

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
- Selected as a KEEN golden ticket recipient by the GMU KEEN office within GMU's College of Engineering and Computing to serve as a GMU representative at the 2026 KEEN conference in Oklahoma.
- 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.

08/17-10/23 Full Professor, Art & Media Design Program (Tenured 11/30/2012) –
Gallaudet University, Washburn Arts Center, Washington, DC

Previously:

05/13-08/17

08/09-05/13

Associate Professor of Art & Media Design

Assistant Professor of Art & Media Design

Job Responsibilities:

Teaching and Curriculum Development:

- Deliver engaging and effective lectures, seminars, and workshops in art and media design, robotics and interactivity, 2D/3D Modeling, Animation and Compositing, 3D printing, web design, game design, creative software development with Java, Javascript, C++, and more, utilizing innovative teaching methods.

- Develop and revise course content, syllabi, and teaching materials to reflect current industry trends and best practices.
- Mentor and advise undergraduate and graduate students, providing academic guidance and career counseling.

Research and Scholarship:

- Pursue scholarly research and creative projects in the field of interactive art and media design.
- Publish research findings in reputable academic journals and present at national and international conferences.
- Exhibit research through creative interactive art installations in galleries, museums, and art institutes
- Secure research grants and funding to support research endeavors.
- Serve as Co-PI for NASA Space Grant that annually funds the TinkerLab consumable materials, Paid TinkerLab Internships and Robotics courses,

Leadership and Program Development:

- Provide leadership within the department, contributing to the development of academic programs and departmental policies.
- Collaborate with colleagues on curriculum planning and program assessment.
- Participate in faculty meetings, committees, and other departmental initiatives.

Academic Advising:

- Serve as an academic advisor to sometimes more than 10 Art student majors at-one-time, assisting them in course selection, academic planning, and attaining post-graduation goals.
- Supervise undergraduate and graduate thesis projects, providing guidance and mentorship.
- Encourage students to explore their creative potential and excel in their studies.

Professional Development:

- Stay updated on industry trends, emerging technologies, and pedagogical innovations in art and media design.
- Attend professional development workshops, conferences, and seminars to enhance teaching and research skills.
- Foster a culture of lifelong learning and academic excellence.

Community Engagement and Outreach:

- Engage with the local and global arts and media design communities through exhibitions, collaborations, and partnerships.
- Organize and participate in public events, lectures, and workshops to promote the department and its mission.
- Contribute to the university's outreach efforts to attract prospective students and maintain alumni connections.

Commitment to Inclusivity and Diversity:

- Promote diversity and inclusion within the department, fostering an equitable and supportive learning environment.
- Encourage diversity in curriculum content and engage with underrepresented student populations.
- Advocate for equity and inclusion in all aspects of academic life.

Service to the University:

- Participate in university-wide committees, task forces, and governance bodies (Council for Undergraduate Education: elected co-Chair, served the Online Education Committee, Faculty Senate, Tenure and Promotion Committee: elected Chair,
- Contribute to the university's mission by serving on academic or administrative committees.

- Collaborate with other departments and faculties to promote interdisciplinary initiatives.
- Serve on a number of invited ad-hoc committees for the Gallaudet President, Provost, Deans and Chairs for strategic planning and implementation initiatives. Projects include: Creativity Way (Innovation Museum, Gesture Research Center, AI Kitchen IBM partnership with Watson, MakerSpace and MoCAP lab, Theater Center, Architecture: Facade Out/In and Upper Floors), Gallaudet Knowledge Studios (Sandbox, Gesture Studio, TinkerLab), CRATERs Bowl, Gallaudet Library (Think-a-bit), Hyatt Exhibition Space, Bank of America Exhibition Space, and more

Evaluation and Assessment:

- Participate in the assessment of student learning outcomes and program effectiveness.
- Use assessment data to make improvements to the curriculum and teaching methods.
- Contribute to accreditation processes and reports as required.

Professional Associations and Service:

- Maintain active involvement in professional associations related to art and media design.
- Serve as a peer reviewer for academic journals or as a panelist for grant applications.
- Engage in community service and outreach projects related to art and media design.

Additional Role and Responsibilities:

08/16-10/23

Director of the TinkerLab at Gallaudet - Gallaudet University, Washburn Arts Center, Washington, DC

Job Responsibilities:

1. Program Leadership:

- Provide visionary leadership and strategic direction for the "TinkerLab" in alignment with the NASA Space Grant's goals and objectives.
- Develop and communicate a clear mission and vision for the facility, guiding its growth and development.

2. Student Intern Supervision:

- Recruit, hire, train, and supervise a team of 10+ student interns funded by the NASA Space Grant.
- Assign projects and tasks, provide mentorship, and conduct regular performance evaluations.

3. Budget Management:

- Oversee the budget provided by the NASA Space Grant, ensuring efficient allocation of funds for equipment, materials, and operational needs.
- Track expenses, manage financial reporting, and seek opportunities for cost savings.

4. Equipment and Materials Acquisition:

- Research, evaluate, and procure state-of-the-art equipment, materials, and robotics tools and kits to support student projects and research initiatives.
- Collaborate with vendors and suppliers to negotiate contracts and maintain an up-to-date inventory.

5. Maintenance and Repair:

- Take responsibility for the maintenance and repair of all equipment within the "TinkerLab."
- Establish preventive maintenance schedules and procedures to ensure equipment longevity and safety.

6. Curriculum Development:

- Design and oversee the development of educational programs, workshops, and training modules that align with the NASA Space Grant's objectives.
- Collaborate with educators and experts to create engaging and relevant curriculum content.

7. Project Management:
 - Oversee student-led projects and research endeavors, ensuring that they meet the NASA Space Grant's requirements and deliverables.
 - Provide guidance and technical expertise to students working on space-related projects.
8. Grants and Funding:
 - Collaborate with the NASA Space Grant as Co-Principal Investigator (Co-PI) to secure additional grants and funding opportunities to support the "TinkerLab."
 - Prepare grant proposals, manage grant budgets, and ensure compliance with grant requirements.
9. Safety and Compliance:
 - Establish and enforce safety protocols and ethical standards within the "TinkerLab," ensuring compliance with NASA Space Grant guidelines and best practices.
 - Conduct regular safety audits and training sessions.
10. Assessment and Reporting:
 - Develop key performance indicators (KPIs) and assessment metrics to evaluate the impact and effectiveness of programs and services.
 - Prepare regular reports and progress updates for the NASA Space Grant, detailing achievements and outcomes.
11. Community Engagement and Outreach:
 - Foster a collaborative and inclusive community within the "TinkerLab" by organizing events, workshops, and collaborative projects.
 - Cultivate partnerships with NASA, local schools, colleges, and organizations to expand the facility's reach and impact.
12. Public Relations and Marketing:
 - Promote the "TinkerLab" and its achievements through marketing initiatives, social media, and outreach efforts.
 - Raise public awareness of the facility's contributions to space-related research and innovation.

Additional Roles and Responsibilities:

01/18-08/21 Chairperson of Art, Communication & Theater (ACT)
Department - Gallaudet University, Washburn Arts Center,
Washington, DC

08/14-08/21 Program Director of Art & Media Design
08/14-08/21 Program Director of Communication Studies

Job Responsibilities:

Leadership and Administration:

- Provided visionary leadership for the Art, Communication & Theater Department, shaping its strategic direction and goals.
- Oversaw the daily operations of the department, including budget management, resource allocation, and staff supervision.
- Chaired departmental meetings and fostered collaboration among faculty members.
- Developed and implemented departmental policies and procedures to ensure smooth functioning.

Curriculum Development and Enhancement:

- Led efforts to design, revise, and update the curriculum to align with industry trends and educational standards.
- Evaluated and selected instructional materials, technologies, and resources to enhance teaching and learning.
- Collaborated with faculty to create innovative courses and interdisciplinary programs.

- Ensured that the curriculum provided students with a well-rounded education in art and media design.

Faculty Development and Mentoring:

- Supported professional development initiatives for faculty, including workshops, conferences, and research opportunities.
- Mentored junior faculty members, providing guidance and support for their academic and career growth.
- Conducted faculty evaluations and assessments to maintain teaching excellence.

Student Advising and Support:

- Advised students on academic and career matters, helping them set and achieve their educational goals.
- Implemented academic support programs to assist students in their academic journey.
- Promoted a culture of inclusivity and diversity within the department.

Community Engagement and Partnerships:

- Cultivated relationships with industry partners, artists, and media professionals to create internship, collaboration, and job placement opportunities for students.
- Organized and promoted art exhibitions, media showcases, and cultural events to engage the community and raise the department's profile.
- Participated in outreach activities to attract prospective students and maintain strong alumni connections.

Accreditation and Assessment:

- Managed the department's accreditation process, ensuring compliance with accrediting bodies' standards and requirements.
- Oversaw the assessment of student learning outcomes and applied data to make improvements to the curriculum and teaching methods.

Research and Scholarship:

- Pursued personal scholarly research and creative endeavors in the field of art and media design.
- Encouraged and supported faculty and student research initiatives.
- Published research findings and presented at conferences to contribute to the academic field.

Collaboration with University Administration:

- Collaborated with university administrators, deans, and other department chairs to advance the university's mission and strategic objectives.
- Serve on a number of invited ad-hoc committees for the Gallaudet President, Provost, Deans and Chairs for strategic planning and implementation initiatives. Projects include: Creativity Way (Innovation Museum, Gesture Research Center, AI Kitchen IBM partnership with Watson, MakerSpace and MoCAP lab, Theater Center, Architecture: Facade Out/In and Upper Floors),, Gallaudet Knowledge Studios (Sandbox, Gesture Studio, TinkerLab), CRATERs Bowl, Gallaudet Library (Think-a-bit), Clin D'Olei, Centralizing ACT Programs, WAB Computer Lab Overhaul, Hyatt Exhibition Space, Bank of America Exhibition Space, West Elm Exhibition Space, and more
- Provided regular updates and reports on departmental activities and achievements.

Professional Associations and Service:

- Maintained active involvement in professional associations related to art and media design.
- Served on university committees and task forces to contribute to the broader university community.

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, Jahrmannt, 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

Citations

Yuan, Xiaoying Juliette (2012). "The Social Properties of Media Arts in an Open Source Era." *Technoetic Arts*, 10(2–3), 297–300.

Skorton, David & Bear, Ashley, eds. (2018). *The Integration of the Humanities and Arts with Sciences, Engineering, and Medicine in Higher Education*. National Academies Press. (Includes the Gallaudet CRATERs project and identifies Max Kazemzadeh as its creator/instructor)

Kazemzadeh, Max, and Reza Safavi. "Colombiritmos—Manizales Coffee Drip." *ISEA2017 Manizales: Bio-Creation and Peace: Catalogue of the 23rd International Symposium on Electronic Arts*, edited by Felipe César Londoño and G. Mauricio Mejía, Universidad de Caldas and ISEA International, 2017, p. 31.

Safavi, Reza, and Max Kazemzadeh. "Dabarithms." *ISEA2014: Location—20th International Symposium on Electronic Art*, Zayed University and ISEA International, 2014, p. 21.

Kazemzadeh, Max B. *Apophenosis & the Origins of Creativity: Virtual Pattern Recognition, Error, Paths to Consciousness & Augmenting the Evolution of Self*. University of Plymouth, 2020. PhD dissertation. <https://doi.org/10.24382/1030>

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 (in collaboration with Gallaudet student Ikaika Clay), 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 Syrynx: 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. Faculty Exhibition. Washington, DC. 11/2/18 - 11/22/1

Homme, Life Around the Marble II, Curated by Danny Cappello and Greg Russell Jr., 10/28/22-10/29/22

2021 Linda Jordan Gallery, Gallaudet University. Faculty Exhibition. Washington, DC. 11/2/18-11/22/1

2020 Linda Jordan Gallery, Gallaudet University. Faculty Exhibition. Washington, DC. 11/2/20-11/22/20

2019 Linda Jordan Gallery, Gallaudet University. Faculty Exhibition. Washington, DC. 11/15/19-12/02/19

2018 Linda Jordan Gallery, Gallaudet University. Faculty Exhibition. 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. Faculty Exhibition. 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 Faculty 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, Faculty Exhibition, 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, Faculty Exhibition, 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 now Gallaudet: 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 Gallaudet University, which has been renamed "CRATERs: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)" due to a recent annually gifted NASA Space Grant. Project began in 11/2015 and is ongoing.

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 Coordinator, Make With Moto (Google) Hackathon Weekend Workshop at Gallaudet University, Washington, DC. 08/23/13-08/25/13

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

- 2022 **Gallaudet University Press Posting**. "The Mad Mad World of Max", Originally published in 2011
- 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-branch-s-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**. "Dabarithms" 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/>
- East City Art Article** "RIPPLE EFFECTS – GALLAUDET FACULTY ART & MEDIA SHOW." author Editorial Team. October 22, 2012
<https://www.eastcityart.com/openings-and-events/ripple-effects-gallaudet-faculty-art-media-show/>
- 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 Antonio 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 18th- 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 Holinche (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, and Gallaudet University's TinkerLab, *Cross-Pollination* will feature a mixed cast of Deaf and hearing dancers and will be choreographed by Jodi Lomask and Antoine Hunter.

Awarded: Annual \$12,120 from the NASA Space Grant to support paid TinkerLab Internships 2023-2024 (Served as Co-PI)

Awarded: Annual \$4650 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2023-2024 (Served as Co-PI)

2022 **Awarded:** Annual \$11,200 from the NASA Space Grant to support paid TinkerLab Internships 2022-2023 (Served as Co-PI)

Awarded: Annual \$4400 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2022-2023 (Served as Co-PI)

2021 **Awarded:** Annual \$8820 from the NASA Space Grant to support paid TinkerLab Internships 2021-2022 (Served as Co-PI)

Awarded: Annual \$4370 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2021-2022 (Served as Co-PI)

2020 **Awarded:** Annual \$4000 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2020-2021 (Served as Co-PI)

2019 **Awarded:** Annual \$4200 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2019-2020 (Served as Co-PI)

2018 **Awarded:** Annual \$4500 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2018-2019 (Served as Co-PI)

2017 **Awarded:** Annual \$6000 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2017-2018 (Served as Co-PI)

2016 **Awarded:** Annual \$6106 NASA Space Grant for the ART 495 Special Topics course

entitled Skateboarding Tracking & Data Visualization as well as the Robotics & interactivity courses and the preparation and research necessary to encourage their growth. Note: 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 Gallaudet University, which has been renamed "CRATERs: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)." Project began in 11/2015 and is ongoing. (Served as Co-PI)

- 2014** **Awarded**, Grant from Gallaudet University for Travel to exhibit and give a workshop at American University Dubai for ISEA2014: 20th International Symposium for Electronic Art, Dubai, EAU. 10/30-11/08 - \$800.00
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)
- 2012** **Awarded**, Grant from Gallaudet University for Travel ["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 – \$1450.00
- 2011** **Awarded**, Grant from Gallaudet University for Travel [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 – \$1263.00
Awarded, Grant from Gallaudet University for Travel [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 – \$1435.00
Awarded, Grant from Gallaudet University for Travel [International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece] 04/15/11 – 05/15/11 – \$1384.00
- 2010** **Awarded**, Grant from Gallaudet University for Travel [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 – \$1742.00
Awarded, Grant from Gallaudet University for Travel [International Research Conference on Art, Technology, and Consciousness "Skilled Art: Engenho & Arte" Guimaraes, Portugal] 04/23/10 – 4/24/10 - \$1295.00
- 2009** **Awarded**, Grant from Gallaudet University for Travel [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 - \$1430.00

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 #
Fall '26	DSGN 101	Introduction to Design Thinking	3	16
Spring '26	DSGN 101	Introduction to Design Thinking	3	19
Spring '26	GMU-MIX	Autonomous Robotics & Sensor Integration	Badge	24
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
Fall '26	GMU-MIX	Introduction to Design Thinking	3	16
Spring '26	GMU-MIX	Introduction to Design Thinking	3	19
Summer '26	GMU-MIX	3	16	
Spring '26	DSGN 101	Introduction to Design Thinking	3	19

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..

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

Semester	Dept Name/#	Course Name	credits	enrollment #
Spring '23	ART 342-01	Advanced Digital Media (Lecture)	3	12
Spring '23	ART 390-01	Web Design II (Lecture)	3	14
Spring '23	ART 492-04	Internship	3	9
Spring '23	ART 499-03	Independent Study	3	2
Spring '23.	GSR 290-01	Web Design I (Lecture)	3	7
Spring '23.	GSR 230-04	General Studies Capstone (Lecture)	4	6
Fall '22	PARENTAL LEAVE			
Fall '22	ART 492-01	Internship (MANAGED UNOFFICIALLY)	3	6
Spring '22	SABBATICAL LEAVE			
Spring '22	ART 492-04	Internship (MANAGED UNOFFICIALLY)	3	4
Fall '21	ART 224-01	Digital Media II	3	13
Fall '21	ART 290-01	Web Design I	3	8
Fall '21	ART 236-01	Robotics & Interactivity	4	9
Fall '21	GSR 300-07	General Studies Capstone (Lecture)	4	6
Fall '21	ART 492-01	Internship	3	6
Spring '21	ART 342-01	Advanced Digital Media (Lecture)	3	7
Spring '21	ART 390-01	Web Design II (Lecture)	3	13
Spring '21	ART 492-04	Internship	3	1
Spring '21	ART 492-04	Internship	3	1
Spring '21	ART 499-03	Independent Study	3	1
Spring '21.	GSR 230-04	General Studies Capstone (Lecture)	4	5
Fall '20	ART 224-01	Digital Media II (Remote)	3	14
Fall '20	ART 290-01	Web Design I (Remote)	3	14
Fall '20	ART 492-01	Internship (Remote)	3	1
Fall '20	ART 492-02	Internship (Remote)	3	1
Fall '20	ART 492-03	Internship (Remote)	3	1
Fall '20	ART 499-01	Independent Study (Remote)	3	1
Fall '20	ART 499-02	Independent Study (Remote)	3	1
Fall '20	ART 499-03	Independent Study (Remote)	3	1
Fall '20	ART 499-04	Independent Study (Remote)	3	1
Spring '20	ART 342-01	Advanced Digital Media (Lecture)	3	9
Spring '20	ART 390-01	Web Design II (Lecture)	3	15
Spring '20	ART 495-01	Special Topics (Lecture)	3	2 (crosslist w/GSR)
Spring '20	ART 495-01	Scientific and Quantitative Re (Lecture)	3	8 (crosslist w/ART)
Spring '20	ART 492-02	Internship	3	6
Spring '20	ART 492-04	Internship	3	1
Spring '20	ART 499-01	Independent Study (Independent Study)	3	1
Spring '20	ART 499-03	Independent Study (Independent Study)	3	1
Spring '20	ART 499-05	Independent Study (Independent Study)	3	1
Spring '20	ART 499-06	Independent Study (Independent Study)	3	1
Fall '19	ART 224-01	Digital Media II (Lecture)	3	15

Fall '19	ART 290-01	Web Design I (Lecture)	3	16
Fall '19	ART 492-02	Internship	3	2
Fall '19	ART 492-02	Internship	3	1
Fall '19	ART 492-03	Internship	3	1
Fall '19	ART 499-01	Independent Study (Independent Study)	3	1
Fall '19	ART 499-02	Independent Study (Independent Study)	3	1
Fall '19	ART 499-03	Independent Study (Independent Study)	3	1
Fall '19	ART 499-04	Independent Study (Independent Study)	3	1
Summer '19	ART 492-02	Internship (Lecture)	3	1
Spring '19	ART 236-01	Robotics and Interactivity (Lecture)	3	18
Spring '19	ART 390-01	Web Design II (Lecture)	3	16
Spring '19	GSR 230-08	Scientific and Quantitative Re (Lecture)	3	16
Spring '19	ART 492-01	Internship (Lecture)	3	2
Spring '19	ART 492-02	Internship (Lecture)	3	1
Spring '19	ART 492-03	Internship (Lecture)	3	2
Spring '19	ART 492-04	Internship (Lecture)	3	1
Spring '19	ART 492-05	Internship (Lecture)	3	1
Spring '19	ART 492-07	Internship (Lecture)	3	1
Spring '19	ART 499-01	Independent Study (Independent Study)	3	1
Spring '19	ART 499-04	Independent Study (Independent Study)	3	1
Fall '18	ART 224-01	Digital Media II (Lecture)	3	13
Fall '18	ART 290-01	Web Design I (Lecture)	3	11
Fall '18	ART 342-01	Advanced Digital Media (Lecture)	3	9
Fall '18	ART 499-01	Independent Study (Independent Study)	3	1
Fall '18	ART 499-07	Independent Study (Independent Study)	3	1
Summer '18	ART 499-01	Independent Study (Lecture)	3	1
Spring '18	ART 390-01	Web Design II (Lecture)	3	12 at cap
Spring '18	ART 492-01	Internship (Lecture)	3	1
Spring '18	ART 492-02	Internship (Lecture)	3	1
Spring '18	ART 492-03	Internship (Lecture)	3	1
Spring '18	ART 492-04	Internship (Lecture)	3	1
Spring '18	ART 492-05	Internship (Lecture)	3	1
Spring '18	ART 492-07	Internship (Lecture)	3	1
Spring '18	ART 499-01	Independent Study (Independent Study)	3	1
Spring '18	ART 499-04	Independent Study (Independent Study)	3	1
Spring '18	ART 499-06	Independent Study (Independent Study)	3	1
Spring '18	ART 499-07	Independent Study (Independent Study)	3	1
Spring '18	ART 499-08	Independent Study (Independent Study)	3	1
Fall '17	ART 224-01	Digital Media II (Lecture)	3	13
Fall '17	ART 236-01	Robotics and Interactivity (Lecture)	3	13
Fall '17	ART 492-01	Internship	3	1
Fall '17	ART 492-02	Internship	3	1
Fall '17	ART 499-01	Independent Study (Independent Study)	3	1
Summer '17	ART 492-01	Internship (Lecture)	3	1
Summer '17	ART 499-01	Independent Study (Lecture)	3	1
Summer '17	ART 499-02	Independent Study (Lecture)	3	1
Spring '17	ART 390-01	Web Design II (Lecture)	3	12 at cap
Spring '17	ART 491-01	Portfolio/Senior Exhibit (Lecture)	3	10
Spring '17	ART 495-01	Special Topics (Lecture)	3	7 (crosslist w/GSR)
Spring '17	ART 495-01	Scientific and Quantitative Re (Lecture)	3	8 (crosslist w/ART)
Spring '17	ART 492-01	Internship	3	1
Spring '17	ART 492-02	Internship	3	1
Spring '17	ART 492-03	Internship	3	1
Spring '17	ART 492-04	Internship	3	1
Spring '17	ART 499-01	Independent Study (Independent Study)	3	1
Fall '16	ART 224-01	Digital Media II (Lecture)	3	9
Fall '16	ART 236-01	Robotics and Interactivity (Lecture)	3	10
Fall '16	ART 492-01	Internship	3	1
Fall '16	ART 492-02	Internship	3	1
Fall '16	ART 499-02	Independent Study (Independent Study)	3	1
Summer '16	ART 492-02	Internship (Lecture)	3	1
Spring '16	ART 342-01	Advanced Digital Media (Lecture)	3	12 at cap
Spring '16	ART 495-03	Special Topics (Lecture)	3	4 (crosslist w/GSR)
Spring '16	GSR 230-03	Scientific and Quantitative Re (Lecture)	3	12(crosslist w/ART)
Spring '16	ART 492-01	Internship	3	1
Spring '16	ART 492-02	Internship	3	1
Spring '16	ART 492-03	Internship	3	1
Spring '16	ART 499-01	Independent Study (Independent Study)	3	1
Spring '16	ART 499-02	Independent Study (Independent Study)	3	1
Spring '16	ART 499-06	Independent Study (Independent Study)	3	1

Spring '16	ART 499-08	Independent Study (Independent Study) 3	1	
Fall '15	ART 224-01	Digital Media II (Lecture)	3	10
Fall '15	ART 236-01	Robotics and Interactivity (Lecture)	3	10
Fall '15	ART 492-01	Internship 3	2	
Fall '15	ART 492-02	Internship 3	1	
Fall '15	ART 492-03	Internship 3	1	
Fall '15	ART 492-04	Internship 3	1	
Fall '15	ART 499-01	Independent Study (Independent Study) 3	1	
Fall '15	ART 499-02	Independent Study (Independent Study) 3	1	
Fall '15	ART 499-04	Independent Study (Independent Study) 3	1	
Fall '15	ART 499-05	Independent Study (Independent Study) 3	1	
Fall '15	ART 499-06	Independent Study (Independent Study) 3	1	
Spring '15	ART 342-01	Advanced Digital Media (Lecture)	3	12 at cap
Spring '15	ART 390-01	Web Design 2 (Lecture)	3	12 at cap
Fall '14	ART 224-01	Digital Media II (Lecture)	3	14 over cap by 2
Fall '14	ART 236-01	Robotics and Interactivity (Lecture)	3	10
Fall '14	ART 499-01	Independent Study (Independent Study) 3	1	
**(Note: Served as the Program Director which gives one course release per semester)				
Spring '14	ART 390-01	Web Design 2 (Lecture)	3	12 at cap
Spring '14	ART 290-01	Web Design 1 (Lecture)	3	12 at cap
Spring '14	ART 236-01	Digital Video Production (Lecture)	3	12 at cap
Fall '13	ART 224-01	Digital Media II (Lecture)	3	12 at cap
Fall '13	ART 290-01	Web Design 1 (Lecture)	3	12 at cap
Fall '13	ART 342-01	Advanced Digital Media (Lecture)	3	8
Fall '13	ART 499-05	Independent Study (Independent Study) 3	1	
Spring '13	ART 390-01	Web Design 2 (Lecture)	3	11
Spring '13	ART 290-01	Web Design 1 (Lecture)	3	12 at cap
Spring '13	ART 342-01	Advanced Digital Media (Lecture)	3	9
Spring '13	ART 492-03	Internship 3	1	
Spring '13	ART 499-05	Independent Study (Independent Study) 3	1	
Fall '12	ART 150-02	Fundamentals of Design in Art (Lecture) 3	16 over cap by 1	
Fall '12	ART 290-01	Web Design 1 (Lecture)	3	8
Fall '12	ART 230-04	Scientific and Quantitative Re (Lecture)	3	15 at cap
Fall '12	ART 499-02	Independent Study (Independent Study) 3	1	
Fall '12	ART 499-03	Independent Study (Independent Study) 3	1	
Summer '12	ART 499-01	Independent Study (Independent Study) 3	1	
Spring '12	ART 290-01	Web Design (Lecture)	3	14 over cap.by 2
Spring '12	ART 324-01	Studies of Film/Video (Lecture)	3	5
Spring '12	ART 390-01	Web Design II (Lecture)	3	7
Spring '12	ART 499-03	Independent Study (Independent Study) 3	1	
Spring '12	ART 499-05	Independent Study (Independent Study) 3	3	1
Spring '12	ART 499-09	Independent Study (Independent Study) 3	1	
Fall '11	ART 170-01	Into to Drawing (Lecture)	3	18 over cap by 3
Fall '11	ART 242-01	Digital Animation (Lecture)	3	9
Fall '11	ART 290-01	Web Design (Lecture)	3	13 over cap by 1
Fall '11	ART 499-06	Independent Study (Independent Study) 3	1	
Fall '11	ART 499-09	Independent Study (Independent Study) 3	1	
Spring '11:	ART 242-01	Digital Animation (Lecture)	3	15 over cap by 3
Spring '11:	ART 324-01	Studies of Film/Video (Lecture)	3	12 at cap
Spring '11:	ART 390-01	Web Design II (Lecture)	3	12 at cap
Spring '11:	ART 499-08	Independent Study (Independent Study) 3	1	
Spring '11:	CAP 320-04	Field Experience (Field Studies)	3	1
Fall '10	ART 261-01	Layout and Composition (Lecture)	3	7
Fall '10	ART 290-01	Web Design (Lecture)	3	15 over cap by 3
Fall '10	ART 324-01	Studies of Film/Video (Lecture)	3	11
Fall '10	ART 492-01	Major Internship Experience (Independent Study) 3	1	
Fall '10	ART 499-05	Independent Study (Independent Study) 3	1	
Spring '10:	ART 242-01	Digital Animation (Lecture)	3	12 at cap
Spring '10:	ART 390-01	Web Design II (Lecture)	3	11
Spring '10:	ART 499-06	Independent Study (Independent Study) 3	1	
Fall '09:	ART 290-01	Web Design (Lecture)	3	14 over cap by 2
Fall '09:	ART 360-02	Studies in Sculpture (Lecture) 3	8	
Fall '09:	ART 499-03	Independent Study (Independent Study) 3	2	
Fall '09:	ART 499-04	Independent Study (Independent Study) 3	1	
Fall '09:	ART 499-05	Independent Study (Independent Study) 3	1	
Fall '09:	CAP 320-04	Field Experience (Field Studies)	3	1

Course Descriptions:

ART 135 - Digital Media I (3) This course introduces the elements and principles of digital media in a variety of forms. Basic knowledge and skills using video camera equipment, digital editing applications such as Final Cut Pro and After Effects, scripting

and storyboarding are discussed within a framework of examples from the past and the present.

ART 160 - Design I (3) This course introduces students to the Macintosh computer system, digital camera basics, and Adobe software, including Photoshop, Illustrator, and InDesign. Digital imaging, illustration, layout, and other digital art techniques will be introduced. This course is intended to prepare students for intermediate classes in graphic design, web design, photography, and digital art

ART 224 - Digital Media II (3) In this hands-on course, students will develop a range of advanced techniques in digital and electronic media art and film. Students will improve their editing skills obtained from introductory courses and focus on concept development and production techniques in the creation of digital video projects. This course also allows students to both develop and refine techniques they have used in earlier courses, while experimenting with new emergent technologies relevant to their interests and the field. Digital media and film theory and history are integral to course content. Prerequisites: ART 135, 140, 150, and 160

ART 232 - Intermediate Photography (3) This photography track course includes a study of advanced camera and darkroom techniques, including developing and printing of color photographs and an advanced analysis of styles in photography emphasizing a student portfolio. The impact on the deaf community and culturally diverse populations is discussed through viewing photographs. Prerequisites: ART 131 or permission of the department chair

ART 236 - Robotics and Interactivity (3) Robotics and Interactivity provides students with an opportunity to create interactive experiences in the physical world. Building on content learned in Web Design I (including HTML, CSS, and Actionscript) and Web Design II (including HTML, CSS, Javascript, PHP, and Actionscript), Robotics and Interactivity further enhances the range of experience and skills students need to design and implement interactive experiences for various platforms and environments. This hands-on design course guides students through the concept development, fabrication, assembly, and programming of custom opencourse robotics, sensor-based input devices, and output components. This course prepares students for the software-based techniques taught in Advanced Digital Media. Prerequisites: ART 135 or permission of the instructor.

ART 255 - Digital Photography (3) This course introduces students to digital photography and digital camera operations, covering lighting, composition, exposure, and the fundamentals of traditional photographic concepts. Photographing two- and three-dimensional objects and optimizing photos for a digital workflow are skills developed in this course. The history and technology of photography will be discussed. Prerequisites: ART 160

ART 260 - Design II (3) Students will develop increased proficiency in Illustrator and other software used in professional art and graphic design settings. Students will integrate drawings created both manually and on the computer to create finished illustrations ready for distribution in a range of media. Elements of typography, layout, and composition will also be discussed and explored. Projects involve the representation of varied texts as visually dynamic and clear communication vehicles. The course looks at the art of typography in both pre-electronic and electronic realms. Students analyze, edit, and configure copy for business, literary or informational purposes. Prerequisites: ART 140, 150, 160 and admission into major program; or permission of the department chair.

ART 270 - Typography (3) The art of typography is explored from its beginnings to its current use. Typographic evolution will be studied within the framework of world events, architectural development, and art history. Students are introduced to all aspects of typographic designs and layouts through class demonstrations, lectures, and studio work. Emphasis is given to exposure and practice with various grid structures through a variety of projects. Creative thinking is encouraged, along with prescribed techniques and media. Prerequisites: ART 260

ART 290 - Web Design I (3) This course provides an introduction to designing and creating interactive experiences for the Web using a range of interactive techniques, software, and scripting. The course introduces students to HTML, Dreamweaver, and Flash (with basic ActionScript) and strengthens their speed and proficiency using imaging software. Historic and creative innovations in web design and Net Art will be discussed. Prerequisites: ART 160

ART 342 - Advanced Digital Media (3) From the most advanced motion graphics techniques to immersive interactive experiences used in movies, games, multimedia web sites, smartphone apps, and interactive installations, students in this course will invent, design and implement interactive narratives with a range of 2D/3D animation, film, and interactive software. Students will use code to bring digital objects to life in open source platforms. A range of software such as Maya, After Effects, Flash, and Processing Language will be integrated in the development of projects. Prerequisites: ART 224, 290, and admission into major program; or permission of the department chair

ART 350 - Studies in Drawing: [medium to be specified] (3) Studies in Drawing is designed to provide an in-depth study of a specific area of the drawing discipline. Each time the course is offered, the materials and artistic processes related to one medium will be identified by the instructor, e.g. Mixed Media, Pastel, Ink, Dry Media, Charcoal, Collage, and Life Drawing. Students majoring in Studio Art may apply two Studies in Drawing courses to their major requirements. Prerequisites: ART 170 and permission of the instructor

ART 360 - Studies in Sculpture (3) Studies in Sculpture is designed to provide an in-depth study of a specific area of the sculptural discipline. Each time the course is offered, the materials, artistic concepts, and construction processes related to one medium will be identified by the instructor, e.g. Wood, Plaster, Fabric, Plastic, Glass, Metal, Papier-Mache, Mixed Media, etc. Students majoring in Studio Art may apply two Studies in Sculpture courses to their major requirements

ART 390 - Web Design II (3) In this course, students will receive an in-depth hands-on experience designing and creating interactive and immersive multimedia experiences for the Web using a range of techniques, software, and scripting. Advanced Dreamweaver, JavaScript, Flash, ActionScript, and Processing Language will be covered. Creative innovations in web design and Net Art will be

discussed. Prerequisites: ART 290

ART 490 - Senior Studio (3) This is a required course designed to encourage senior students to explore and develop creative projects demonstrating mastery of process, techniques, tools, and materials of applied and/or fine art medium. The evolution of an individual style and a body of work is emphasized. Students will develop better awareness of complex problem solving, creative process, and experimental approaches and principles of art media.

ART 491 - Portfolio/Senior Exhibit (3) This course is the major capstone. Senior students are to select a theme for their culminating body of art, prepare an artist's statement, and set up a Senior Year Art Exhibit showcasing their best work. In addition, they will prepare portfolio of work including actual works, photos, and a personal website in preparation for graduate school or the job market. Prerequisites: Permission of the department

ART 492 - Internship (3) This course is only for art majors and is individualized depending on the student's area of interest. Students are required to complete an internship. The format of this experience will be determined in consultation with the department faculty. Students will work with their major advisor to determine appropriate distribution of credits over a time period of one or more semesters. Prerequisites: Permission of the department

ART 495 - Special Topics (1-5) Special topics in the discipline, designed primarily for seniors who are majors or minors. Students may enroll in 495 Special Topics multiple times, as long as the topics differ. Prerequisites: Permission of the instructor

ART 499 - Independent Study (1-3) Research, experimentation, or other project according to the interest and needs of the student. Prerequisites: Permission of the department

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, BEFORE ACCEPTING THE TENURE TRACK ASSISTANT PROFESSOR POSITION AT GALLAUDET IN 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

2018 Approved and passed the Stage 1 New Program Review Process with an integrated “Film and Computational Media” Degree. Invited to submit for Stage 2.

2015 Received a NASA Space Grant for a course entitled ART 495 Skateboarding Tracking and Data Visualization, which takes place partly in a computer lab and robotics studio and partly in a skateboard bowl donated by the Kennedy Center to Gallaudet

2014 Developed and Gained Approval for the new required Art & Media Design course at Gallaudet University called “Robotics & Interactivity”

Revised the Beginning Photography course description and made it a requirement.

Moved the Photojournalism into the Photography Concentration.

Repositioned Typography into the major, and Advanced Design into the Graphic Design Concentration.

2013 Worked on Entrance and Exit Review Assessment

2012 Worked and Passed the New Curriculum in Art and Media Design

2011 Discussing new curriculum that merges all majors into one Art and Media Design Degree with Concentrations instead of Majors that allows more integration of creative art and design techniques applicable to every major.

Worked to develop a new curriculum that merges all majors in art into one.

2010 Continued development of a new Digital Media Curriculum

2009 Revamping Existing Course Curricula for all of my classes at Gallaudet University

Began work on the development of a new Digital Media Art Curriculum

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

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

c. Advising (other than research direction): Indicate approximate numbers of students per year.

i. Undergraduate:

2018-2023 - Averaged approximately 12 annually

2014-2018 - Averaged approximately 18 annually

2009-2014 – Averaged approximately 8 annually

Some notable student advisees:

Dimitri Foreman, Devaron Scott, Joshua McGriff, Lorian Jones, Ebony Gooden, Alan Gilpatric, Elizabeth Young, Teresa Jackson, Brittany Castle, Tracey Milo, Jason Nesmith, John Bingham, Jeffrey Stroud, Lauren Benedict, Daniel Katz-Hernandez, Thais Morales, Joanna Jimenez, Gabriel Pasman, Christine Perrott, Erin Ginn, Melissa Rogers

ii. Graduate:

2003-2009 – Averaged approximately 4 graduate advisees annually

2009-2010 – Averaged approximately 4 graduate advisees annually

(Graduate Advisees were external to Gallaudet’s BA Art & Media Design Program)

2010-2023 - Averaged approximately 8 graduate advisees annually

(Graduate Advisees were external to Gallaudet’s BA Art & Media Design Program)

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)

Select Service Activities

a. Campus

i. Departmental

- 03/2018 - Established an official partnership between American University's Film & Media Art Graduate Program and Gallaudet's Art & Media Design BA Program with an MOU which offers Gallaudet ART alumni up to \$15K annually, as well as two course waivers, in support to pursue a graduate degree in the AU FMA program.
- 01/2018 - Was elected to serve as the Art, Communication & Theater (ACT) Department Chairperson between January 2018 and August 2021, which merged three Programs: Art, Communication and Theater into one "super-department." Since my home program was Art & Media Design, I also covered the Program Director duties for that program. During this time the Communication Studies Program did not have a Program Director so I assumed the role of Program Director for Communication Studies as well. After 3.5 years in the role, I stepped down when my first term ended in August 2021 in preparation for the birth of my first child and for my long overdue sabbatical in Spring 2022.
- 08/2014 - Was elected to serve as the Art & Media Design Program Director between August 2014 and August 2021.
- 2013 - Helped revise all course descriptions and small restructuring in order to improve student experience with respect to the curriculum.
- 08/2014-08/2021 - Served as Assessment Coordinator for Art & Media Design Program.
- 2012 - Worked and helped to complete a submission for the new Art Department curriculum.
- 2011-2012 - Worked and helped to complete the Program Prioritization Task Force (PPTF) paperwork which restructured the Art & Media Design Program from 5 separate majors into 1 major with 5 concentrations.
- 2010-present - Managed the Department Website with three complete Gallaudet website redesigns.
- 01/2013 - Made contact with NASA to exhibit their research relating to the Mars Rover in the Linda Jordon Gallery at Gallaudet.
- I worked with the CPNAS (CULTURAL PROGRAMS AT THE NATIONAL ACADEMY OF THE SCIENCES) and the NAS to get Gallaudet students (with interpreters) to manage the graffiti wall at the National Science and Engineering Festival in the Convention Center, working with students from Parsons and well-known media artist Jonah Brucker-Cohen, 2012.
- 2012-2014 - Prepared and Set-up the Student Booth and Art Exhibition at the H Street Festival
- 2009-present - Worked with the Cultural Programs of the National Academy of the Sciences as an external coordinator aiding the director with people in and around the DC area that merge technology and science with art or creative practices.
- Managed the installation of Maya, Processing and Arduino software for my classes as well as troubleshoot and answer questions for software needed by other Art Professors for the WAB computer lab.
- Worked to display a range of artworks to run daily on the plasma HDTV located in the center of the Washburn Arts Center that greets both visitors and students upon entering the building, and is visible from outside at night. I've tried to focus the videos around emergent art practices using a variety of technologies, and have tried to find content online that shows how that particular technology is used in the creation of the work. This has required that I change computers and get admin access to accommodate the needs of the video formats.
- Worked to help Adjunct Faculty, Joe Hicks, to help him incorporate robotics, kinetics, hardware programming, robotics fabrication and interactivity into his ceramic work.
- Gave annual workshops on art and technology methods and practice at the Central Academy of Fine Art in Beijing (CAFA), which culminate in annual exhibitions of the students works completed in the workshop that I curate. I've given both hardware and software workshops that include computer vision/human-tracking workshops to network phone app projects that connect with

hardware installations there. The Dean as a result of our long-standing relationship supported the travel of three CAFA MFA students to visit DC and present their work and research to the Gallaudet Art community.

- Represented the Art Department at almost every Gallaudet Open House event since 2009, as well as participating in the Open House Prospective Student Meet & Greet Luncheon
- 10/2009 - Met with Nav Air with Dr. Marguerite Glass (chair) to find internship opportunities for students graduating from Gallaudet with technical or creative knowledge and ability.
- 2014 - Interviewed for the Ripple Effects Faculty Exhibition at Gallaudet for a video tool for recruitment to Gallaudet University.
- 2012 - Developed a GSR course co-taught with Dr. Snyder GSR 230 Creative Robotics and Sensor Based Systems Course.
- 2013 - Developed a new Art & Media Design course that has officially become a curriculum requirement for Digital Media Concentration students to take, which is entitled ART 236 Robotics & Interactivity

ii. University

- 09/2021 - Elected Chair of Gallaudet Tenure & Promotion Committee (3-year term - 09/21-09/24)
- 2018 - Passed Stage 1 approval from the New Program Review (NPR) Committee encouraging the continued development of a new program with the working title "Film & Computational Media (FCM)" which renews the previously closed (mid-2000s) Gallaudet Film program. The FCM program seeks to teach and explore all aspects of technology for both time-based, interactive, immersive and ubiquitous systems in collaboration with a partnering film/animation company named Pigmental Studios, that maintains an office on the Gallaudet University campus and offers both internships and job opportunities to recent graduates.
- 2020 - Acquired ~\$15K additional funds through the NASA Space Grant initiative for paid internships. Now all TinkerLab Interns are paid.
- Invited as only member external to the Gallaudet STEM Department to join the Center for Science and Technology Research (CSTR).
- 2017 - I revised the annual NASA Space Grant allocation to include support for the TinkerLab.
- 2017-2020 - Member of the Faculty Senate as Undergraduate Representative from
- 2016 - Designed the TinkerLab, along with the help of Professor Ben Bahan. I oversaw the redesign of the architectural space allocated for the TinkerLab, then managed the ordering of equipment and setup of the entire lab in 2016 with the help of students and student interns. I was appointed TinkerLab Director and still serve the role currently.
- 2015 - Joined the Gallaudet Creative Automation Studio (MakerSpace) Committee to discuss the development of the TinkerLab
- 2012-2013 - Member of Gallaudet CDL Committee for Distance Learning from
- 01/2013 - Made contact with NASA to exhibit some of their research relating to the Mars Rover in the Linda Jordon Gallery at Gallaudet.
- 2012 - Worked with the CPNAS (CULTURAL PROGRAMS AT THE NATIONAL ACADEMY OF THE SCIENCES) and the NAS to get Gallaudet students (with interpreters) to manage the graffiti wall at the National Science and Engineering Festival in the Convention Center, working with students from Parsons and well-known media artist Jonah Brucker-Cohen.
- 2011-2017 - Member of Gallaudet Council on Undergraduate Education (CUE). Served on the CUE Committee for 6 years, during which time the art department revised the curriculum. The revised curriculum was accepted. Most recently reviewed the GSR submitted proposal.
- 2011 - Gave a presentation on best practices as it relates to web development to the Gallaudet Press during faculty development week.
- 2010 - Established the FUNCOLAB as a university-wide workspace with lecture series in the Gatehouse with Dr. Snyder and Ethan Sinnott.
- 2010 - Developed Skinny Tuesdays as a lecture series on Gallaudet campus in the Gatehouse: to supplement student learning and exposure to professional artists, designers, and creative minds. (We've held 6 Skinny Tuesday lectures there to date).
- Presented at one Skinny Tuesday on the Intersection of Art & Science: International Universities, Festivals, Residencies.
- Served on the CUE Committee for 3 semesters, during which time the art department revised the

curriculum. The revised curriculum was accepted. Most recently reviewed the GSR submitted proposal.