

Kaitlin E Schaer
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Education	<p>Carnegie Mellon University - Pittsburgh, PA - May 2017 Bachelor of Fine Arts - Art, Photography Concentration IDeATE Concentration - Physical Computing</p> <p>Universiteit van Amsterdam - Amsterdam, Netherlands - May 2016 Social Sciences Exchange Program - Data Science</p> <p>New York University Berlin - Berlin, Germany - July 2016 Tisch School, Live Video Performance Summer Program</p>
Experience	<p>Carnegie Mellon University - ArtFab Intern - Spring 2017 ->Current Supervised Physical Computing and Digital Fabrication facilities, trained student monitors, maintained equipment: CNT Motion Systems 3 Axis router, Rabbit and Epilog lasers</p> <p>Carnegie Mellon University - CFA Photo Labs - Fall 2015->Current Assisted with management of digital print labs, executed large format inkjet print jobs, mixed chemistry and maintained traditional chemical darkroom spaces</p> <p>Carnegie Mellon University - ArtFab - Spring 2013->Fall 2016 Monitored and operated laser cutter and CNC router facilities.</p> <p>Peter Coffin Studios - Brooklyn, NY - Summer 2015->Fall 2015 Digital 3D design intern for sculptural and architectural works. Modeled works in Rhino and Grasshopper, communicated with fabricators to organize and plan construction</p> <p>"Statuevision" by Ali Momeni - Assistant - Sept2014 ->Oct 2014 Assisted with community outreach, setup, and performance of "Statuevision," a live video projection performance, in Dupont Circle, Washington D.C.</p>
Skills	<p>Software: Rhinoceros 3D, Grasshopper, RhinoCam, Processing, Arduino, Weka, Max MSP, PureData, madMapper, VDMX5, Agisoft PhotoScan, Adobe CC 2017: Photoshop, Illustrator, Lightroom, InDesign, After Effects</p> <p>Practical: CNC fabrication, projection mapping, large format inkjet printing, studio lighting, photogrammetry, digital and darkroom photography</p>
Selected Coursework	Big Data, Experimental Capture, Live Video Performance, Computing for Creative Practice, Human Machine Virtuosity, Experimental Sound Synthesis, Intro to Physical Computing, Electronic Media Studio: Intro to Interactivity, Hey Robot! Let's Make Something