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### **Selected Exhibitions**

**2011** **Data In Data Out, Self-Similar Sketch Facilitator**: Custom hardware and software facilitate creating fractal drawings from joystick input. Probing the computational universe for beauty. Walsh Gallery, Seton Hall University, South Orange, NJ

**Night Market, Trucky Cheeses**: with Julia Vallera and Trevor Zhou. Color Wheelz van was crazy in there! Alternative electronic arcade and shredded paper pit. Pizza balls and prizes. Lost Horizon Night Market, Long Island City, Queens, New York

**Machine Gut, The Shockra**: Augmented electrical generator and automated couples counselor. One participant pushes and pulses creating an invigorating shock for their partner. New York University, Commons Gallery, 34 Stuyvesant St., New York, NY

**Maker Faire, Electrize Machines**: Exercise machines with electric capabilities. Kalisthenics as computer inputs including Mice and Keyboards. New York Hall of Science, Flushing Meadows, Queens, NY

**10,000 Dumplings Music and Art Show**, **China Screens**: Interactive augmented cell phone screens. Animated interactive portraits using accelerometers and force sensing resistors. Zhu Jia Jiao, Shanghai, China

**Single Fare 2: Please Swipe Again, Touchable Windmill**: Interactive wind generator, made from scavenged metrocards. Sloan Fine Art, 128 Rivington Street, New York, NY

***Mekanika*, Electromagnetic Soup**: A look back at recent work in light of electromagnetic radiation with a forum of five artists and curators. A-Lab Forum, Crossing Art Gallery, Flushing, Queens, NY

***It Gets Better/Make It Better, Community***: Motion-sensitive light box. Hybrid image of the community the wasn't and the face we lost. 13Forest Gallery, Arlington, MA

**2010** ***Visions of Hope Silent Auction for Harper, Liberia, Light Soup***: Surface-mounted LED light show. Control algorithms alternated with random functions yielding a surprising display. Culture Fix, Lower East Side, New York, NY

***FOUND!*, Anthropomorphosed Forks and Screens**: Cutlery assembled into human shapes. Force-sensitive resistors allowed the sculptures to sense touch. Surreal Estate, Bushwick, Brooklyn, NY

***Boxed In and Boxed Out, Erase, Touch, Create:*** Cell phone screen intervention. Liquid crystal display opened for creative expression. Interactive drawings and non-differentiable functions were animated.

Beta Spaces, Bushwick, Brooklyn, NY

***Maker Faire, LineLife & ScreenLife:*** Handheld digital drawing devices. Drawing robots in a custom fractal apparatus. Touch screens and soft controllers used for navigation.

New York Hall of Science, Flushing Meadows, Queens, NY

***Science Fair at Flux Factory, LineLife:*** Drawing robots, soft controllers, and projection. Movement sensing soft controllers navigated robots. Virtual and physical drawings created.

Flux Factory, Long Island City, Queens, NY

**2009** ***Free School Trampoline Chaos II, Good Licking Interactive Portraits:*** Kinetic interactive sculptures. Using 3-axis accelerometer viewers could wiggle the tongue, roll the eyes and crane the neck of the portraits in the installation.

Hunter College, New York, NY

***El Foro de Tecnologia Aproriada, Luz de Papas:*** Using the electrolytes of a potato, derived enough off-the-grid power for a humble lightshow. Presented at Oaxaca City's annual Appropriate Technology Forum.

Oaxaca, Mexico

**2008** ***CUNY Institute for Sustainable Cities, Bamboofish and You:*** A Living installation. Bamboofish and you consisted of a bamboo stalk elevated in a pool of water. Viewers had to interact with the piece by bring fresh water to the bamboo or the bamboo would die.

Governors Island Art Fair, Governors Island, NY

***Free School Trampoline Chaos I, World Highest Dive on Fire:*** A water video on fire. Or a fire video in the water.

Hunter College, New York, NY

**2007** ***Burning Man, Light Transformed is Light:*** An interactive, self-contained electrical system powered solely and directly by the user and the sun. The audience engages with the piece literally as the engine, generating electricity on a stationary bicycle. The visual result of this work is an interactive video projection, which the participant engages with as they power the piece.

Green Man Artist's Pavillion, Black Rock City, Nevada

**2006** ***Dorkbot, 1000 Ways It Doesn't Work:*** Multimedia project which attempts to come to terms with the General Electric Corporation. Through installations, performances, videos, programs, correspondence, and web pages the project seeks the human dimensions and implications of the multi-national behemoth that is GE.

Location One, New York, NY

### **Ongoing Projects**

**2009** ***Solar Driving*** Open-source toolkit for making solar powered vehicles. Prototype travelled successfully from New York City to Mexico City.

**2008 Fractal Drawings** An interactive tool to fractalize drawings. Accelerometer controlled gesture interface. Online version available at <http://welike2draw.com/fractals/fractals.html> .

**welike2draw.com** A collaborative online drawing tool. Client server architecture allows a virtual drawing board to be shared across continents.

**2007 Human Electricity** Open-source toolkit for human-powered devices. Using homemade and commercial generators successfully powered 400-watt video projector.

### Awards

**2009 Science Fellowship**  
Graduate Center, New York, NY

**2008 Sustainable Art Prize**  
Governors Island Art Fair, Governors Island, NY

**2007 Burning Man Art Grant (Green Man)**  
Black Rock City, Nevada

### Talks and Press

**2011 Single Fare 2: Please Swipe Again, Touchable Windmill:** Interactive wind generator, made from scavenged metrocards.

#### **A-Lab Forum**

Article in neighborhood news about artist's presentations.

[http://www.yournabe.com/articles/2011/02/24/queens/qns\\_crossing\\_art\\_forum\\_20110224.txt](http://www.yournabe.com/articles/2011/02/24/queens/qns_crossing_art_forum_20110224.txt)

**2010 10 Incredible Inventions from The World Maker Faire**  
Mashable blog post depicting the drawing robots.  
<http://mashable.com/2010/10/01/incredible-inventions-maker-faire/#LineLife>

#### **NY1 Artists Draw Inspiration From Science In New Exhibit**

Segment featured LineLife's drawing robots.

Televised 6/11/2010,

[http://www.ny1.com/content/ny1\\_living/120225/artists-draw-inspiration-from-science-in-new-exhibit?ap=1&MP4](http://www.ny1.com/content/ny1_living/120225/artists-draw-inspiration-from-science-in-new-exhibit?ap=1&MP4)

#### **Discover Magazine: When Artists Take Over the Science Fair**

Article with pictures about LineLife's drawing robots.

<http://blogs.discovermagazine.com/discoblog/2010/06/11/photo-gallery-when-artists-take-over-the-science-fair/2/>

**2009 CUNY Baccalaureate Orientation**  
Bridging the Gap, On being an artist and a scientist and charting a unique educational trajectory  
Graduate Center, New York, NY

**2007 Burning Man Pavilion Artists Interviews**  
Discussed sustainability in relationship to electric art production.  
Burning Man, Nevada

**2006 Dorkbot**

Multimedia presentation of Intervention art project engaging The General Electric Corporation  
Location One Gallery, Soho New York City

**Education**

Doctor of Philosophy, Computer Science (Candidate)  
Graduate Center CUNY, New York City, NY

Bachelor of Art, December 2008  
CUNY Baccalaureate at Hunter College, CUNY, New York City, NY  
Concentration: Electric Media and Obsolescence / Information Visualization