

Blake McConnell
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<http://www.blakemcconnell.com/work.html>

New media artist, engineer and educator specializing in programming for the media arts, sound, and social practice.

Education:

- **MFA, Digital Technology: Arts, Media, Engineering/Intermedia**, Herberger Institute for Design and the Arts, Arizona State University, 2013.
- **BA, Conceptual and Information Art**, San Francisco State University, Summa Cum Laude, 2007.

Professional Experience:

- **Front End UX Engineer, Float Hybrid Entertainment, SF, CA. December 2013-ongoing:** design and implement the front and back-end of large scale (big screen) interactive systems. Develop applications that interface with sensors and other specialized hardware. <http://floathybrid.com/>
- **Instructor, Public Education, San Francisco Art Institute, SF, CA. March-April 2014:** teach a 6 week course entitled "The Drifter's Guide to Urban Field Recording" where students create audio works from material recorded during walking excursions in San Francisco. <http://www.sfai.edu/public-education>
- **Instructor, Berkeley Art Studio, University of California, Berkeley, CA. September 2013-ongoing:** teach introductory courses on front end web design, Processing, Illustrator, and Photoshop. <http://artstudio.berkeley.edu/>
- **Digital Media Instructor, ACE Summer Camp, Oakwood School, Los Angeles, CA. Summer, 2013:** led high school students in creating a large-scale, interactive animation using the Kinect sensor, and creating kinetic sculptures using Arduino and custom electronics, exhibited at ARTSHARE Gallery, Downtown LA. <http://academyofcreativeeducation.org/>
- **Teaching Assistant, Digital Culture/School of Art, ASU. Fall 2010-Spring 2013:** Assistant instructor: Introduction to Interactive Environments, Introduction to Digital Art and Culture. Instructor of Record: Introduction to Digital Media. Taught students fundamentals of graphic design, audio and video, electronics, and programming for the media arts. http://herbergerinstitute.asu.edu/degrees/digital_culture/
- **Introduction to Digital Media Area Coordinator, ArtCore Program, ASU, Fall 2012:** facilitated curriculum development and equipment purchasing/ lending among instructors. Extended equipment collection to include audio capture devices, custom-built microphones. <http://www.asu.edu/cfa/wwwcourses/art/SOACore/homelive2.htm>
- **Media Instructor, Tumbletees Apprentice Program, Phoenix, AZ. Fall 2012:** conducted workshops on basic Photoshop/Illustrator with a focus on graphic design for screen printing with homeless youth in apprentice program. http://www.tumbleweed.org/tumble_tees.php
- **Art Editor, The Sustainability Review, School of Sustainability, ASU. 2010-12:** solicited and reviewed submissions from internationally recognized artists exploring themes of sustainability in their work. <http://www.thesustainabilityreview.org/>
- **Curatorial Intern, The Lab, SF, CA. September 2009-April 2010:** assisted programming committee with review of gallery and event submissions, and participated in curatorial outreach and exhibition design, including interactive sound installations presented in the 2010 Soundwave Festival. <http://www.thelab.org>
- **Production Intern for Kraft + Purver and CounterPULSE, SF, CA. Summer, 2006:** worked directly with the artists on their live video, performance piece REMOTE, maintaining and troubleshooting live camera feeds. <http://www.kraftpurver.com/>

Formal Research:

- **Master's Thesis: *Una Casa de Sonidos*, Partnership with Tumbleweed Center for Youth Development and Casa de Sueños, Phoenix, AZ. Spring, 2013:** worked with 30+ undocumented, unaccompanied youth in the custody of the Office of Refugee Resettlement and residing at Casa de Sueños to produce an interactive sound installation using custom software and the Kinect sensor. <http://www.blakemcconnell.com/cds.html>

- **Research Assistant, Adriene Jenik, Director, School of Art, ASU. Fall 2012- Spring 2013:** restored early interactive works built with Macromedia Director and Hypercard to operate in Mac OSX. Did audio design and mastering for new video work *Specflic 1.9*. www.adrienejenik.net
- **Research Assistant, Arts Media and Engineering (AME), ASU. Fall 2010-Spring 2012:** participated in ongoing collaborative research with experiential media in the domain of informal learning, including the design and implementation of an augmented reality application for iPad that displays information about the 50 US states. Led local high school students and graduate student mentors in generating digital art works for presentation at the Young@Art Gallery at the Scottsdale Museum of Contemporary Art. <http://ame.asu.edu>

Selected Exhibitions, Presentations and Workshops:

- **Hemispheric Institute Convergence, Hosted by NYU and Columbia University, NYC, NY.** Oct 1-5, 2014. Co-convenor for Sound and the City working group [Selected competitively by jury] <http://hemisphericinstitute.org/hemi/>
- **Toronto International Electroacoustic Symposium.** Aug 13-17, 2014. *Una Casa de Sonidos: Sonic storytelling with Central American refugee minors*. [Juried paper presentation] <http://cec.sonus.ca/events/TIES/2014/index.html>
- **DEL+REW, Goldsmiths University of London, UK and online.** March 27-May 31, 2014. *A Drifter's Guide to Urban Field Recording, Mexico City*. [1 month group exhibition] <http://www.delrew.com/>
- **Una Casa de Sonidos, ASU Step Gallery.** April 1-5 2013. [partnership with Tumbleweed Center for Youth Development program Casa de Sueños for fulfillment of Digital Technology MFA] http://www.tumbleweed.org/casa_desuenos.php
 - Committee Members: Dan Collins (chair), Adriene Jenik, Eric Margolis, Garth Paine
- **Hemispheric Institute Convergence, Hosted by NYU and Duke University, Durham, NC.** Nov. 2012. Urban Geopolitics Working Group [Selected competitively for participation]
- **International Symposium for the Electronic Arts, Albuquerque, NM.** Sept. 2012. *Oblique Reflections*, public art installation in collaboration with Learning Installations/Arts, Media and Engineering. [Curated by 516 Arts. International conference] <http://www.isea2013.org/isea-foundation>
- **A Drifter's Guide to Urban Field Recording UAM Xochimilco, Mexico City.** June 2012. workshop led in collaboration with Bio5 urban video project. [Invited by Division Ciencias y Artes para el Diseño-Unidad, UAM Xochimilco] <http://alebrije.uam.mx/>
- **Next Action: Art and Technology.** Feb. 2012. *A Drifter's Guide to Urban Field Recording*. Collaboration with Learning Installations/AME, South Mountain High School, Phoenix Country Day School, and the Scottsdale Museum of Contemporary Art. [Curated by Laura Hales. 1 month exhibition, regional/national/international venue] <http://www.smoca.org/>
- **Sustainable Phosphorus Conference.** February, 2011. *Ptown Constellations*, interactive installation, Desert Botanical Gardens/ Step Gallery. Collaboration with ASU School of Life Sciences Researcher David Iwaniec. [International conference. Featured in proceedings] https://asunews.asu.edu/20110120_phosphorus_art

Awards:

- Good n' Plenty Grant, Scottsdale Museum of Contemporary art and Scottsdale Public Art Council, 2012 [juried, \$1200 award]
- ASU Graduate Professional and Student Association Travel Grant, 2012, for travel to present work at ISEA 2012 [juried, \$950 award]
- School of Art Special Talent Award, ASU, 2012 [merit based, \$1000]
- Conceptual and Information Arts Program Outstanding Achievement Award, 2007
- Cynthia and Gary Bengier San Francisco State University Scholarship, 2005 [merit based, \$1000]

Press:

- **Horizon Channel 8 Artbeat. Feb. 14, 2011.** Appears at 1:52, 3:30. <http://www.azpbs.org/horizon/detailvid.php?id=2767>

Relevant Technical Skills:

- **Programming Languages/ Environments:** C++, OpenFrameworks, Processing, JavaScript, Max/MSP/Max for

Live, C#

- **Audio and Video:** Ableton Live, Logic, Audacity, Final Cut Pro X, Sony Spectralayers
- **Graphic Design:** Photoshop, Illustrator
- **Web (front end):** HTML5, CSS 3
- **Web (back end):** node.js, WebSockets API
- **Sensors/External Hardware:** Arduino, Teensy, gesture/ presence recognition with optical tracking (OpenNI, Kinect SDK), motor control (modbus), camera control (DirectShow, Point Grey SDK)
- **3D:** Rhino 3D, Grasshopper
- **Fabrication:** rapid prototyping (laser cutter, Z-corp), circuit design