

Education

Brown University, Providence, RI **Sept 2015-June 2017**

MFA in Digital Language Arts advised by John Cayley

School for Poetic Computation, New York, NY **Sept 2014-Dec 2014**

Studied code, electronics and tech theory with Zach Lieberman, Taeyoon Choi and others

Carleton College, Northfield, MN **Sept 2007-June 2011**

BA with English Major, GPA 3.705. Commencement Speaker and winner of the Huntington Poetry Prize.

Teaching

** indicates original course design and syllabus*

Rhode Island School of Design

Critic

Fall 2020-Spring 2021

- *Live Performance for Online Audiences (2 times)* – Online-only course focused on creating and performing in networked digital spaces for remote audiences

The New School's Eugene Lang College

Assistant Professor of Code + Liberal Arts

Fall 2018-Summer 2020

- *Viruses, Botnets and Ransomware: An Interactive History of Computers Doing Bad Things** – Explores the history and aesthetics of computer viruses and malware through essays, artistic responses, and coding exercises
- *Performing the Internet** – Uses custom websites and browser extensions for live performance in music, theater, and performance art (co-taught with award-winning theater director Kate Bergstrom)
- *Digital Creative Writing** – What new forms can writing take with the use of code and digital tools? Topics include generative text, memes, twitter bots, Twine games
- *Code as a Liberal Art** – An introductory programming class using Python and p5.js with a broad survey of creative and investigative topics connecting code to other liberal arts

NYU Interactive Telecommunications Program (ITP), Adjunct Instructor

Fall 2018 - Present

- *Performing the Internet** – Graduate-level version of the course with more technical focus on chrome extensions and websocket networking for live performance

School for Poetic Computation, Teacher

Fall 2019

- *Code Poetry** – Using code to generate poems, and the pre-computational literary practices that guide the aesthetics of computational text

Hunter College, Film & Media Studies, Adjunct Instructor

Spring 2018

- *Web Projects* – 300-level advanced web development workshop
- *Performing the Internet** – One-credit graduate version

NYU Tandon, Integrated Digital Media, Adjunct Instructor

Spring 2018

- *Creative Coding* - Graduate-level Introductory coding class using Javascript & p5js

Pratt Institute, Game Design + Interactive Media, Visiting Instructor

Fall 2017-Spring 2018

- *Game Production I* – Introduction to game design and C# programming in Unity3D
- *Game Production III* – Advanced game development workshop
- *Interactive Narrative Design* – How stories are told in games/interactive experiences
- *Game Analysis and Strategy* – Board game design using odds and game theory

The New School, Parsons Design+Technology, Visiting Instructor

Fall 2017

- *Web Advanced: Javascript* – Graduate-level course on interactive web design

Brown University, Literary Arts, Instructor

Fall 2016-Spring 2017

- *Digital Language Arts I** – Earlier version of *Digital Creative Writing*
- *Digital Language Arts II** – More advanced, code-focused version of DLA I

Workshops

- “Hitchhiking the Web”: 3-day online workshop and performance sponsored by Columbia University – June 2020
- “Performing the Internet with HitchHiker”: 3-day workshop at CultureHub – Oct 2019
- “Turning Words into Sounds”: 90-minute workshop at Live Code Lab – Feb 2019
- One-day poetry instrument workshop for kids at Eyebeam Digital Day Camp – July 2017
- “Make and Play Your Own Poetry Instrument”: two-day class at School for Poetic Computation Code Poetry Summer Session – July 2015
- “Learning to Code with Online Rap Bots”: one-day workshop for middle school-aged kids at Silent Barn in Brooklyn – November 2014
- “Poetry to Multimedia Experience”: 3-session workshop at Shelter Studios NYC – May 2014

University Service

Code as a Liberal Art Steering Committee Member

The New School’s Eugene Lang College, New York, NY

July 2018 – June 2020

- Met with steering committee 3-4 times each semester to plan courses, discuss cross-university partnerships and brainstorm the future of the program
- Organized two code salons with speakers from the NYC art+technology community, hosted student digital open mic
- Contributed to and edited Code as a Liberal Art minor proposal and course objectives
- Recommended part-time code faculty leading to four successful hires
- Built external website for the initiative with useful information for current students

Publications & Digital Projects

- *Bub* – Narrative video game in collaboration with animator Case Jernigan. Selected and funded by Microsoft ID@Xbox program for release on Xbox and PC Summer 2022.
- *Yardley, PA 1997* from *Hotwriting* included as part of Electronic Literature Collection Volume 4, an anthology of digital language work that comes out every 5 years. To be released Fall 2021.
- “Model User Behavior” – An edited conversation with composer Martim Galvão published in HowlRound – Jan 2021
- *HitchHiker* – Experimental browser extension for doing live web-based performances on a group of connected audience computers – Jan 2019-Present
 - Selected project for 2019-2020 CultureHub artist residency.
 - Performed live at CultureHub (Oct 2019) and Babycastles (Nov 2019)
- *Open Show*– Backstage cue management and score following software for opera companies, produced with Miller Puckette and H0t Club – Aug 2019-Aug 2020
 - Awarded \$16K as a winner of San Diego Opera's 2019 OperaHack competition
- *Exploratory Programming for the Arts and Humanities, 2nd Ed.* by Nick Montfort – Technical editor for creative programming textbook – Fall 2020
- *WordHack Anthology* – An archive-ready downloadable anthology of digital language work by 57 artists from across the first 5 years of the WordHack event series – July 2019
- *An Experience* – Chrome extension based alternate reality game published on Chrome Web Store – May 2017
- *Hotwriting* – A book of 17 playable digital poems published by Instar Books - Jan 2017
- “Advertisements in My Dreams” – An interactive music video in QRO Mag – Dec 2015
- *Buzzard* – WarioWare-style microgame collection produced in collaboration with Babycastles for the release of the film *Buzzard*. PC/Arcade. June 2015
- *Just Because They're Pieces Doesn't Mean It's a Puzzle* – Fully illustrated 44-page poetry chapbook. Received the Huntington Poetry Prize from Carleton College – June 2011
- Poetry published in Muzzle Magazine, -gape-seed, The Legendary, The Manuscript

Performances, Talks and Exhibitions

In addition to my solo work, I perform as a member of H0t Club, a multi-disciplinary digital performance group alongside director Kate Bergstrom, composer Martim Galvão and visualist Alexander DuPuis.

- H0t Club online artist talk at HERE Art Center – Oct 2020
- H0t Club performs “General George Goes to Washington”, an online performance set inside a hand-made virtual world, at CultureHub's Downtown Variety – May 2020

- H0t Club performance alongside Ensemble Pamplemousse for Chance and Circumstance Festival at JACK Arts – NYC – Sept 2019
- Interactive installation *Border Blaster* featured in *Cuerpos Transfronterizos* exhibition with The Illuminator Collective at Centro de Cultura Digital – Mexico City, MX – June 2019
- H0T Club Launch Party, 60-minute original audio-visual-theatrical H0t Club performance at Babycastles – NYC – May 2019
- Advisory Panelist for the Clinic on Open Source Arts (COSA) – NYC – May 2019
- Talk on creative code pedagogy at Science Education for New Civic Engagements and Responsibilities (SENCER) Conference at The New School – NYC – Apr 2019
- Panelist on *Code in the Liberal Arts* panel at Processing Community Day NYC – Feb 2019
- *HOTBOX* – Electro-musical theater piece about online shopping and connecting with commercial avatars. I co-wrote the piece live-edited web pages using a custom chrome extension. Presented as part of All New Talent Fest at Ars Nova Theater – NYC – June 2018
- Featured closing performance for NYU's Creative Coding Fest – NYC – Nov 2017
- Opening speaker and performer at Oslo Poesifilm Fest – Oslo, NO – Sept 2017
- Panelist and performer at Source NYC Livecoding Festival – NYC – May 2017
- Thesis performance of *An Experience*, Chrome extension-based alternate reality game, including live web browsing, poetry reading and animation – Providence – May 2017
- *Ad2Cart* – Earlier version of *Hotbox* – Providence – Feb 2017
- Opening performance at RISD's *Vernacular Spectacular* Exhibition – Providence – Dec 2016
- *Web Writer* installation at Kilroy Metal Ceiling's "Kilroy Was Here" – NYC – Aug 2016
- Opening night performance at Refest art+technology festival – NYC – Nov 2014
- *Hotwriting* exhibited at Little Berlin's "Heavily Scripted" - Philadelphia – Oct 2014
- Featured performer at NYC Code Poetry Festival at Cornelia St Café – NYC – April 2014

Arts Organizing

Founder, Curator & Host

WordHack, New York, NY

July 2014 – Present

- Founded popular monthly talk and performance series at the intersection of language and technology, showcasing writers, game makers and media artists to a regular audience of 60-75 people. Over 250 speakers featured in five-year run.
- Published *WordHack Anthology*, a collection of 56 projects from the first five years of WordHack as a downloadable software book
- Organized and produced *The WordHack Biennial*, a DIY conference with 20 presenters
- Curated and produced *WordHack: Installed*, a month-long exhibition featuring 12 artists

Collective Member

The Illuminator Projection Collective, New York, NY

Sept 2015-Present

- Set up tech and projection mapped for over 30 projection interventions in public space in support of social movements and progressive organizations ranging from Greenpeace to Ridgewood Tenants Union. Projection targets have included the United Nations, Trump Tower, the Brooklyn Bridge and the New York Supreme Court
- Collaborated with organizers to design projections for Newark Water Coalition and the New Sanctuary Coalition immigrant rights group
- Helped design, code, and install *Border Blaster*, a voice-activated wall destruction game at the Centro de Cultura Digital in Mexico City as the Illuminator's contribution to the 2019 Encuentro conference out of NYU's Hemispheric Institute

Steering Committee Member

School for Poetic Computation, New York, NY

June 2015-Present

- Helped lead school through change of leadership and organize first new programming in Spring-Summer 2021
- Designed curriculum, organized teachers and hosted on-site for three, two-week intensive summer sessions on themes of code poetry and subversive computation
- Created budgets, invoiced students and paid teachers in Xero accounting software
- Regular meetings with steering committee to discuss and design future of the school

Non-profit Board Member

Babycastles, New York, NY

July 2014 – Present

- Leading member of volunteer-run collective dedicated to presenting independent video games and digital culture to diverse communities in a shared physical space
- Created the Babycastles Residency Program and Babycastles Academy workshop series
- Curated and hosted game release parties, book launches, workshops and coworking

Co-Organizer

Processing Community Day NYC, New York, NY

Oct 2018-Present

- Coordinated space, A/V, logistics and afterparty for one-day creative coding conference at The New School University center with 25 presenters and ~200 attendees for two consecutive years
- Hosted and MC'd the Open Projector section of lightning talks

Organizer & Host

Interrupt Conference, Providence, RI

Feb 2017-May 2017

- Coordinated team of volunteers to produce a two-day media arts conference at Brown University with 28 presenters and 100+ attendees
- Created conference budget, schedule and website and managed event on-site

Founder & CEO

Medi.ci, New York, NY

March 2013 – Dec 2014

- Came up with concept, assembled team for, and built a sustainable arts crowdfunding platform based on monthly donations (a competitor to Patreon)
- Designed and coded front-end interface using Ruby on Rails and Bootstrap