

SAM GALISON

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EDUCATION

RHODE ISLAND SCHOOL OF DESIGN (RISD) // M.F.A. in Digital + Media 2014-16
Providence, RI, USA

written thesis: "For A Moment" – three-part book of computational writing, prose, and poetry on the process of drawing meaning from nothing

thesis installation: "Unfamiliar" – an immersive room-size composition in video, optical glass, and music, about the uncanny terrain of memory and its relationship to focus and presence

NEW YORK UNIVERSITY (NYU) // B.A. cum laude from Gallatin in "Affective Engineering"* 2008-12
New York, NY, USA

thesis: the history and theory of natural and fabricated empathy

*Gallatin is a school within NYU at which students design their own majors. Mine, titled "Affective Engineering," was a combination of art, design, philosophy, and engineering. I split my time between the Tisch School's Interactive Telecommunications Program (ITP) and other branches of NYU where I pursued philosophy, fine art, and design/engineering.

UNIVERSITÄT DER KÜNSTE // Visiting scholar at the "Institut für Raumexperimente," 2010
Olafur Eliasson's experimental studio school
Berlin, Germany

projects included field recording audio composition, site-specific work in Berlin, and experimental recording and performance work

CENTRAL SAINT MARTIN'S // Certificate granting summer program in Graphic Design 2009
London, England

culminated in a site-specific public installation of photographic prints near Leicester Sq.

GRANTS & AWARDS

Best Written Thesis // RISD Digital + Media 2016

Presidential Fellowship // RISD 2014

Fellowship // Future of Storytelling (New York) 2013

Post-Graduate Digital Design Fellowship // NYU Gallatin 2013

Green Grant for public installation // NYU 2012

Léo Bronstein Homage Award for "outstanding interdisciplinary achievement in the arts" // NYU Gallatin 2012

TEACHING EXPERIENCE

- THE NEW SCHOOL (PARSONS)** // course developer + instructor 2017
New York, NY, USA
course title: Creative Computing *student level:* undergraduate (sophomore)
course description: An introductory course in the history and practice of computational art and design. Students begin by learning fundamental programming techniques in Processing, and work towards an understanding of web-based creation in HTML, CSS, and Javascript. Readings and artworks throughout ground this knowledge in a social and historical context.
- THE NEW SCHOOL (PARSONS)** // course developer + instructor 2017
New York, NY, USA
course title: Core Interaction Lab *student level:* undergraduate (junior)
course description: An intermediate-level workshop based course in contemporary interaction design and web development principles. The course revolves around a series of projects designed to familiarize students with HTML, CSS, and Javascript fundamentals, alongside a working knowledge of best practices and theoretical approaches to interaction design.
- RISD** // course developer + instructor, co-developed with sculptor Maggie Hazen 2016
Providence, RI, USA
course title: Outperform *student level:* graduate + undergraduate
course description: A hybrid performance / robotics studio class, focusing on the integration of contemporary performance methods and experimental media technology into a unified practice. The class includes technical instruction in physical computing, interactive software development, and fabrication, as well as performance technique drawing from mime, physical comedy, dance, improvisational and devised theater, and choreography. At RISD, Outperform was cross-listed in Sculpture and Digital + Media.
- BROWN UNIVERSITY** // teaching assistant for Ed Osborn, Dept of Visual Art 2016
Providence, RI, USA
course title: New Genre: Site & Sound *student level:* graduate + undergraduate
course description: "This studio course provides a broad overview of contemporary sonic art practice, facilitates the development of site-based sonic artwork, and encourages a critical approach to sound and audio practice."* The course included technical instruction in audio recording, editing, and installation, as well as critical feedback on sonic art projects.
- PROVIDENCE COUNTRY DAY SCHOOL** // summer session director 2016
Providence, RI, USA
student level: middle school + high school
job description: Designed and implemented robotics program for the Providence Country Day School's summer programming. Geared towards ages 8-14, the week-long session combined more traditional training in robotics and engineering with fine arts education and an introduction to sculptural fabrication.
- BROWN UNIVERSITY** // teaching assistant for Ed Osborn, Dept of Visual Art 2015
Providence, RI, USA
course title: New Genre: Physical Computing *student level:* graduate + undergraduate
course description: "This is an intensive introduction to electronic devices for use in art making and includes hands-on experience working with sensors, motors, switches, gears, lights, simple circuits, microprocessors and hardware-store devices to create kinetic and interactive works of art."* The course also included technical instruction in interactive software and critical instruction in technically-driven studio art.
- RISD** // teaching + technical assistant for Digital + Media dept 2015
Providence, RI, USA
specialty: Robotics, Programming, and Physical Computing *student level:* graduate
job description: Not tied to a class, this position was part of my graduate assistantship at RISD and included helping students by appointment with projects in robotics, physical computing, interactive software design and development, and creative coding.

- RISD** // teaching assistant for Rafael Attias, Digital + Media dept
Providence, RI, USA 2014
course title: Soundmarks: Sound Design for Visual Media
student level: graduate + undergraduate
job description: This studio arts course covered “the fundamentals of digital audio composition, production, recording, arranging and sequencing, as well as the implementation of video, and reactive/interactive visualization.”** The course included technical instruction in digital audio and video production software, as well as in interactive software development and technologically-driven fine art installation techniques.
- 3RD WARD** // primary instructor 2013
Brooklyn, NY, USA
student level: adult education
course description: Introductory and intermediate courses in Rhino (3d modeling), Processing (generative and computational animation) and Arduino-based physical computing and robotics.
- NYU GALLATIN** // teaching assistant for Louise Harpman and Mitchell Joachim 2013
New York, NY, USA
course title: Architecture/Urban Design Lab *student level:* undergraduate
course description: “This workshop and design lab aims to impart skills and theories essential to intelligent green design, an socio-ecological practice applicable to all materials, buildings, and infrastructure systems.”*** This project-based course also included technical instruction in 2D and 3D graphics software, and an overview of emerging and experimental technology in sustainable design.
- NYU GALLATIN** // teaching assistant for Louise Harpman 2012
New York, NY, USA
course title: Good Design: Scale *student level:* undergraduate
course description: “The course uses scale as a lens through which to view the designed environment, as readings and projects consider the design of something you can hold (such as a tool), the design of something that can hold the body (such as clothing or furniture), and something that can be inhabited (such as a dwelling).”*** Technical instruction in this course featured Rhino and the Adobe suite.
- NYU GALLATIN** // teaching assistant for Louise Harpman 2012
New York, NY, USA
course title: Mapping as a Spatial, Political, and Environmental Practice
student level: undergraduate
course description: Critical design course examining the practice of mapping in historical, sociopolitical, and environmental contexts. Students learn how to critically engage with maps, and to effectively present narratives through graphic representation, data modeling, and information display methodology. “Mapping” included technical instruction in graphic design and the Adobe suite, and related techniques for data visualization in Rhino and Processing.
- ESPAÑA-STREB TRAPEZE ACADEMY** // instructor 2007-12
Brooklyn, NY, USA
specialty: Flying Trapeze, Juggling *student level:* mixed
description: Taught at entry, intermediate, and advanced levels, working with kids aged 5-18 and adults of all ages. Instruction included general flying and catching technique, group demonstrations, safety practices, and individual coaching.
- TRAPEZE SCHOOL OF NEW YORK** // instructor 2006-7
Boston, MA, USA
discipline: Flying Trapeze *student level:* mixed
description: Similar to the work at the España-Streb Trapeze Academy; taught a wide range of levels.

*from the Brown University course catalog

**from the RISD course catalog

***from the NYU course catalog

SELECTED WORK EXPERIENCE

VERIZON, WITH MC² // interactive LED sculpture: design, fabrication, + installation	2018+
DUGGAL // interactive retail display R+D (incl. electrical engineering + software development)	2016-2018
CENTER FOR DATA ARTS, THE NEW SCHOOL // design lead	2016-2018
PARSONS, THE NEW SCHOOL // adjunct professor (interaction design + creative code)	2016-2017
COOPER HEWITT SMITHSONIAN DESIGN MUSEUM // consulting and R&D	2017
HIDEAWAY CIRCUS // graphic design, web design + development	2015+
IB5K // graphic, web, and physical installation design, development, + fabrication	2013+
THE LOST SHORES / OCEAN MUSIC // design, generative animation, keys / synths	2011+
THE HUMANIST HUB // graphic design	2010+
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 MASTERS' THESIS EXHIBITION

Providence, RI, USA

work title: Unfamiliar

work details: 10' x 15' room installation; 5 channel embedded-video sculptures plus rear projection, 4 channel audio; wood, optical glass, cement, steel, acrylic, custom electronics. 7min loop.

group 2016

EXTRA CREDIT GALLERY // One To Hold, One To Echo

Providence, RI, USA

work title: One To Hold, One To Echo

work details: 6' x 12' room installation; 3 channel projection-mapped video, stereo audio, silvered glass. 10min loop.

solo 2016

SOL KOFFLER GALLERY // Dark Matter (10th anniversary D+M show)

Providence, RI, USA

work title: We Need To Talk

work details: 6' driftwood limb with embedded, interactive 4-channel audio; copper, steel, wire, custom electronics. Staggered 2min loops.

group 2016

GELMAN GALLERY // Better Again

Providence, RI, USA

work title: We Need To Talk

work details: 6' driftwood limb with embedded, interactive 4-channel audio; copper, steel, wire, custom electronics. Staggered 2min loops.

group 2016

GELMAN GALLERY // Fever Dream

Providence, RI, USA

work title: A Gut Indecision

work details: 6' x 3' x 4' flexible, kinetic steel sculpture; wood, steel, paint, custom electronics.

group 2015

NYU // Public Installation

New York, NY, USA

work title: The Bellflower

work details: 5' x 5' x 6' solar powered kinetic sculpture; wood, brass, steel, custom electronics.

solo 2013

FOWLER ARTS // The Postcard Show

Brooklyn, NY, USA

work title: Cumulous Series

work details: 12 hybrid hand / plotter prints, each 6" x 4". Pen and ink on yupo.

group 2012

GALLATIN GALLERIES // Up Close And Mechanical

New York, NY, USA

work title: [multiple]

work details: show featured Too Close To Comfort, Sisyphus Loop, Touchy Feely, Stochasm, Look Like A Secret, What A View, Binary Balloons, Implode / Explode, and the Erfinder Series. Dimensions variable.

solo 2012

NYU TISCH - ITP // ITP Spring Show

New York, NY, USA

work title: Sisyphus Loop

work details: composite animation with generative audio; 720p, stereo, infinite duration (non-looping).

group 2012

SKILLS

SOFTWARE

design + graphics

Adobe suite: InDesign, Photoshop, Illustrator, accompanying peripherals

Rhinoceros 3D modeling

Eagle (printed circuit board design)

audio + video production

Adobe suite: Premiere, Audition, After Effects

Cinema 4D

Ableton Live (live and recorded audio)

VDMX (live video)

MadMapper (projection mapping)

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

LED lighting control software (assorted)

code

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

Arduino (C)

Processing (Java)

OpenFrameworks (C++)

Python (incl. rhinoscripting)

application development in Max / MSP / Jitter

shell (bash/zsh) scripting

HARDWARE

digital fabrication

laser, cnc, waterjet cutting/forming

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

electrical and mechanical engineering + design

professional digital printing

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, papier-maché, etc. form construction

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

OTHER SKILLS

theatrical / installation

set design + fabrication

video projection design + installation (incl. projection + LED mapping)

multichannel audio sound design + installation

indoor + outdoor fine art installation

audio & video production

photography + videography (archival, studio, + outdoor)

musical composition + performance (guitar, keyboard, bass, electronic)

animation (stop motion, digital, 3D)

languages

English, French, German