

SAM GALISON

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EDUCATION

RHODE ISLAND SCHOOL OF DESIGN (RISD) // M.F.A. in Digital + Media Providence, RI, USA	2016
NEW YORK UNIVERSITY (NYU) - GALLATIN // B.A. cum laude in "Affective Engineering" New York, NY, USA	2012
UNIVERSITÄT DER KÜNSTE (UDK) // Visiting scholar at the "Institut für Raumexperimente," Olafur Eliasson's experimental studio school Berlin, Germany	2010
CENTRAL SAINT MARTIN'S // Certificate granting summer program in Graphic Design London, England	2009

GRANTS & AWARDS

<i>Best Written Thesis</i> // RISD Digital + Media	2016
<i>Presidential Fellowship</i> // RISD	2014
<i>Fellowship</i> // Future of Storytelling (New York)	2013
<i>Post-Graduate Digital Design Fellowship</i> // NYU Gallatin	2013
<i>Green Grant for public installation</i> // NYU	2012
<i>Léo Bronstein Homage Award for "outstanding interdisciplinary achievement in the arts"</i> // NYU Gallatin	2012

SELECTED WORK EXPERIENCE

COOPER HEWITT SMITHSONIAN DESIGN MUSEUM // consulting and R&D	2017-present
PARSONS, THE NEW SCHOOL // adjunct professor (interaction design + creative code)	2017-present
CENTER FOR DATA ARTS, THE NEW SCHOOL // design lead	2016-present
HIDEAWAY CIRCUS // graphic design, web design + development	2015-present
IB5K // graphic, web, and physical installation design, development, + fabrication	2013-present
THE LOST SHORES / OCEAN MUSIC // design, generative animation, keys / synths	2011-present
THE HUMANIST HUB // graphic design	2010-present
RISD // primary instructor (performance + robotics)	2016
PROVIDENCE COUNTRY DAY SCHOOL // summer session director (robotics)	2016
BROWN UNIVERSITY // teaching assistant (a/v production, physical computing)	2015-16

RISD // teaching + technical assistant (mixed media)	2014-15
PAUL MYODA // fabrication assistance	2015
VERITAS TUTORS / ZINC EDUCATIONAL // graphic, web, iOS and general UI design	2013-14
MELCHER MEDIA // code for "S." by J.J Abrams & Doug Dorst (Mulholland Books, 2013)	2013
MIT ARCHITECTURE DEPT // graphic design	2010-13
3RD WARD // primary instructor (rhino, processing, physical computing)	2013
NYU GALLATIN // teaching + technical assistant (design + architecture)	2011-13
CW&T // designer, fabrication assistant	2011-13
OPEN-SOURCE HARDWARE ASSOCIATION // demo chair (Open Hardware Summit)	2012
GALLATIN THEATER TROUPE // acting, directing, set + graphic design	2010-12
PARALLEL EXIT // graphic + web design	2009-12
ESPAÑA-STREB TRAPEZE ACADEMY // instructor, catcher	2007-12
MIT LIST VISUAL ARTS CENTER // photo processing for the Hans Haacke show	2011
EYEBEAM ART+TECHNOLOGY CENTER // intern (design + fabrication for Dustyn Roberts)	2010
TINO SEHGAL // interpreter (This Progress, Guggenheim NYC)	2010
HARVARD UNIVERSITY (CHSI) // archival photographer + photo processor	2008-10
GALISON / MUDPUPPY // graphic designer, product photographer	2007-8
TRAPEZE SCHOOL OF NEW YORK (BOSTON) // instructor, catcher	2006-7
CIRCUS SMIRKUS // boss clown, general production assistant	2004-7
CAROLINE JONES // composite digital photography for "Sensorium" (MIT Press, 2006)	2006

EXHIBITION HISTORY

RISD / DUNKIN DONUTS CONVENTION CENTER // RISD Masters' Thesis Exhibition Providence, RI, USA	<i>group</i>	2016
EXTRA CREDIT GALLERY // One To Hold, One To Echo Providence, RI, USA	<i>solo</i>	2016
SOL KOFFLER GALLERY // Dark Matter (10th anniversary D+M show) Providence, RI, USA	<i>group</i>	2016
GELMAN GALLERY // Better Again Providence, RI, USA	<i>group</i>	2016
GELMAN GALLERY // Fever Dream Providence, RI, USA	<i>group</i>	2015
NYU // Public Installation New York, NY, USA	<i>solo</i>	2013
FOWLER ARTS // The Postcard Show Brooklyn, NY, USA	<i>group</i>	2012
GALLATIN GALLERIES // Up Close And Mechanical New York, NY, USA	<i>solo</i>	2012
NYU TISCH - ITP // ITP Spring Show New York, NY, USA	<i>group</i>	2012

SKILLS

SOFTWARE

design

Adobe suite: InDesign, Photoshop, Illustrator, accompanying peripherals

Rhinoceros 3D modeling

Eagle (printed circuit board design)

audio + video production

Adobe suite: Premiere, Audition, After Effects

Ableton Live (live and recorded audio)

VDMX (live video)

MadMapper (projection mapping)

Max / MSP / Jitter (computational / interactive audio + video)

code

web: (javascript [incl. d3, p5, AFrame, three], html, css, php, some clojure)

Arduino (C)

Processing (Java)

OpenFrameworks (C++)

Python (incl. rhinoscripting)

application development in Max / MSP / Jitter

HARDWARE

digital fabrication

laser cutting / etching

cnc milling / routing

3d printing in plastic, resin, rubber, and metal

electrical and mechanical engineering + design

hybrid digital / hand fabrication techniques in wood, metal, and plastic

hand fabrication

metalworking

woodworking

glassworking (hot + cold)

electrical and mechanical fabrication / assembly

casting (rubber, plastic, cement, glass)

foam, wire, and papier-maché form construction

print media (drawing / illustration, hand lettering, printmaking, painting)

OTHER SKILLS

theatrical / installation

set design + fabrication

video projection design + installation (incl. projection mapping)

multichannel audio sound design + installation

indoor + outdoor fine art installation

audio & video production

photography + videography (archival, studio, + outdoor)

musical composition + performance (guitar, keyboard, electronic)

animation (stop motion + digital)

languages

English, French, German