Villagran

Co-Designed and Co-Developed C3 web site, July-September 2014

With Assistant Professor Grayson Lawrence

C3 Steering Committee, January-August 2014

The Steering Committee, composed of representatives from each unit of the college, became the Advisory Board once C3 became active in August 2014

C3 Advisory Board, August 2014-present

SERVICE, SCHOOL OF ART & DESIGN

Chair, Fab Lab Committee, Spring 2015; Fab Lab Committee Member, Fall 2014

Admissions Portfolio Juror, Communication Design BFA, Spring 2015

Search Committee (2 positions), Assistant Professor of Communication Design, Summer 2014-Spring 2015

Research for School of Art & Design program development, Attended event, ID Barnraise, at the Illinois Institute of Design, October 13-15, 2014

Lecturer Recruitment, Recruited IBM Design Lead Alvaro Soto to teach in the Interactive Area of the Communication Design undergraduate program, Fall 2014

Organized Artist Lecture, Spring 2014

Beth Ferguson of Sol Design gave a public lecture at the School of Art and Design

Organized Artist Lecture, Fall 2013

George Oates of Stamen Design gave a public lecture at the School of Art & Design

Research/Grants/Awards Committee, School of Art & Design, Fall 2013

DEPARTMENTAL SERVICE - AS - USUAL

Art & Design Lecturer Evaluations, Spring 2015
One faculty member teaching ArtC 1302

Online Portfolio Lecture to Senior Exit Review undergraduates, Fall 2014

Communication Design Student ePortfolio evaluations, Fall 2013 & Fall 2014

Art & Design Faculty Observations, Fall 2013 & Fall 2014
Two faculty members teaching ArtF 1305, Fall 2013
One faculty member teaching ArtF 1305, Fall 2014

COMMUNITY SERVICE

Selection Panelist, Austin Art in Public Places Austin Film Society Studios Expansion project
Fall 2014–Spring 2015
\$95K budget

Invited Guest Critic, Design Perspectives (DES 351) course, University of Texas at Austin
Fall 2014

PROFESSIONAL SERVICE

Peer Reviewer, SIGGRAPH Art Papers, 2016

Invited Participant, TxHATS/NSF SEAD Network Experts Meeting, invitational summit workshop for these art/science/technology academic communities cultivating an ecology of knowledge and innovation among sciences, engineering, arts, and design. Umlauf Sculpture Garden, Austin, Texas, March 12, 2015. Roger Malina, Carol LaFayette, and Ruth West, organizers.

Digital Arts Community Co-founder and Co-chair for the ACM Conferences on Human Factors in Computing Systems (CHI). With Professor David England, Head of Computing at Liverpool John Moores University, UK. 2012, 2013. *Also mentioned on page 1.

Art Jury, ACM Conference on Human Factors in Computing Systems (CHI 2012, Austin, TX).

Art Jury Award Committee, Eighth ACM Conference on Creativity and Cognition (C&C 2011, Atlanta, GA).

Peer Reviewer, International Conference on Tangible, Embedded, and Embodied Interaction (TEI).
2011, 2012.

Peer Reviewer, ACM Conference on Human Factors in Computing Systems (CHI).
2008, 2010, 2012, 2013.
Fall 2014.

DESIGN AND TECHNICAL SKILLS

Concept and process development, web design and development, data visualization, C++, Cinder, Max/MSP/Jitter, Javascript, Processing, fluency in hardware, circuitry, microcontroller programming (PIC and Arduino), microcomputers (BeagleBone and Raspberry Pi), rapid prototyping, textiles and electronic textiles, metal fabrication, smart materials, haptic technologies.