



scott reitherman

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Portfolio



LinkedIn



Blog



Instagram



Soundcloud

work

2016 - Present

Graduate Student
ITP at NYU

Focus of Study

- Interaction design, rapid prototyping, and creative coding centered around immersive music + video experiences (Javascript, p5, MAX, Unity)

- Presenting a mixed reality product that uses machine learning and metacognition research to optimize reading from printed books at Design Expo 17 funded by Microsoft Research.

- Making an interactive music iOS App that responds to specific spaces within the Metropolitan Museum of Art

- Creating a highly interactive VR experience that visualizes 3D spatialized audio and ambient soundscapes

- Presenting a future of learning product to UNICEF's Innovation Unit

- Storytelling in traditional forms (video, radio style) and immersive contemporary (VR, spatialized audio)

2004 - Present

Artist, Creative Director
Pillar Point + Throw Me The Statue

Responsibilities:

- Write/record songs and grow artist profile to point of recording contract from a bigger, respected indie label
- Project Manage the live production (400+ shows in USA, Europe, Asia)
- Art Direct album + merchandising
- Account Manage relationships with affiliates; record labels, booking agents, publicists, musicians

education

2016 - Present

NYU - Tisch School of the Arts
M.P.S. candidate at ITP,
Interactive Telecommunications
Program

2000-2004

Vassar College
B.A. in Sociology

projects

2016 - Present

Founder
Ambient Medias Group, ITP

- Organize ambient music listening sessions featuring video projection

2004 - 2007

Co-Founder
Baskerville Hill Records

- Art Direct website creation, design promo materials and efforts

skills

