

CV: Max B. Kazemzadeh, MFA, PhD

Education

PhD, The Planetary Collegium, University of Plymouth, UK, Aug 2020
MPhil, The Planetary Collegium, University of Plymouth, UK, Aug 2016
MFA, Design & Technology, Parsons School of Design at the NewSchool, NY May 2000
Certified Instructor of 3D Studio Max, 2002
Post BFA, Studio Art, Hunter College, NY, NY, 1998
BFA, Painting & Drawing, University of North Texas, Denton, TX, 1998

Employment

01/16/25-pres **Adjunct Faculty, School of Art** - George Mason University, Fairfax, VA.
-Taught Spring 2025 and Fall 2025 semesters

Job Responsibilities:

Planning, Teaching, and Advising:

- Design, revise, and deliver curricula integrating design, technology, and innovation practices.
- Develop lesson plans with hands-on activities that merge theory and applied practice in art, design, and engineering.
- Coordinate and supervise MIX makerspace equipment training, ensuring student proficiency and safety in fabrication labs.
- Provide direct technical assistance with prototype development using fabrication tools, electronics, interactive systems, and emerging media.
- Mentor students on design thinking, iterative prototyping, and interdisciplinary collaboration.
- Advise students on entrepreneurial strategies for bringing products to market, including branding, business models, and marketing.
- Support integration of makerspace and fabrication resources into coursework across art, design, engineering, and entrepreneurship programs.
- Foster innovation and cross-disciplinary exploration within the School of Art curriculum.

01/08/24-pres **MIX Makerspace & Events Manager**, - George Mason University, the Office of Entrepreneurship and Innovation (OEI) at The Mason Innovation Exchange (MIX), Fairfax, VA.

Job Responsibilities:

Makerspace Management:

- Oversee the day-to-day operations of the MIX Makerspace, Media Lab, Fabrication Lab, Metals Studio, and Woodshop.
- Oversee the Data Visualization and AR/VR Premier Research studio which houses an all platform access 24' x 9' touch screen in one room with Think Hub and other software, as well as multiple Meta, Magic Leap and Hololens headsets in a separate AR/VR room.
- Maintain and organize equipment, tools, and resources within the makerspace.

- Provide training and support to users on various makerspace equipment and technologies.
- Oversee 16 Part-Time Student Staff Members and additional Part-Time Staff.
- Ensure a safe and inclusive environment for all users.

Event Planning and Execution:

- Plan and coordinate events, workshops, and programs related to entrepreneurship and innovation.
- Organize and Teach the 9 week (16 contact hour) MIX Autonomous Robotics and Sensor Integration Badged Short Course. Saved the MIX \$6K in paying a salary and \$6K in paying for new materials, as I repaired and repurposed old kits to be reused.
- Coordinate and provide support for MIX Featured Programs: MIX Biologically Inspired Lighter-than-air, Instructional Mechatronics Program (BLIMP), and co-teach the MIX Unmanned Aerial Systems Prototyping (Drone), as well as managing support budgets for all badge programs.
- Raised \$15K to support the MIX Featured Programs via KEEN
- Served as an advisor for 1 Innovator Launchpad Team and for 2 Team Submissions
- Serve as an advisor for the following Registered Student Organizations: Craft Club, Armory Club (upcoming), Robotics Club (upcoming)
- Collaborate with stakeholders to organize and execute events hosted by MIX.
- Manage event logistics, including venue setup, audiovisual requirements, and catering.
- Develop and maintain a calendar of events for MIX programs.

Community Engagement:

- Foster a sense of community within MIX by engaging with students, faculty, and staff.
- Develop and implement strategies to attract new users to the makerspace and events.
- Collaborate with campus organizations and external partners to enhance community involvement.
- Represent the MIX at Maker Faires, Game Mason, Outreach events on and off campus.

Budget Management:

- Develop and manage the budget for the MIX Makerspace and events.
- Monitor expenditures and ensure financial resources are utilized effectively.
- Seek and secure funding opportunities to support makerspace initiatives and events.
- Pursue MIX grant funding via academic and GMU Foundation pathways via NSF in collaboration with Computer Science as well as Nikon, Canon and Sony

Technology and Innovation Support:

- Stay informed about emerging technologies and trends in the maker and innovation space.
- Provide guidance and support to faculty and student users working on projects involving innovative technologies.
- Collaborate with the technical team to address any technical issues within the makerspace.

Promotion and Marketing:

- Develop marketing strategies to promote MIX programs, events, and the makerspace.
- Utilize various channels such as social media, newsletters, and campus promotions to increase awareness.

- Create promotional materials and content to attract the target audience.

Data Collection and Reporting:

- Collect and analyze data on makerspace usage and event attendance.
- Generate reports to assess the impact of MIX programs and identify areas for improvement.
- Provide regular updates to the OEI leadership on makerspace and event-related metrics.

Collaboration with OEI and University Departments:

- Work closely with the Office of Entrepreneurship and Innovation to align makerspace activities with broader strategic goals.
- Collaborate with other university departments to integrate MIX programs into the overall campus experience.
- Extended the GMU Badging Program to include projects within academic courses taught within the MIX spaces.
- Invited to teach a foundation Design Thinking course within the MIX for GMU CVPA.

Professional Development:

- Stay informed about industry best practices and trends in makerspace management and event planning.
- Attend relevant conferences, workshops, and training sessions to enhance skills and knowledge.

08/01-pres Owner/COO - Wonderblimp Advertising, Washington, DC.

Job Responsibilities:

Company History:

- Founded as a small freelance business in Brooklyn, NY in 2001.
- Pitched a few larger longer-term clients and the company grew.
- Relocated to McKinney, TX, then Denton, TX in 2003, added clients in the DFW area.
- Relocated to Washington, DC in 2009 retaining past clients and gaining new ones

Business Leadership and Strategy:

- Set the company's vision, mission, and long-term strategic goals.
- Develop and execute business plans to achieve growth and profitability targets.
- Make high-level decisions regarding company direction, and resource allocation.

Client Acquisition and Relationship Management:

- Identify and pursue new client opportunities via networking, marketing, and sales efforts.
- Cultivate and maintain strong relationships with clients, ensuring their needs are met and expectations exceeded.
- Collaborate with clients to define project goals, objectives, and specifications.

Project Management/Implementation:

- Oversee project planning, execution, and delivery to ensure projects are completed on time and within budget.
- Allocate resources, including personnel and technology, to optimize project workflows.
- Monitor project progress, resolve issues, and ensure quality control.

Creative Direction and Design Leadership:

- Provide creative direction and guidance to design and development freelancers.
- Engaged in the design process, while offering expertise in user experience (UX) and user interface (UI) design.
- Ensure that design work meets client requirements and industry standards.

Financial Management:

- Manage the company's financial health, including budgeting, forecasting, and financial reporting.
- Set pricing structures for services and products.
- Control costs and maximize revenue while maintaining profitability.

Team Leadership and Development:

- Recruit, hire, and train freelancers, including designers and developers.
- Foster a collaborative and creative work environment remotely.
- Conduct performance evaluations and provide feedback to team members.

Quality Assurance:

- Implement quality assurance processes and best practices to ensure the delivery of high-quality projects.
- Conduct regular reviews and testing to identify and resolve issues.

Marketing and Branding:

- Develop and execute marketing strategies to promote the company's services.
- Manage the company's online presence, including the website and social media accounts.
- Build and maintain a strong brand identity.

Legal and Compliance:

- Ensure compliance with legal and regulatory requirements, including contracts, licenses, and intellectual property rights.
- Manage legal issues, such as contracts, disputes, and intellectual property protection.

Technology and Innovation:

- Stay updated on industry trends and emerging technologies.
- Identify opportunities for innovation and the adoption of new tools and platforms.
- Make decisions about technology investments and upgrades.

Client Education:

- Educate clients about web design best practices, trends, and the value of user-centered design.
- Provide guidance on maintaining and updating their websites.

Community Engagement:

- Participate in industry associations and events.
- Contribute to the local or global design and development community through workshops, conferences, or mentorship programs.

06/05-pres Visiting Professor / Artist in Residence – Central Academy of Fine Art in Beijing, China (<http://www.cafa.edu.cn>)

06/05-08/10 Contributing Writer – ArtLies Magazine, Houston, TX

08/03-08/09 Assistant Professor of New Media Art – University of North Texas, College of Visual Arts + Design, Denton, TX

Job Responsibilities:

Teaching Excellence:

- Delivered high-quality instruction at the undergraduate and graduate levels, demonstrating innovative and effective teaching methods. Courses may include those related to the emerging New Media major/degree program while at the time serving the Studio Art Division.

Research and Scholarship:

- Maintained an active and impactful research agenda, contributing to the field of New Media through publications, presentations, exhibitions, or other scholarly and creative activities.

Program Development:

- Single-handedly designed and developed the New Media major/degree during the candidate's tenure at the University of North Texas. Sustainable growth and enhancement of the program were key considerations, staying abreast of industry trends and emerging technologies. The program not only still exists today but has grown considerably. After I left, they hired two faculty to teach within the New Media program.

Service to the University and Community:

- Demonstrated a commitment to service at the departmental, college, and university levels. Participated in committee work, academic advising, and engaged in outreach activities that promoted the College of Art + Design and its programs.

08/99-08/03 Visiting Lecturer in Interactive Media – Pratt University, New York, NY

Job Responsibilities:

Taught two interactive media courses every semester to continuing and professional studies students. Innovated by developing new lessons and curriculum for the Interactive Media I and Interactive Media II courses. Taught mostly interactive software for applications and web.

02/00-11/02 Interactive and Visual Designer – R/Greenberg and Associates (R/GA Interactive), New York, NY

Job Responsibilities:

1. Design Leadership:

- Led pitches for high-profile clients, including Nike, HowardStern.com, General Cigar, and others.
- Spearheaded design initiatives for clients such as Nike (Business Pitch, Lab, Goddess, Basketball, Running, Soccer), IBM (NewBlue site, Small Business Portal, PartnerWorld, Software Premier Club, Version 11 Standards, AIX5L, Servers, High-Performance Computing, Lotus Mobile Notes, Pervasive Computing, Web Phone Apps), Estee Lauder, Prada, Purina, Doritos, Activision, General Cigar, Warner EMI, AOL Time Warner, Discovery Health, Ellis Island Immigrant Experience, Sony Style Magazine, and Rhode Island School of Design (RISD).

2. Award-Winning Design:

- Received prestigious design awards for outstanding contributions to various projects, including RISD, Ellis Island, Prada, and IBM.
- Recognized as Communication Arts Site of the Day for the design of [www.risd.com] in 2000.
- Awarded the AIGA Silver Pencil for the innovative Prada Kiosk in 2000.
- Achieved AdWeek Ecommerce Best Designed Site for [www.ibm.com] in 2000.

3. Client Relationship Management:

- Built and maintained strong relationships with clients by consistently delivering high-quality and innovative design solutions.
- Collaborated with clients to understand their brand identity and objectives, translating them into compelling and visually stunning interactive designs.

4. Project Highlights:

- Successfully contributed to the design of Nike's diverse product categories, ranging from Business Pitch to Lab, Goddess, Basketball, Running, and Soccer.
- Played a pivotal role in the development of IBM's online presence, working on projects like NewBlue site, Small Business Portal, PartnerWorld, Software Premier Club, Version 11 Standards, AIX5L, Servers, High-Performance Computing, Lotus Mobile Notes, Pervasive Computing, and Web Phone Apps.

03/97-09/98 Interaction / Web Designer – Digital Media Design (DMD) Inc, New York, NY
(clients: Intel Fest '98 NYC)

06/90-03/97 Creative Director, Graphic Designer, Assistant Photographer - PGS Advertising, Dallas, TX (clients: Sprint, Kays Naturals, Feizy, Pecan Deluxe Candy Company, Tiana Jewelry, Digital Light Processing by TI, P.A. Turner & Co., Fisher-Rosemount, Chase Cardiovascular, Custom Stone Supply, Elcom Technologies Corporation-ezTV, Ornamental Arts, R & D Machine Fabrication, Elante International, Reliance Comm/Tec, Technico Environmental, Electric Imaging International, MZB Video Solutions Inc., Clara Foods Inc.)

Job Responsibilities:

1. Employment Period:

- Graphic Designer and Assistant Photographer: June 1990 - March 1995
- Creative Director: June 1995 - March 1997

2. Creative Leadership:

- Started as a Graphic Designer and Assistant Photographer, demonstrating exceptional creative skills and dedication.
- Progressed to the role of Creative Director, showcasing leadership and strategic vision in guiding the creative team.

3. Design and Photography:

- Led and participated in the creation of a diverse range of design projects, from collateral materials to advertising campaigns.
- Applied expertise in graphic design to produce visually compelling and impactful materials.
- Assisted in photography assignments, contributing to the visual storytelling and brand representation.

4. Project Management:

- Managed end-to-end design projects, from conceptualization and pitching to execution and delivery.
- Oversaw the development of advertising campaigns, ensuring alignment with client objectives and brand identity.

5. Client Engagement:

- Played a pivotal role in finding and pitching creative solutions to clients.
- Cultivated strong client relationships, understanding their needs, and delivering tailored design solutions that exceeded expectations.

6. Creative Strategy:

- Developed and implemented creative strategies that aligned with clients' marketing and communication goals.
- Utilized a deep understanding of design principles and market trends to drive innovative and effective campaigns.

7. Team Collaboration:

- Collaborated effectively with cross-functional teams, including copywriters, photographers, and marketing professionals, to bring creative visions to life.
- Provided mentorship and guidance to junior designers and photographers.

Qualifications:

- Extensive experience as a Graphic Designer and Assistant Photographer at PGS Advertising from June 1990 to March 1995.
- Promoted to the role of Creative Director, showcasing leadership and strategic thinking from June 1995 to March 1997.
- Proven success in finding, pitching, and completing a diverse range of design, photographic, and advertising projects.
- Strong portfolio demonstrating creativity, innovation, and a keen eye for design aesthetics.
- Excellent communication and presentation skills, with the ability to effectively convey creative concepts to clients and team members.

Skills

Hardware and Fabrication:

- Microcontrollers and Embedded Systems: Arduino (all models), Basic Stamp, PIC Chip, Handiboard, Raspberry Pi, ESP32, ADBIO
- Digital Fabrication: Laser Engravers (Ebay Laser, Boss), 3D Printers (Rep Rap, Makerbot, Creality Ender series, Bambu Labs X1 Carbon, A1, Voron 1.0 and 2.4, Ultimaker), CNC Routers (ShopBot, Avid CNC, Carbide3d Shapoko), CNC Milling Machines (Genmitsu ProVer 3030), CNC Embroidery/Sewing Machines (Janome, Brother), PCB Milling Machine (Bantam), Vacuum Former (Formec)
- Electronics and Circuit Design: Breadboarding, soldering, basic and advanced circuit design, sensor integration, custom PCB design
- Physical Computing: Sensor-based interaction, real-time data acquisition for interactive media, hardware-software integration

Coding and Scripting:

- Programming Languages: Java, JavaScript, C++, Python, PHP, Swift, SQL
- Creative Coding Frameworks: Processing, P5.js, OpenFrameworks
- Web Development: HTML5, CSS, JavaScript libraries (e.g., Three.js for 3D on the web)
- App Development: iOS (Swift, iPhone API), Android (Java, Android API)
- Computer Vision and Machine Learning: OpenCV, TensorFlow for art and animation applications
- Development Environments: Digital Ocean, CodeBlocks, Git, version control, cloud-based deployment

Software and Digital Tools:

- Adobe Creative Suite: Photoshop, Illustrator, InDesign, Lightroom, Premiere, After Effects, Animate, Dreamweaver, Firefly, Audition, Acrobat

- 3D Modeling and Animation Software: 3D Studio Max, Maya, Blender
- Game Development: Unity (for interactive media and VR/AR animation projects)
- Multimedia Programming Environments: Max MSP, Pure Data (for audio-visual installations and experimental media)
- Other Tools: Audacity (audio), DaVinci Resolve (video editing), TouchDesigner (real-time interactive media)

Manual and Fabrication Skills:

- Prototyping and Carpentry: Skilled in using hand and power tools, woodworking, prototyping structures for animation sets or interactive displays
- Electronics and Robotics: Custom electronics, servo and motor integration, wearable technology, fabrication for robotics

Select Articles in Refereed Journals

Kazemzadeh, Max B. "Postnational Technollaboration within the Postbiotanical Village" Technoetic Arts Journal, Volume 11, Issue 3, Intellect Publishers, December 2013

Kazemzadeh, Max B. "Art, Skill & Thought: The Moist Machine" Skilled Art: Engenho & Arte, Artshare Publishers, May 2012.

Kazemzadeh, Max B. "Apophenoetics: Virtual Pattern Recognition, the Origins of Creativity & Augmenting the Evolution of Self." Technoetic Arts Journal, Volume 10, Number 1, Intellect Publishers, May 2012. pp. 115- 118. ISSN: 1477965X, Online ISSN: 17589533

Kazemzadeh, Max B. "From Walls to Walkways, from Facts to Fields: Apopenia, DIWOD, Open Src Everything, the Post Nomadic Community & Syncretic Methods for Exploring Consciousness" CR12 Presence in the Mindfield: Art Identity and the Technology of the Transformation: editors: Roy Ascott and Luis Miguel Girao. Universidad de Aveiro, November 2011. ISBN: 978-972-789-356-0

Kazemzadeh, Max B. "Visibly Invisible: Spukhafte Fernwirkung, *Mechano-Moist* & (the) Enlightenment." Making Reality Really Real. editors: Roy Ascott, Gangvik, Jahrman, TEKS Publishing, Trondheim, Norway, November, 2010 ISBN: 978-82-998211-2-4

Kazemzadeh, Max B. "Psychic Systems and Metaphysical Machines: Experiencing Behavioral Prediction with Neural Networks" Technoetic Arts Journal, Volume 8, Number 2, Intellect Publishers, pp. 189-198(10), November 2010 , ISSN 1477-965X

Kazemzadeh, Max B., Parberry, I., Roden, T., Nunn, J. R., Scheinberg, J., Carson, E., Cole, J., "Challenges and Opportunities in the Design of Game Programming Classes for a Traditional Computer Science Curriculum" Publisher: larc.unt.edu, Publication Date: Jan 1, 2010

Kazemzadeh, Max B., Parberry, I., Roden, T., "The art and science of game programming" Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2006

Kazemzadeh, Max B., Parberry, I., Roden, T., "Experience with an industry-driven capstone course on game programming," Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2005

Refereed conference proceedings

Paper Presentation, Di-Egy Festival Consciousness Reframed Conference Series, International Research Conference on Art, Technology, and Consciousness, "Postnational Technollaboration within the Postbiotanical Village" Cairo, Egypt. 03/31/13-04/02/13

Paper Presentation, CAA College Art Association Conference, presenting the paper "Postnational Technollaboration within the Postbiotanical Village," New York City, NY. 02/13/13

Paper Presentation, "*Technoetic Teleos: Art, Myth and Media in Consciousness Reframed Series*" International Research Conference on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/18/11 – 04/20/11

Paper Presentation, The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*CR12: Presence in the Mindfield*," Macromedia University of Applied Sciences (MHMK), Lisbon, Portugal, 11/30/11 – 12/02/11

Paper Presentation, International Research Conference on Art, Technology, and Consciousness "*Transcultural Tendencies, Transmedial Transactions*" hosted by Shanghai Institute of Visual Art, Fudan University, Planetary Collegium: University of Plymouth, Shanghai, China, 08/26/11-08/27/11

Poster Presentation, International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/15/11 – 05/15/11

Paper Presentation, The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*Making Reality Really Real*," convened by TEKS-Trondheim Electronic Arts Center, Trondheim, Norway, 11/19/09 – 11/22/09

Paper Presentation, International Research Conference on Art, Technology, and Consciousness "*Skilled Art: Engenho & Arte*" Guimaraes, Portugal, 04/23/10 – 4/24/10

Paper Presentation, The Planetary Collegium's Xth International Research Conference, Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*Experiencing Design, Behaving Media*," Macromedia University of Applied Sciences (MHMK), Munich, Germany, 11/19/09 – 11/22/09

Webpages:

<http://www.maxkazemzadeh.com>

<http://www.wonderblimp.com>

<http://emedia.wordpress.com>

Select Solo Exhibitions/Commissions

2020 Gallery O on H, "Blue Skies" Mural, Commission, Dec 15, 2020-July 15, 2022

2018 Ionian Center for Art & Culture, "Poseidon's Pull (Revisited, 2018): "Part 1: Channeling the gestures of a god" Project, Kefalonia, Greece. 07/18-09/18

- 2017** Harvestworks Gallery, New York Electronic Arts Festival (NYEAF), "Pag-Day'17" or "PaggankDaywaygun (2017)," Governors Island, NY. 07/1-07/23/2017
- ISEA: 2017: International Symposium of Electronic Art – 2017, "Colombiritmos: Manizales Coffee-Drip (2017)," Manizales, Colombia. 06/10-06/17/2017
- 2016** Harvestworks SOHO Gallery, New York Electronic Art Festival (NYEAF), "Birdsong Mimic" Bird Song Mimic: East to West Coast Bird/Human Communication Event, in collaboration with Dr. Victoria Vesna, Dr. Charles Taylor, John Brumley, Joel Ong, New York NY, 07/19/16
- Medialab-Prado, "Madritmos (2016)," Madrid, Spain. 07/15/16-11/15/16
- CAFA Digital Media Gallery, "Beirithms (2016)," in collaboration with Reza Safavi. Beijing, China. 06/15/16-7/15/16
- 2015** Times Square, New York Electronic Art Festival (NYEAF), "Birdsong Diamond Project", in collaboration with Dr. Victoria Vesna, Dr. Charles Taylor, John Brumley, Joel Ong, New York NY, 07/15/2015
- 2013** Ionian Center for Art & Culture, "Poseidon's Pull" Project, Kefalonia, Greece. 08/28/13-09/18/13
- Gezera Art Center, Ministry of Culture of Cairo, "Gestures of Change (2013)" and "Max is a Pushover", Solo Exhibition, Cairo, Egypt. 03/13-04/13
- 2012** Ionian Art Center, "Lake Melissani & the Sensory Syrynix: Re-living the Myth of Melissani," Kefalonia, Greece, 08/12
- 2011** Laboral Center for Art & Technology, Artist Residency with Hernani Dias to develop three Refarm Kids custom hardware boards using AVR Tiny, 11/11
- Tarragona Bus Station, Bus Station Residency Project Exhibition sponsored by Caldo Cultivo, Tarragona, Spain, 07/11-08/11
- Songzhuan Art Museum, "New Age: New Media" Beijing New Media Arts Exhibition 2011 Beijing, China -06/18/11-08/30/11
- 2009** *Renmin University of China – "Oppressionism" Group Exhibition, Beijing, China, 08/05/09 – 11/01/09*
- 2007** *Brookhaven College Art Studio Gallery, "Express & Local," Dallas, TX, 03/06/07 - 04/12/07*
- Collin County Community College Art Gallery, "Express & Local," McKinney, TX, 01/16/07 - 02/10/07*
- 2006** *Beijing Cubic Contemporary Art Center, Beijing, China, 06/01/06 - 07/15/06*
- Richland College Art Gallery, Dallas, TX, 03/24 - 05/12/06*

- 2005** *Blue Star: Three Walls Gallery*, San Antonio, TX, 10/07/05 - 10/28/05
Beijing Cubic Contemporary Art Center, Beijing, China, 06/09/05 - 07/17/05
Sanban Gallery, Beijing, China, 06/03/05 - 06/09/05
- 2004** *Methods Gallery*, Dallas, TX, "Gestural Transmission" (solo performance), 10/02/04
 Sanban Studio Gallery, Dashanzi International Art Festival, Beijing, China, 07/25/04 - 08/06/04
Baseline Gallery, Vacaville, CA, 06/25/04 - 07/25/04
Studio 107 Gallery, Austin, TX – "Curious Comforts," 06/15/04 - 08/10/04

Group Exhibitions

- 2023** *Homme, Life Around the Marble III*, Curated by Danny Cappello and Greg Russell Jr., 07/01/23-07/02/23
- 2022** *Linda Jordan Gallery*, Gallaudet University. Washington, DC. 11/2/18 - 11/22/18
Homme, Life Around the Marble II, Curated by Danny Cappello and Greg Russell Jr., 10/28/22-10/29/22
- 2018** *Linda Jordan Gallery*, Gallaudet University. Washington, DC. 11/2/18-11/22/18
 SEAS Festival - Ionian Center for Art & Culture, "Poseidon's Pull (Revisited, 2018): "Part 1: Channeling the gestures of a god" Project, Kefalonia, Greece. 08/28/13-09/18/13
- 2017** ISEA2017: 23rd International Symposium for Electronic Art, "Columbiritmos: Coffee Drip," Manizalez, Columbia. 6/11-7/18
- 2016** *Linda Jordan Gallery*, Gallaudet University. Washington, DC. 11/10/16-12/01/16
 New York Electronic Art Festival (NYEAF). "Birdsong Diamond: Mimic", in collaboration with Dr. Victoria Vesna, Dr. Charles Taylor, John Brumley, Joel Ong, Governors Island, NY. 07/1/16 – 11/15/16
- 2015** New York Electronic Art Festival (NYEAF), "Birdsong Diamond Project", in collaboration with Dr. Victoria Vesna, Dr. Charles Taylor, John Brumley, Joel Ong, Governors Island, NY, 06/14/15-8/15/15
 Linda Weintraub's Home, New York Electronic Art Festival (NYEAF), "Birdsong Diamond Project", in collaboration with Dr. Victoria Vesna, Dr. Charles Taylor, John Brumley, Joel Ong, Rhinebeck, NY, 06/12/2015
- 2014** American University Dubai, ISEA2014: 20th International Symposium for Electronic Art, "Dabarhithms: Palm Wish," Dubai, UAE. 10/30-11/08 (permanent installation)
- 2013** *Linda Jordon Gallery*, Fall Exhibition, "Poseidon's Pull" Washington, DC.

10/20/13-11/20/13

Washington State University (Pullman) Museum of Art, "Poseidon's Pull" Group Exhibition, Pullman, Washington. 08/19/13-09/19/13

MalMaison Restaurant/Bar/Club, No Kings & iStrategyLabs Sponsored Event: "The Socio-Political Social Networking Social" Exhibited "JabberSquawkey: The Automated Political Gossip Perpetuator" Georgetown, Washington, DC, 02/22/13

MCentral Festival at 700 H Street NE: (Inaugural Weekend), "Americana X Trains" Exhibition: Exhibited "The Other Side of the Tracks" face recognition projection project with the No Kings Collective inaugural ball weekend, Washington, DC. 01/18-01/21

- 2012** Submerge Art Fair DC, "Everybody's Gotta Eat...Everybody Can" Exhibition (Nine Day Flash Art Happening) with the No Kings Collective with DC Week at 700 H Street NE, Exhibited "Antisocialbots (2007)" and "Jabbertalkey (2012)". Washington, DC. 11/10/12-11/18/12

Corporation for National & Community Service, "Diversity," Washington, DC. 10/01/12-11/01/12

Linda Jordan Gallery in the Washburn Arts Center at Gallaudet University, Washington, DC. 09/16/12-10/16/12

The Science Gallery at Trinity College, Interactivos? '12 Exhibition, Dublin, Ireland, 07/12-08/12

- 2011** Laboral Center for Art & Technology, Summer Love Lab Exhibition: Ecolab Project, Gijon, Spain, 08/11-10/11

Medialab-Prado, "Visualizar '11," Madrid, Spain, 06/11

Linda Jordan Gallery in the Washburn Arts Center at Gallaudet University, Washington, DC. 03/01-04/01

- 2009** The Dallas Museum of Art - Center for Creative Connections (C3), "Gesture Response," Dallas, TX. 07/10/09 – 11/10/09

Central Academy of Fine Art Museum, "this.Ability," Beijing, China. 07/10/09 – 08/01/09

CentralTrak Gallery, "*Phonography*," Dallas, TX, 06/01/09 – 07/01/09

- 2008** ArtSpace 111, "*Digital Divide*," Ft Worth, TX, 12/06/08 - 01/06/09

University of Texas at Dallas Gallery, "*ON_Game*," Dallas, TX, 10/24/08 - 11/26/08

Weil Gallery, Texas A&M University-Corpus Christi, "Cataclysm and Creativity: Art in an Age of Uncertainty", Corpus Christi, Texas, 09/08 - 10/08

Medialab-Prado, "Interactivos 08: Technologies of Laughter," Mexico City, Mexico, 08/1/08 - 09/30/08

Medialab-Prado, "Interactivos 08: Vision Play," Madrid, Spain, 06/14/08 – 07/14/2008 (served as a collaborator)

The University of Texas at Dallas Artist Residency Gallery, "ech_o," Dallas, TX, 06/14/08 - 08/01/08

UNT Ft. Worth ArtSpace, "Highlights from the College of Visual Arts & Design," Ft. Worth, TX, 03/01/08 – 04/01/08

Greater Denton Arts Council Gallery, "ultra, extra, arts, mix," Denton, TX, 02/08

Texas A&M University-Commerce Gallery, "Dimensions Vary," Commerce, Texas, 02/08

2007 Macedonia Museum of Contemporary Art, "Cataclysm and Creativity: Art in an Age of Uncertainty", Skopje, Macedonia, 10/07 - 11/07

Make Magazine's "Maker Faire," Exhibition/Workshop of Texas Artists working with Electronic and Extended Media, Austin, Texas, 10/20/07 – 10/22/07

2006 UNT SoVA Gallery, Denton, TX, Faculty Exhibition [Performed "Express & Local" at the opening], (Local) 11/29/07 – 02/03/2007

Glasstire Benefit Auction, Houston, TX, (Regional) Opens 11/15/2006

Medialab Madrid, Madrid, Spain, "Express & Local" Performance at the AV [Audio-Visual Synthesis Lab], (International) 11/18/2006

Microwave Festival 2006, Hong Kong, China, (International) 11/03/06 thru 12/23/2006

Texas Sculpture Symposium, Junction, TX, (Regional), 11/1/06 - 11/4/2006

Fotofest '06, Houston, TX, "Native Sons – Talent in Texas," (Regional) 10/12/06 thru 11/19/2006

The Reina Sofia Museum of Art, Madrid, Spain, (Part of Artechmedia '06, International Symposium/Exhibition), 10/06

The Arlington Museum of Art, Arlington, TX, "Platform" (International/Traveling) – 07/15/06 thru 09/15/2006

Central Academy of Fine Art Gallery, Beijing, China (International), 07/06 - 08/06

Gerald Peters Gallery New York, New York, NY (National), 07/01/06 - 07/31/06

Indiana University Art Museum - SOFA Gallery, Bloomington, IN, "Robotic and Emergent Systems RES-Art Exhibition," (National) – 06/06

3rd Beijing International New Media Exhibition/Symposium, Beijing, China, (International), 06/10/06 - 06/20/06

IDMAa IDEAs Exhibition/Conference, Hiestand Galleries at Miami University, Oxford, Ohio, "<CODE> Human Systems, Digital Bodies" (National), 04/1/06 - 04/10/06

The Arlington Museum of Art, Arlington, TX, "Arlington Museum Art Auction," (National) 04/06

The Dallas Center for Contemporary Art, Dallas, TX, "Wish Art Auction," (National) Preview: 03/04/06 - 03/11/06, Auction: 03/11/06

Bath House Cultural Center, Dallas, TX, "DRIVER," (Regional) 01/14/06 - 02/04/06

2005 Studio 107, Austin, TX, "Holiday Punch" - 12/3/05 - 12/31/2005 (National)

The Dallas Center for Contemporary Art, Dallas, TX, "Moving Pictures" (National), 11/4/05 - 12/23/05

South Shore Art Center, Cohasset, MA, "In the Game" (National) 10/28/05 - 12/31/05

Ars Electronica 2005, Linz, Austria, "Hybrid" Exhibition/Symposium [as an assistant to Zach Lieberman] 09/02/05

Los Angeles Center for Digital Art (LACDA), Los Angeles, CA, "Snap to Grid" (International) 09/08 - 10/01/05

The 2nd International San Francisco Biennial, San Francisco, CA, (International), [Received Best in Show Cash Award], 07/26 - 08/18/05

2nd Beijing International New Media Arts Exhibition and Symposium (In The Line of Flight 2005: The Millenium Dialogue), Beijing, China, (International), 06/21/05 - 07/30/05

Beijing Cubic Contemporary Art Center, Beijing, China, "Luna, Electronic Language" (International), 06/18/05 - 07/30/05

The Center for Fine Art Photography (The Fort Collins Museum of Contemporary Art), Fort Collins, Co., "Intimate Flora" (National), 05/06/05 - 06/18/05

Plano Art Center, Plano, TX – Plano Art Association 2005 National Juried Exhibition, 05/03/05 - 06/03/05

Limner Gallery, Phoenicia, NY, "Digital Art Extravaganza" (International), 05/05/05 - 05/29/05

Caladan Gallery, Beverly, MA, "Contemporary Icons" (National), 05/01/05 - 05/31/05

South Shore Art Center, Cohasset, MA, "Tech Art II" and part of the Boston CyberArts Festival (National), [Received the "Award of Merit" Cash Prize], 04/15/05 - 05/29/05

LA Center for Digital Art (LACDA), Los Angeles, CA, "Top 40" (International), 03/10/05 - 04/02/05

- El Centro College Art Gallery, Dallas, TX, "Fresh Space" (Regional), 02/06/05 - 03/04/05
- 2004** School of Visual Arts Gallery, University of North Texas, Denton, TX, "Faculty Exhibition," 12/04
- El Centro College Art Gallery, El Centro College, Dallas, TX, "(Regional Exhibition) Pano Art Invitational and Auction" – 09/27/04 -10/24/04
- Methods Art Collective Exhibition, Dallas, TX, "PULSE" (performance) – 10/02/04
- Ars Electronica, Linz, Austria, "Timeshift" Conference [as an assistant to Zachary Lieberman], (International Exhibition), 08/20/04
- 500X Gallery, Dallas, TX – "Open Show" – 04/25/04 – 05/25/04
- 500X Gallery, Dallas, TX – "Expo 2004 (Regional Juried Exhibition)" – Honorable Mention Award – 03/01/04 – 04/01/04
- 2003** School of Visual Arts Gallery, University of North Texas, Denton, TX, "Faculty Exhibition," 12/03 - 01/04
- Ars Electronica, Linz, Austria, "Cyberarts" Symposium/Exhibition (International), [assisted Golan Levine and Zachary Lieberman with the "Messa Di Vocce" performance], 09/03
- 2000** Arnold Aronson Gallery, New York, NY, "Restart," 05/24/00 - 06/13/00
- 1999** Parsons School of Design, New York, NY - "Digital Quartet," 04/10 - 06/01/99 (performance)
- 1998** Leubsdorf Gallery, New York, NY - "Somebody," 05/16/98 - 06/04/98 (performance)
- 1997** Good Bad Art Collective, Denton, TX, "Nothing to see here," 05/97
- 500X Gallery, Dallas, TX, "X Select Show," 04/97

Additional Invited Lecture Presentations and Curatorships

- 2018** **Curator**, Linda Jordan Gallery, Amber "Sun Stone" Andris Zegners. 10/24/18-11/07/18 (with live performance by Latvian performance group "Alias" on 10/24/18)
- 2016** **Conference BreakOut Session**. Worked with Ben Ashworth and Maen Hammad to organize a Breakout Session for the Creative Time Summit DC "Occupy The Future," sponsored by the Corcoran School of Arts and Design @ GW, which took place at the Finding A Line (CRATERS) Skateboard Bowl. 10/16/16
- One Day Workshop**, "Madrid, Spain '16" Workshop: Creating Apps to Generate Remote Actions at a Distance" MediaLab Prado, Madrid, Spain. - 7/18/16
- Four Week Workshop**, "Beirithms '16" Workshop: Creating Apps to Generate Remote Physical Actions at a Distance," Central Academy of Fine Arts, Beijing China. 05/15/16-06/15/16

Initiative: Worked with Kennedy Center for Performing Arts in DC, George Mason University and the DC Pavilion, as well as Ben Ashworth and Dave Mutarelli to move the skateboarding bowl from the Kennedy Center's "Finding A Line" 2-week event in 09/15 to Union Market, which was renamed "CRATERS: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)" began in 11/2015 and the bowl was moved to Yale in 2020.

Artist Talk, MICA, invited by Professor Jason Sloan and IDA Program, Baltimore, MD. 04/15/16

2015 Artist Talk, UCLA Sci/Art NanoLab Summer Institute, Los Angeles, CA. 07/21/15

Four Week Workshop, Basics of Programming thru Micro-Computer Vision, Instructor for UCLA Sci/Art NanoLab Summer Institute, Los Angeles, CA. 07/18/15-07/31/15

2014 Three Day Workshop, The Hague University of Applied Art, The Hague, Netherlands. 12/14/14-12/16/14

One Day Workshop, Dabarithms: Algorithms in Art & Technology "American University Dubai, Dubai, UAE. 10/31/14

Artist Talk, UCLA Sci/Art NanoLab Summer Institute, Los Angeles, CA. 07/18/14

Four Week Workshop, Basics of Programming thru Micro-Computer Vision, Instructor for UCLA Sci/Art NanoLab Summer Institute, Los Angeles, CA. 07/15/14-08/15/14

Four Week Workshop, Designing & Coding Interactive Systems w/Processing & Arduino, Beijing, China. 05/17/14-06/15/14

Curator, "PTSD: Post Technomatic Similacral Deconstructions", Linda Jordon Gallery, Gallaudet University, Washington, DC. 02/14-03/14

2013 Invited Lecture, "Hacking Communication" American University, Washington, DC. 03/22/2013

Invited Lecture, "Art is Hacking" University of Massachusetts, Boston, Massachusetts 06/25/2013

One Week Workshop, Designing & Coding Interactive Systems w/Processing & Arduino, Di-egy Festival, Cairo, Egypt. 03/25/13-03/29/13

Curator (with NASA Program Director, Janelle Turner co-curating), "Mars as Art" Exhibition, Linda Jordon Gallery in the Washburn Art Center at Gallaudet University, (also organized a lecture: Dr. Meyer, lead scientist for NASA Mars Exploration Program at Gallaudet University on the same day) 01/24/13-02/11/13

2012 Artist Talk (regarding projects with refarmthecity.org), Open Hardware Summit, Eyebeam, New York City, NY. 06/2012

Artist Talk, Interactivos? '12 Dublin Festival, Trinity College, Dublin, Ireland. 07/2012

Curator (with Jonah Brucker-Cohen co-curating), "The D.O.L.L. Show: DIWO, OPNSRC, LMFAO, LHOQ." Artisphere, sponsored by WPA, 04/14/12-06/14/12

Curator (with Jonah Brucker-Cohen co-curating), "Experimental Media 2012 Video Screening Series" Artisphere, sponsored by WPA. Screening Dates and Locations: The Phillips Collection on 04/26/12 at 6:30pm and Artisphere on 05/10/12 at 6:30pm

2011 Artist Talk, Parsons School of Design: MFA Design & Technology: organized by Victoria Vesna, "Apophenia, Schizophrenia Artificial Intelligence & Computer Vision," New York, NY. 11/15/2011

Artist Talk, Maryland Institute College of Art (MICA): Interactive Digital Art (IDA) Program: organized by Jason Sloan, "Gesture, Perception, Disruption & Response" Baltimore, MD. 11/08/2011

Workshop, Creative Coding w/Processing, Summer Love Lab, Laboral Center for Art & Technology, Gijon, Spain. 08/2011

Workshop, Creative Coding w/Processing, Visualizar Festival, Medialab-Prado, Madrid, Spain. 06/2011

Artist Talk, Visualizar Festival, Medialab-Prado, Madrid, Spain. 06/2011

Three Week Workshop – "Interactive Installation w/Open Source Computer Vision and Robotics," Central Academy of Fine Arts, Beijing, China, 05/11 - 06/11

Poster Presentation, International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/15/11 – 05/15/11

2010 Artist Talk, Interactivos Festival, Medialab-Prado, Madrid, Spain. 06/2010

Three Week Workshop – "Interactive Installation with Computer Vision and Robotics," Central Academy of Fine Arts, Beijing, China, 05/10 - 06/10

2009 Artist Talk, Dorkbot (DC) & Hack DC Lecture Series, "Psychic Systems and Metaphysical Machines" and other works, Washington, DC. 11/03/2009

Curator, Houston Center for Photography, Serving as a co-curator for a exhibition highlighting Kinetic Photography with Madeline Yale, Spring 2009 (date still TBD)

Three Week Workshop – Central Academy of Fine Arts, Beijing, China, 05/09 - 06/09

Artist Talk / One Day Workshop – The Dallas Museum of Art's Center for Creative Connections, Dallas, TX. Spring '09

One Week Workshop - Autonomous University of Toluca, Toluca, Mexico, 03/10/09 – 03/14/09

Artist Talk / One Day Workshop - Visual Arts Society of Texas, Denton, TX, 02/05/09

2006 **Curator**, University of North Texas Art Gallery. "Bytes and Pieces: Feng Mengbo and Galo Moncayo" 01/08/06-03/25/06

Select Bibliography

- 2018 **National Academies Press Book**. The Integration of the Humanities and Arts with Sciences, Engineering, and Medicine in Higher Education: Branches from the Same Tree (2018). Authors: David Skorton and Ashley Bear. ISBN 978-0-309-47061-2 | DOI 10.17226/24988
<https://case.fiu.edu/faculty-sites/srose/research/assets/publications-presentations/2018-branches-tree.pdf>
Noah Becker's WhiteHot Magazine of Contemporary Art. "Superfine!: Washington D.C." author Kurt McVey. November
<https://whitehotmagazine.com/articles/superfine-washington-d-c-/4089>
- 2015 **UCLA Design Media Arts Announcement**. "Victoria Vesna + John Brumley + evolutionary biologist Charles Taylor BIRD SONG DIAMOND"
<http://www.design.ucla.edu/events/announcements/victoria-vesna-john-brumley-evolutionary-biologist-charles-taylor-bird-song-diamond>
Digital Creativity Book Article, "Spatial-technological experiments in the environment: eliciting and representing experiences of urban space". Volume 26, 2015. author Corelia Baibarac
<https://www.tandfonline.com/doi/abs/10.1080/14626268.2015.1090454>
- 2014 **ISEA Archives**. "Dabarithmetic" by Max Kazemzadeh, Reza Michael Safavi. Archive listing.
- 2012 **Open Hardware Summit Website Article**. "Mojitos Farm by ReFarm the City" authors: Catarina Mota, Dustyn Roberts. <https://2012.oshwa.org/mojitos-farm-by-refarm-the-city/>
WPA Exhibition Article. "Experimental Media 2012: D.O.L.L." April 15, 2012. by Liz Georges
<https://www.wpadc.org/news/experimental-media-2012-doll>
WPA Exhibition Announcement. "D.O.L.L.: DIWO OPNSRC LMFAO LHOOQ, Curated by: Max Kazemzadeh and Jonah Brucker-Cohen" April 2012
<https://www.wpadc.org/exhibitions/doll-diwo-opnsrc-lmfao-lhooq>
- 2011 **CPNAS DASER Lecture Video Documentation**: "Max Kazemzadeh DASER Event, April 21, 2011 Part 1 of 2" <https://www.youtube.com/watch?v=-fWZrz3MQIk>
- 2010 **ORF - Austrian Radio and Television Broadcast Corporation Interview**: "Wishing Well." as referred by Ars Electronica and its Next Ideas Grant. Radio Program aired multiple times in late August through early September 2010.
<https://maxkazemzadeh.com/orf.html>
- 2008 **CAA 2008 Conference Program**. Coordinated/Moderated Panel: "Electronic and Emergent Media Art and Their Relationship to Culture, Society, Identity, and Politics"
<https://www.collegeart.org/pdf/conference/2008ConferenceSessions.pdf>
- 2007 **The Dallas Observer Announcement/Article**. "Downtown Train" Author S. Anne Durham
<https://www.dallasobserver.com/arts/downtown-train-6418095>
- 2006 **The Texas Observer Article**. "Rodin was a Hacker" author Julie Ardery.
<https://www.texasobserver.org/2341-rodin-was-a-hacker/>
The Dallas Observer Announcement/Article. "Mad Max Out West" April 6, 2006. Author S. Anne Durham <https://www.dallasobserver.com/arts/mad-max-out-west-6416519>
Proceedings of the 37th SIGCSE Technical Symposium on Computer Science Education, "The Art and Science of Game Programming" – (second submission) with Ian Parberry and Timothy Roden, SIGCSE 2006, St. Louis, Missouri, USA. (submitted, accepted)
Proceedings of the 37th SIGCSE Technical Symposium on Computer Science Education, "Planning for Game Programming Classes: On Collaboration with Visual Arts, and the Laboratory" – (third submission) with Ian Parberry and Timothy Roden, SIGCSE 2006, St. Louis, Missouri, USA. (submitted, not accepted)
Arlington Museum of Art Calendar, "Castanets and a Catcher's Mit" was published as a full page photograph in the July section of a calendar promoting the Museum's February Auction, January
Artlies Magazine. Issue #49, Exhibition Review of Austrian artist Karina Nimmerfall at Janette Kennedy Gallery in Dallas, TX, February

Artlies Magazine. Issue #49, Exhibition Review of Karyn Olivier at Dunn and Brown Contemporary, February

Glasstire, "Drive By Booting: Driver at the Bath House Cultural Center. Dallas" written by Charissa N. Terranova, January

North Texas Daily, "Visual Arts Faculty Shows Off" by Shasha Beard. January 24th.

Rhizome.org, Based in New York, NY. Created/Maintained by The New Museum in NY, NY., "Driver" exhibition at the Bath House Cultural Center.

Rhizome.org, Based in New York, NY. Created/Maintained by The New Museum in NY, NY., Member since 01/06

2005 **Glasstire**, "John Pomary: Painting in Continuum" written by Noah Simblist, October.

North Texas Daily, "SOVA exhibit highlights artistic efforts of NT faculty," written by Amanda Koellman, features artworks in variety of mediums, December 1

Academic Keys for Fine Art Group, Chosen and Listed as Who's Who in Higher Art Education at: <http://finearts.academickeys.com/>

The-Artists.org, (online artist listing) – listed at the following url:
<http://www.the-artists.org/ArtistView.cfm?id=DB12F599-D5DA-F555-86D3AF20497AEA40>

Artlies Magazine. Issue #48, Exhibition Review of Trenton Doyle Hancock at Dunn and Brown Contemporary, November

Might Be Good, Fluent Collaborative and Testsite, "Max Kazemzadeh's Dial-logs at Three Walls," by Catherine Walworth, Issue #55, pp. 30-31 October 7, 2005.

San Antonion Current, "Formatting Identity," Upcoming Exhibitions, October 7, 2005.

Guidelive, Fluent Collaborative and Testsite, "Max Kazemzadeh's Dial-logs at Three Walls," Issue #55, pp. 30-31 October 7, 2005.

Dallas Morning News, "Tom Sime New Bath House exhibit will show plenty of Heart," by Tom Sime, Tuesday, February 1, 2005

Tulane Review Magazine, Tulane Literary Society. Spring 2005. entry entitled "Passage, by Max Kazemzadeh", pp. 30-31.

Catalog: "The 2nd International San Francisco Biennial," Beijing, China. (For Exhibition: July 26th – August 15th, 2005), Published by The World Council for Arts and Culture.

Catalog: "In the Line of Flight: The Millenium Dialogue - 2nd Beijing International New Media Arts Exhibition and Symposium," Beijing, China. (Symposium Dates: June 21st - June 23th, Exhibition Dates: June 21st – July 30th), Edited by Lu Xiaobo, Zhang Ga. Published by Tsinghua University Press.

Catalog: Beijing Cubic Contemporary Art Center (11-art.com), Beijing, China, (International Exhibition) – June 18rd- July 30th (exhibiting four interactive artists: 2 from China, 1 from Sweden, and myself / each artist gave a performance with their work at the June 18th opening)

Chinese Contemporary Art News, "International Interactive Art Exhibition at Beijing Cubic Contemporary" – published by Chinese Art Book Co.,LTD. - June 2005 (Chinese documentation)

TimeOut Beijing, "Reactive Art in Dashanzi" – June 2005 (Chinese documentation)

Hong Kong Daily News, "Interactive Electronic Media Art at 798 Art District in Beijing" – by Zhang Wei Yuan - June 2005 (Chinese/English documentation)

CNArts.net, "Interactive Art at Sanban" – June 3, 2005 (Chinese documentation)

Tom.com, "American Electronic Media Artist/Professor Exhibits at Sanban" – June 2005 (Chinese documentation)

Talk-Beijing, "The Beginnings of Electronic Media Art at 798's Sanban Gallery" – June 2005 (Chinese/English documentation)

Grand Text Auto, "Boston Cyberarts – TechArt II Show," by Mary Flanagan – April 20, 2005

Arts Media: Boston's Culture Magazine, "High Tech, High Art," pp 17, 26 (on the cover), by Paul Fitzgerald – May/June 2005

Coagula Art Journal, "iArt-Art & Digital Imaging Technology: The Top 40 Show @ LACDA" by Roger Macintosh – April/May 2005

Direct Art Magazine, Volume #12, "Digital Art Extravaganza" - Fall 2005

Proceedings of the 36th SIGCSE Technical Symposium on Computer Science Education, " Experience with an industry-driven capstone course on game programming" - [Wanda Dann](#), [Thomas L. Naps](#), [Paul T. Tymann](#), [Doug Baldwin](#), SIGCSE 2005, St. Louis, Missouri, USA, February 23-27, 2005. ACM 2005, ISBN 1-58113-997-7

- North Texas Daily*, O'Brien, James. 2005. "Gallery displays NT's first interactive art exhibit" – Friday, 25 March
- 2004 *Denton Record Chronicle*, 2005. Entertainment Section, "Names in the Arts" - 13 February
- North Texas Daily*, "NT Gallery Displays Faculty Art at Grand Opening," written by Rachel Routon, November
- China Times*, 2004. "Electronic Media Artwork at Sanban" Monday, 2 August.
- Austin Chronicle*, Koper, Rachel. 2004. "Target Audience, Loaded Images." 25 June.
- Austin Chronicle*, Koper, Rachel. 2004. "Target Audience, Loaded Images." -article published online - (http://www.austinchronicle.com/issues/dispatch/2004-06-25/arts_feature4.html). 25 June
- 2003 *North Texas Daily (Cover Photo and Article)*, Fan, Li. 2003. "The Art of Teaching" – Friday, vol. 88, Issue XX. 16 January
- 2000 *Parsons Book 2000*, Parsons School of Design. 2000. "A See-Saw and A Scoreboard - The Problems with Competition within an Inherently Cooperative Environment" May
- 1997 *Denton Record Chronicle*. McMullan, Dawn. 1997. "Burning Rubber-Kazemzadeh retires traditional themes." 16 January
- Denton Record Chronicle*, McMullan, Dawn. 1997. "Throw-away exhibition." 20 February.
- The North Texas Daily*, Evans, Marty. 1997. "Rubber becomes fine art." 16 January.

Contracts and Grants

- 2025 Pending:** Served as Senior Personnel for an \$899,896 grant submission to the National Science Foundation along (NSF) RITEL: Assessing the Potential of Generative AI to support the Informal Learning: Implementation of Assistive Technologies in MakerSpaces with Dr. Vivian Motti (Co-PI), Dr. Brittany I. Johnson (Co-PI), Dr. Nora McDonald (Co-PI), Dr. Nancy Holinchek (Senior Personnel), Dr. Craig Yu (Collaborator) *Description: Our proposed work advances traditional frameworks creating makerspace environments through innovative GenAI-enhanced learning arrangements focusing on the design of assistive technologies. Learners face various barriers in a makerspace. Logistic challenges and safety issues arise. We propose to make makerspaces inclusive to all learners, enabling pathways for them to gain essential innovation skills while meeting accessibility needs.
- Awarded:** Was able to get the KEEN Foundation to support the Drone, Blimp, and Entrepreneurship Short Courses within the MIX with \$15,000 in Spring 2026.
- Awarded:** Was able to re-established a prior contact for the MIX and ensure \$6000 in funding from Mason Enterprise due to connections with this independent donor.
- 2024 Submitted, Not Funded, However Recommended to Resubmit:** \$560,000 to the National Science Foundation along with Dr. Vivian Motti, Dr. Craig Yu, Dr. Brittany I. Johnson, and Dr. Nora McDonald, (Served as Co-PI) *Description: How Generative AI functions as a collaborative and educational tool within an all-access university makerspace that has the intention to broaden participation to a diverse array of learners who include under-represented community members, and how this effort establishes new pathways for community members to consider STEM based majors and careers.
- Submitted, Not Funded, However Recommendation to Resubmit:** \$1,500,000 to the United States Department of State: INTERNATIONAL SECURITY AND NONPROLIFERATION OFFICE OF COOPERATIVE THREAT REDUCTION along with Dr. Edward John Oughton, and Aniket Anand Datar (Served as Co-PI) *Description: Grant submission following a previously funded grant which supported the design development of a drone that could be rapidly 3D printed and assembled in mass with the goal of "Countering WMD and UAS Threats in Iraq." This follow up submission

was to develop an efficient and compact educational training module for the implementation of the build, programming, and activation of the drone prototypes.

2023 Awarded: \$56,500 from the New England Foundation for the Arts (NEFA) Program: National Dance Project/Production Grant, Title: “Cross-Pollination”, Location: San Francisco, CA. 2023-2024 (Served as Co-PI)

*Description: Capacitor presents a new motion sculpture work, *Cross Pollination*. Created in collaboration with Deaf choreographer Antoine Hunter, new-media artist Max Kazemzadeh, *Cross-Pollination* will feature a mixed cast of Deaf and hearing dancers and will be choreographed by Jodi Lomask and Antoine Hunter.

2014 Awarded: In 2014 collaborated with Emily Zivot and the National Parks Service to received a \$30,000 grant from the “America’s Best Idea Grant” foundation in 03/2014 (Provided letter of support)

Teaching, Mentoring, and Advising

Courses taught at George Mason University with approximate enrollments and any courses with non-traditional formats (e.g. online)

Semester	Dept Name/#	Course Name	credits	enrollment #
Spring '26	DSGN 101	Introduction to Design Thinking	3	20
Fall '25	GMU-MIX	Autonomous Robotics & Sensor Integration	Badge	24
Fall '25	DSGN 101	Introduction to Design Thinking	3	18
Spring '25	DSGN 101	Introduction to Design Thinking	3	20

Course Descriptions:

MIX Badge: Autonomous Robotics & Sensor Integration - Earners master robotics fundamentals, including microcontroller programming, sensor integration, and hardware assembly. They design and program autonomous systems to tackle tasks like maze navigation, obstacle avoidance, line tracking, and object manipulation. Through hands-on projects, they gain skills in coding, electronics, and problem-solving, showcasing proficiency in building and optimizing robotic platforms for real-world applications.

DSGN 101 - DSGN 101: Introduction to Design Thinking

(3) Teaches the fundamentals of Design Thinking (DT), a problem solving and learning process that can be applied to solve problems using interdisciplinary domains by bridging knowledge from the humanities, social sciences, learning sciences, natural sciences and engineering. Offered by School of Art. Limited to three attempts..

NOTE: PRIOR TO FALL 2009, TAUGHT AS A FULL TIME TENURE TRACK DIGITAL MEDIA FACULTY (A BFA PROGRAM WITH 3 COURSES PER SEMESTER) AT THE UNIVERSITY OF NORTH TEXAS WHICH LASTED FROM 08/2003 AND 05/2009.

UNT COURSE SUBJECTS TAUGHT:

Interactive Media
 Interactive Installation
 Graphic Design
 Digital Imaging
 Digital Illustration
 2D Game Design (in collaboration with Ian Parberry's Computer Engineering Game Creation Course)
 3D Game Design (in collaboration with Ian Parberry's Computer Engineering Game Creation Course)
 2D Animation
 Digital Video Production and Special Effects
 3D Animation
 Web Design

NOTE: PRIOR TO TEACHING AT UNT, TAUGHT TWO COURSES PER SEMESTER FOR 5.5 YEARS AT PRATT INSTITUTE IN MANHATTAN CAMPUS. THE COURSE SUBJECTS TAUGHT ARE BELOW:

PRATT INSTITUTE COURSES TAUGHT:

Interactive Media
 Web Design

NOTE TAUGHT NUMEROUS WORKSHOPS INTERNATIONALLY AT NATIONAL AND INTERNATIONAL LOCATIONS:

INTERNATIONAL WORKSHOPS TAUGHT (SELECTION):

CENTRAL ACADEMY OF FINE ART BEIJING - DIGITAL MEDIA DEPARTMENT
Robotics and Sensor Based Interactive Installation
Interactive Art with Computer Vision and Robotic Extensions
Using Hardware and Software to Create Sensor-based Interactive Experiences in Art

Di-Egy Festival - Sharjah Gallery at the Egyptian Embassy in Egypt
Designing & Coding Interactive Systems w/Processing & Arduino, Di-egy Festival, Cairo, Egypt.

ISEA Dubai - American University
Developing Algorithms for Generative Art Experiences

Summer Love Lab in Gijon at Laboral Institute
Using Hardware and Software to Create Sensor-based Interactive Experiences in Art

Medialab Prado - Madrid, Spain
Creating Apps to Generate Remote Actions at a Distance

UCLA Broad Arts Center - Los Angeles, CA
Basics of Programming thru Micro-Computer Vision, Instructor for UCLA Sci/Art NanoLab Summer Institute

KABK - The Hague University of Applied Art - Netherlands
Using Hardware and Software to Create Sensor-based Interactive Experiences in Art

Visualizar Festival, Medialab-Prado
Creative Coding w/Processing

b. Course or Curriculum Development

2008 Developed and Passed the New Media Curriculum at University of North Texas.

2007 Began Developing New Media Curriculum at University of North Texas.

ii. Graduate:

2003-2009 – Averaged approximately 4 graduate advisees annually

2009-2010 – Averaged approximately 4 graduate advisees annually

Some notable student advisees:

Nio Mao (Central Academy of Fine Arts Beijing student), Linda Chang (Central Academy of Fine Arts Beijing student), Wang Tao (Central Academy of Fine Arts Beijing student), Tian Li (Tsinghua University), Sean Xu (Central Academy of Fine Arts Beijing student)