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PERSONAL

Born   1979, Washington, DC.

EDUCATION

2007   Master of Fine Arts, University of California, San Diego, La Jolla, CA.

2001   Bachelor of Science, Yale University, New Haven, CT, Majors in Art and Biomedical
            Engineering.

EXHIBITIONS

2009   "Natural Language", Four Walls Gallery, San Diego, CA.

            "World Picture Machine", Oceanside Museum of Art, Oceanside, CA.

2008   "Natural Love", Sixteen:One Gallery, Santa Monica, CA.

            "Inside the Wave: Six San Diego / Tijuana Artists Construct Social Art" (with Particle Group),
            San Diego Museum of Art, San Diego, CA.

            "COCKED! The Possessed Male: Object of Desire, Luis De Jesus Seminal Projects, San
            Diego, CA.

2007   "Smash and Tickle", Sixteen:One Gallery, Santa Monica, CA.

            "Origin is the Goal", Los Angeles Contemporary Exhibitions, Los Angeles, CA. (zine)

            "Compass 2007: New Art from the University of California's MFA Programs", Sweeney Art
            Gallery and California Museum of Photography, Riverside, CA. (catalogue)

            "MFA07 @ The Egyptian", University Art Gallery, University of California, San Diego, La Jolla,
            CA. (catalogue)

            "Seven Segment Display", MFA Thesis Show, Gallery@CalIT2 (California Institute for
            Telecommunications and Information Technologies), San Diego, CA. (catalogue)

2006   "Where", Sun Down Salon, Los Angeles, CA.

            "Father-Daughter Art Show", Marcuse Gallery, San Diego, CA.

            "How Stuff Is Made" (with XDesign Lab), International Society of Electronic Arts 2006, San
            Jose, CA.

2005   "Outer Space", Sixth College, University of California, San Diego, La Jolla, CA.

            "Que Traes", Estacion Tijuana, Tijuana, BC, Mexico.

"AxS: At the Intersection of Art and Technology" (with XDesign Lab), Armory Center for the Arts, Pasadena, CA. (dvd catalogue, interview)

"Fresh", Museum of Contemporary Art San Diego, San Diego, CA.

2001   "Senior Show", Yale School of Art Gallery, Yale University, New Haven, CT.

1999   "Art Class", Salon Q, Tucson, AZ.

TEACHING EXPERIENCE

2008-09   LECTURER, Electronic Technologies for Art II, Visual Arts Department, University of California, San Diego, La Jolla, CA.

2007-08   TEACHING ASSISTANT, Electronic Technologies for Art (instructor of record), Visual Arts Department, University of California, San Diego, La Jolla, CA.

2006   TEACHING ASSISTANT, Introduction to Computing and the Arts, Visual Arts Department, University of California, San Diego, La Jolla, CA.

     TEACHING ASSISTANT, Introduction to Art-making: 3d (instructor of record), Visual Arts Department, University of California, San Diego, La Jolla, CA.

2005   TEACHING ASSISTANT, Computer Programming for the Arts, Visual Arts Department, University of California, San Diego, La Jolla, CA.

RESEARCH & PROFESSIONAL EXPERIENCE

2008-09   PROGRAMMER/ANALYST, Experimental Game Lab, University of California, San Diego, La Jolla, CA.

2007-08   GRADUATE RESEARCHER, Experimental Game Lab and Center for Research in Computing and the Arts (CRCA) with Sheldon Brown, University of California, San Diego, La Jolla, CA.

2007   INVITED TALK, TreeHouse, A New Media Lounge, University of California, San Diego, La Jolla, CA.

2005   SYSTEM DESIGN, How Stuff Is Made Wiki (with Natalie Jeremijenko), La Jolla, CA. http://howstuffismade.org

     DEVELOPER, Community Built Display module of SpecFlic 1.0, La Jolla, CA, http://www.specflic.net/index_modules.html

     DEMONSTRATION, Feral Robotic Dogs (with XDesign Labs), O'Rielly E-Tech Conference, San Diego, CA, March.

2004-05   GRADUATE RESEARCHER, Experimental Design Laboratory with Natalie Jeremijenko, La Jolla, CA and New York, NY.

2002-04   NEUROIMAGING RESEARCH ASSISTANT, Center for the Study of Learning, Georgetown University, Washington, DC.

BIBLIOGRAPHY

2007   Stephen Hepworth, "MFA07 @ The Egyptian", Exhibition Catalogue.

            Tyler Stallings and Ciara Ennis, "Compass 2007", Exhibition Catalogue.

2005   Artist Interview, "AxS: At the Intersection of Art and Science", DVD Catalogue.

1999   "Art Class", show announcement: Tucson Weekly, June 24, 1999. http://
            www.tucsonweekly.com/tw/06-24-99/l-art.htm

AWARDS, GRANTS & RESIDENCIES

2007   Humanities Center Grant, University of California, San Diego, La Jolla, CA.

2006   Russel Grant, Visual Arts Department, University of California, San Diego, La Jolla, CA.

2005   First Year Artist Prize, awarded by Osvaldo Sanchez (curator of inSite 2005), Visual Arts
            Department, University of California, San Diego, La Jolla, CA.

2004   Artist Residency, Vermont Studio Center, Johnson, VT.

2001   Artist Residency, Chautauqua Institute, Chautauqua, NY.

1999-00   Grant Recipient, Sudler Fund for the Creative and Performing Arts, Yale University, New
            Haven, CT.

TECHNICAL EXPERTISE

PROGRAMMING

            C/C++ development for text, video, and media applications, Java/JSP web-app development,
            PHP server-side scripting and image processing, Python programming with Natural
            Language Tool Kit, Processing/Java programming for interactive graphics, OpenFrameworks
            for interactive media development, LibAV programming for video processing, SQL
            programming for database applications.

ELECTRONICS

            Parallax BasicStamp, Atmel AVR, and Arduino development and programming, EagleCAD for
            printed circuit board design and fabrication, Analog circuit design and interfacing, Embedded
            processor design, AVRLibC development using open source compiler and tools, WiringIDE
            development for the Arduino platform, Number 6 development.

CAD/CAM/FABRICATION

            Sculpture and installation production using SolidWorks for design, MasterCAM for toolpath
            planning, and Hurco VM-1 mill or Techno-CNC router for fabrication in 3d Fabrication Lab,
            California Institute for Telecommunications and Information Technology (CalIT2). MIG and
            TIG welding and traditional mill, lathe, and woodshop fabrication.

VIDEO & COMPUTER GRAPHICS

            Maya animation of high resolution (4k, left+right channels) for 3d cinema, Mentalray
            rendering, Stereo video encoding using Zaxel platform and Sony/JVC 4k projectors. After
            Effects visual effects, Final Cut Studio video editing, sound mastering, and DVD production,
            interactive graphics and prototyping using Processing, custom-programmed video processing
            applications.