

Curriculum Vitae

Work Address: Rue du Jura 11
1004 Lausanne
Switzerland

Nationality: United States

Education

PhD / Docteur ès Sciences (15.04.2015)

École Polytechnique Fédérale de Lausanne
Department of Architecture (EDAR)
Thesis title: *Computational Shifts in Theatrical Space*

MS, Media Arts and Science (17.08.2003)

Massachusetts Institute of Technology Media Lab
Grassroots Invention Group
Thesis title: *Just Making Faces? Animatronics, Children and Computation*

BFA, Visual Communication / Art and Technology (19.05.2001)

School of the Art Institute of Chicago
Thesis title: *Typography and Murder: Jan Tschichold and the Fascist Aesthetic*

High School

Phillips Academy, Andover (02.06.1996)

Employment

Current

Senior User Experience Designer

Food52.com
Commercial user-experience work and product strategy for a NY based media and e-commerce company.

2012-2015

Lausanne CH

Doctoral Assistant

École Polytechnique Fédérale de Lausanne

Researcher

Haute Ecole de Théâtre de Suisse Romande
SINLAB

While conducting my PhD research at EPFL I worked primarily at the theatre school HETSR on projects related to the Swiss NSF funded SINLAB (sinlab.ch), a Sinergia grant project working at the intersection of performance, technology and philosophy. This role included guiding the design, development and deployment of novel technologies (software and hardware) for projects conceived by myself, visiting artists and graduate students. I worked with both undergraduate and graduate students directly in

their roles as performers and directors to assist them in integrating new technology into their work. The role comprised technical, theoretical and pedagogical aspects, requiring successful creation of reliable new tech which also supported all of the overlapping research, teaching and artistic objectives.

2007 - 12
Cambridge MA

Design Researcher
IBM Research

Design research at IBM was an unusual dual role: As one of two embedded designers in the research organization I was responsible for user experience work on design prototypes from wireframe to implementation, as well as providing the voice of “design thinking” during strategy meetings related to research projects. The research aspect of the role consisted of critical reflection and creation of prototypes to explore the role that user interface plays in the behavior of users. The idea was to explore interface both as a means to guide desired behavior and as a possible explanation for the emergent behaviors that we see, particularly in social software. In 2009 I organized an international un-conference called The Social and the Spacial which brought together 100 attendees for two days around the topic of social software and public space. In addition I spent a week as researcher in residence at the KNAW funded Amsterdam based Digital Humanities project Virtual Knowledge Studio.

2006 - 07
Boston MA

Senior Software Engineer
Pearson Education

I was responsible for a team of three producing database-driven web application software for the educational evaluation market. In addition to front-end design and coding, a significant portion of this work was spent on working with large data sets. This included analysis, troubleshooting and management of relational databases (primarily Oracle).

2005
Los Angeles CA

Senior Designer
Bricolage Systems, LLC

Bricolage Systems was a startup founded by my graduate school advisor to fund a non-profit art-and-technology studio space through for-profit tutoring. I served as in-house designer and designed and developed the online scheduling system for tutors and clients and provided input on the role of the arts during the pedagogical development of the public studio.

2001 - 03
Cambridge MA

Research Assistant
MIT Media Lab

As a graduate research assistant for the MIT Media Lab Grassroots Invention Group I conducted my own research into the introduction of computational concepts to pre-literate children by means of animatronic robots. For this I designed and developed a prototype visual programming environment and a physical “puppetry” interface to control the robots. I also participated in several epistemology and learning projects worldwide, including running electronics workshops with schoolchildren in Cambridge and Brazil.

1997 - 05
Putnam Valley NY

Senior Developer/Designer
Evolving Systems, Inc

From 1997 until 2005 I worked as the in-house designer and developer for a small privately owned web development company. In this capacity I produced hundreds of database-driven web applications and websites for clients including Fortune 500 firms, universities, political organizations and small businesses.

Teaching : Courses

2017

Introduction to Digital Scenography
LM04: La Manufacture

2013

Teaching Assistant, École Polytechnique Fédérale de Lausanne
CS-489: PxS Design studio for computer scientists
Special topic MOOCs in Africa

Delivered several lectures on industrial design research and the design process in a research environment. Topics covered included the development of paper and video prototypes, wire-framing for software interfaces and approaches to lightweight user centered and participatory design. Special topics included the history of pedagogy and education and design for diverse user audience.

2006 - 08

Instructor, Harvard Extension School
CSCI E-9: Computational Art

Co-taught with a physicist, computational art was a three-part foundational course designed to introduce students to the idea of creating interactive works using microcontrollers, 3D software and on-screen data visualizations. The course alternated theoretical and practical units interspersed with discussion. Topics covered included interaction design, Wolfram's New Kind of Science, morality and technology, robots and science fiction and self and identity online.

2003

Teaching Assistant, Harvard University
FAS Interactive Environments
w/ Profs. Jeffery Huang and Muriel Waldvogel

Taught three weeks of the course including a one week intensive electronics workshop. Designed and constructed an interactive floor called MagicFloor which could sense the presence of occupants in a space using capacitive fields, along with a software interface students could use to create their own interactive experiences using this interface.

Teaching : Workshops

2013

Guest Lecture
HEAD (Haute Ecole d'art et de Design)
Geneva, Switzerland
Art <-> Design <-> Research

Invited to participate in HEAD's "design week," I delivered a lecture to first year Masters students on the distinctions between art, design, and research and the emerging categories of artistic research and design research. The lecture was followed by a Q+A with the students.

2012

Guest Lecture and Workshop Lead
Tsinghua University Art & Science Media Lab
Beijing, China

Presented a lecture on the history of art and technology and interactive works using depth-camera based tracking systems. Over the course of the following two weeks ran a workshop for media lab design students interested in integrating Microsoft Kinect into their interactive projects. During the workshop the students used software which I developed for my dissertation work.

2011

Artistic Mediums II
Curatorial lecture
New Art Center Newton, MA

Artistic Mediums II was the second of two shows developed and curated by myself and public artist Mary Lucking. The idea of these shows was to explore the notion of contemporary artists working with technologies as mediums in the sense of both spiritual guides and charlatans. The second of these exhibitions was presented in a gallery space which was part of an educational art space. In support of this show I delivered a lecture and

facilitated a public discussion on the history of electrification, ghosts and the radio, art technology and spirituality.

2003

Jackal Project

Electronics and art workshops
Boston MA, Chicago IL, Austin TX

Conceived before "making" was a movement, the Jackal Project was a multi-city, multi-year touring project which involved setting up public "drop-in" studios for teaching the public soldering skills, hacking of toys, networks and ideas. As a team, the jackals dressed in white jumpsuits and masks to descend upon various locations for limited engagements, reconstructing their environment and sharing the results in public. The project was presented at Boston Cyberarts, the Museum of Contemporary Art in Chicago and at Siggraph in Austin, Texas.

2002

The City That We Want

Electronics workshop with the Bradesco Foundation
Sao Paulo and Campinas, Brazil

As part of my education and epistemology work at the MIT Media Lab, I spent three weeks teaching electronics and working with school children in the Bradesco Schools in Brazil. The topic "the City That we Want" was meant as an opportunity for students to envision the future they wanted to live in and then to create functional prototypes of systems and artifacts from that future.

Selected Exhibitions and Performances

2015

Blue Butterfly
Science communications theatre
Collaboration with UNIL / Catalyst Theatre

2014

Hotel City / CinemaMutation
Interactive film installation / game engine
HETSR 10 year anniversary, Lausanne Switzerland

2014

LIWYĀTĀN / LEVIATHAN
Theatre production/performance
Work with SINLAB Artist in Residence MOTUS Company

2013

CYBORG[AME]
Theatre production/performance
Work with SINLAB Artist in Residence with Gildas Milan

Lines of Desire

Invited Artist in Residence

ENSAL (École nationale supérieure d'architecture de Lyon)

SHiNMu

Dance production/performance

Collaboration with ATOU dance company and Theoriz Crew

Stage Digital II

Interactive technology demonstration and residency

ZhDK Zürich, Switzerland

2012

Les Urbaines

Interactive technology demonstration for a public festival

Lausanne, Switzerland

Stage Digital I

Interactive technology demonstration and residency

ZhDK Zürich, Switzerland

2011

The Meaning of Work

Interactive Video for Interior-ity at the

Fourth Moscow Biennale of Contemporary Art

Moscow, Russia
Publication List

Publications

2015

Computational Shifts in Theatrical Space

École Polytechnique Fédérale de Lausanne (Doctoral Thesis).

2013

Experience Catalysts and Architecture: Towards a New Tradition

2013 eCAADe Conference on Future Traditions: Rethinking Traditions and Envisioning the Future in Architecture through the Use of Digital Technologies

2011

Architecture and Design for Virtual Conferences: A Case Study

MDPI Future Internet 3, no 3: 175-184

Circles of Crowdsourcing: The Social Organization of Participatory Sensing – IBM Research Report

Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Andrew Sempere, Reid Priedhorsky

Participatory Sensing through Participatory Design: Collaborating on Requirements with the CARD Method – IBM Research Report

Michael Muller, Susanne Hupfer, Andrew Sempere, Stephen Levy, Reid Priedhorsky, Daniel Gruen

MoCoMapps - An Experiment in Crowdsourcing both Data and Applications for Mobile Services – IBM Research Report

Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Reid Priedhorsky, Andrew Sempere

2010

Avatars Meet Meetings: Design Issues in Integrating Avatars in Distributed Corporate Meetings – IBM Research Report

N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson

*Enhancing Distributed Corporate Meetings with 'Lightweight' Avatars
IBM Research Report*

N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson

2009

The Work of Art in the Age of Virtual Production
25th Annual CHArt Conference Proceedings

2005

Animatronics, Children and Computation

IEEE Journal of Educational Technology & Society 2005, Vol. 8
Special Issue on "Crafting Learning in Context"

2004

CTRL_SPACE: Using Animatronics to Introduce Children to Computation. Proceedings, IEEE International Conference on Advanced Learning Technologies

2003

Just Making Faces? Animatronics, Children and Computation
Masters Thesis, MIT