KEVIN SINCLAIR PATTON, PH.D. *Curriculum Vitae*

CONTACT

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EDUCATION

2011	Ph.D.	Brown University	Computer Music and Multimedia Composition
2007	M.A.	Brown University	Music
2002	M.M.	The University of North Texas	Jazz Studies, Composition
1999	B.A.	The University of Houston	Philosophy, French Minor

ACADEMIC WORK EXPERIENCE

2017-PRESENT	Corcoran School Of The Arts And Design At The George Washington University, Assistant Professor Of Interaction Design

- Interim Department Head of Design F24
- Director of Graduate Studies, Interaction Design, MA
- Director of Undergraduate Studies, Interaction Design, BFA, BA

2014-2017	NYC College Of Technology, Director, Emerging Media Technologies Program
2013-2017	NYC College Of Technology, Assistant Professor Of Emerging Media
2011-2013	Oregon State University, Assistant Professor Of Music And Performance Technologies
2011	Rhode Island School Of Design, Adjunct Faculty
2010	Composing Interactive Multimedia, Morelia, Mexico, Founder And Director
2005-2011	Brown University, University Fellow
2002–2005	Texas A&M University, Lecturer Of Music

HONORS, AWARDS, DISTINCTIONS

2018	Fellow for the Office of Entrepreneurship and Innovation, George Washington University
2016	Co-Founder, NYC Electroacoustic Improvisation Summit
2012	Venture Capital Fund Grant, for The TaurEx, a Sensor Enabled Guitar
2011	Joukowsky Outstanding Dissertation Award in the Humanities
2010	Fellow, Cogut Center for The Humanities, Brown University
2009	Invited Researcher, Sorbonne (Paris IV), Paris, France
	Rhizome Commission for New Media Art
2002	Most Outstanding Graduate Student in Jazz Studies, University of North Texas

CREATIVE WORK, CONFERENCE AND PAPER PRESENTATIONS, WORKSHOPS, RESIDENCIES

2025

- *[Software Design and Development]]* kenilworth.wayside.at — AR APP I co-designed and built a sophisticated AR application for mobile browsers for/with artist/designer Andrew Kastner who was in residence with Capital Fringe and the National Park Service. I created a 3D model placement system as well as a point cloud animation system to show the growth stages of iconic plants at the Kenilworth Aquatic Gardens. Summer 2025.
- *[Invited Lecture]* Small Distances with Big Difference: Developing The Way Is Blocked, I presented on how I use real time performance data to control guitar effects and the complex data mapping system I developed to

facilitate mapping simultaneous data streams as well as their combination to control aspects of a digital Signal Processing system I designed. LSU Center for Computation and Technology, Baton Rouge, LA. March 8.

‑ *[Software Design and Development]* Summit for Adventurous Electric Guitar In the Gulf South, I Created Documentation Website for the Summit for Adventurous Electric Guitar In the Gulf South, REMLABS Concert at Sheperd School of Music, Rice University. March 7.

‑ *[Performance]* The Way Is Blocked, I performed my composition for guitar and interactive electronics at the Summit for Adventurous Electric Guitar In the Gulf South, REMLABS Concert at Sheperd School of Music, Rice University. March 7.

‑ *[Performance]* /Earth Out Of Joint: Video Triptych, An online Video Triptych of natural decay and sublimation into the uncanny. Original videos of natural elements like the river, the rain and the sky, are wrapped around generative blobs that merge and dissolve over time. Each video exists as an NFT as well, hosted for a time on Huc et Nunc until itself subsumed into objkt.com January 22.

2024

‑ *[Invited Lecture]* Presentación Ideas Sónicas 30: Automation and Expression, A presentation describing my editing and curation of articles submitted for the publication Ideas Sonicas. Visiones Sonoras, Morelia Mexico. September 28.

‑ *[Publication]* Ideas Sónicas Issue 30: Automation and Expression, Guest Editor for issue 30 of the bilingual peer-reviewed journal on the intersection of automation and expression. Año 16 número 30, Enero - Junio 2024 - Juiz de Fora - MG- Periodicidad semestral. ISSN:2317-9694

‑ *[Invited Panel]* Improvisation, Interfaces, and Performance, Lead round table discussion at the New York City Electroacoustic Improvisation Summit, New York City, Voorhees Theater, May 3

‑ *[Workshop]* Collective Action Hackathon and Design Sprint, A workshop I organized that points design thinking problem solving approaches towards collective action and community organization. I was joined by Matt Richard, Chief Information Officer of the The Laborers' International Union of North America (LiUNA) and Lisa Martin, Director of the Strategic Communications Department for LiUNA. February 16

2023

‑ *[Workshop]* AI in Design: Where Do We Go From Here, Sitar Arts Center, Washington, DC. Presented and led a workshop on Generative AI workflows for design practice. October 29

‑ *[Invited Lecture]* Automation and Expression, Humboldt-Universität zu Berlin , Berlin, Germany. Presented recent research and ideas around the concept(s) of automation and expression, especially as relates to design considerations for creative practitioners. June 4

‑ *[Residency]* CMMAS - Centro Mexicano para la Música y las Artes Sonoras , Morelia, Michoacán, Mexico. Residency focused on the development of a live performance system with Berlin Based Vocalist, Sophie Tassignon. https://www.cmmas.org/es/posts/residencia-kevin-patton-y-sophie-tassignon- January 17 - February 21

2022

‑ *[Software Design and Development: Performance]* Cast Down Tither is a series of performances where musicians improvise through a digital signal processing software I created called the BrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. This edition was with trumpet player and improviser Paul Tynan.. *New York City Electroacoustic Improvisation Summit*, Brooklyn, NY, April 29.

‑ *[Sound Art Installation]* Les Carnets de Louise was featured in *GuteLjaudKarte*, a series of electroacoustic installations in the ancient churches and sculptures of Gotland, Sweden. July.

‑ *[Residency]* Visby International Composer's Center, Visby, Gotland, Sweden. February 28 - March 12, 2022. Worked with Berlin Based Vocalist, Sophie Tassignon, on creating new sound material while developing a new live performance interface.

2021

‑ *[Software Design and Development: GeoSpatial visualization]* White Violence Map — Collective Punishment: Mob Violence, Riots and Pogroms against African American Communities (1824-1974) I created a geographic representation of sites of historic white violence based on the research of Liam Hogan, Public Librarian, Limerick City Libraries, Limerick, Ireland, Published April 9.
https://eljunkielovegun.github.io/WhiteMobViolenceMap/

‒   [Invited Panel] Creating During Covid, New York City Electroacoustic Improvisation Summit, 2021 Feb. I led the panel discussion after an online concert. URL: https://eis.nyc/#--program-2021.

2020
‒   [Software Design and Development: Full Stack Web Application] Tomorrow is Not Inevitable is a full-stack web application where visitors to CBK Zuidoost Amsterdam had to respond to a series of prompts about identity and colonialism before being allowed in the exhibit. This was built in collaboration with The Ghana ThinkTank Collective. September - October, 2020, Amsterdam, Holland.

‒   [Software Design and Development: Performance] Cast Down Tither is a series of performances where musicians improvise through a digital signal processing software I created called the BrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. This edition was with saxophonist Nikki D'Agostino. New York City Electroacoustic Improvisation Summit, Brooklyn, NY, Feb 26.

‒   [Invited Panel] Improvisation and Interface, New York City Electroacoustic Improvisation Summit, 2020 FebComments: I led the panel discussion after a demonstration of different artists performance. URL: https://eis.nyc/#--program-2020.

2019
‒   [Novel Interface Design and Development] WaterNet is an experimental sound interface where we integrated resistive thread into a net that was then mounted on a laser cut frame. Custom software was developed on the BeagleBone microcontroller to read the net's displacement in three-dimensions. Kevin Patton with Lorenzo Minneci, Antonio Nicoletti, and Yusef Ghani. Built and presented at the Absurd Instruments Hackathon at Queen Mary University of London, London, UK, November 9.

‒   [Immersive Storytelling] Los Cigarillos de Mi Tio is an eight-channel, surround-sound storytelling work created and debuted at Visiones Sonoras, the premiere Latin American sound art and electroacoustic music festival, Morelia, Mexico, September 28.

‒   [Paper Presentation] Composition, Improvisation, Design, and Problem Solving, Visiones Sonoras, 2019 SepURL: http://visionessonoras.org/wp-content/uplo...Tags: International activities/globalization3.

‒   [Novel Interface Design and Development] I developed interactive props for TheatreWorks Hartford production of Fully Committed. I integrated sensors into stage props, designed circuitry, and created a software driver to communicate with Q-Lab, a common sound design controller for live theatre. TheatreWorks Hartford, Hartford, CT, June-July.

‒   [Software Design and Development: Performance] Cast Down Tither is a series of performances where musicians improvise through a digital signal processing software I created called theBrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. This edition was with percussionist Joe Hertenstein. New York City Electroacoustic Improvisation Summit, Brooklyn, NY, Feb 23.

‒   [Invited Panel] The Musical Interface and Interactivity, New York City Electroacoustic Improvisation Summit, 2019 Feb, Led a panel discussion on the challenges of conceiving and performing with custom hardware/software musical interfaces.

‒   [Workshop] Prototype Testing Through Game Design, The Design Lab at the Office of Personnel Management, USFederal Government, 2019 July

‒   [Executive Education] Coach/Consultant, U.S. Office of Personnel Management, Executive Education, 3, Pro bono, 2019 Jul, I served as a coach for three days for the Design Lab at the U.S. Office of Personnel Management for three days. This involved different agencies across the U.S. government. My role was to facilitate problem solving approaches for different internal challenges at different agencies.

2018
‒   [Software Design and Development: Full Stack Web Application] Gentrifier/Gentrified is a full stack web application that invited participants to identify as either a gentrifier or gentrified and give their perspective. When a user was not engaged the application would display past entries. Built for the Ghana ThinkTank Collective and shown at the Inter American Development Bank Cultural Center, Washington D.C., November 2018 to March 2019.

‒   [Experience Design] INFLORESCENT RHAPSODY is a series of community outreach events at the glass studio at the Chrysler Museum of Art. We created an experience for participatory glass making that included an immersive sound design. Community members could add glass rods to a modular lattice while also using glass and

glass tools to create an interactive sound design, with Anjali Shrinivasan *Chrysler Museum of Art*, Norfolk, VA, August 16.

– *[Software Design and Development: Performance]* Cast Down Tither is a series of performances where musicians improvise through a digital signal processing software I created called theBrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. This edition featured saxophonist Erin Rogers. *New York City Electroacoustic Improvisation Summit*, Brooklyn, NY, Feb 25.

– *[Not For Profit]* Contemporary Interactive Performance Technologies, Publicity Department of Shanghai Municipal Committee led by the Triway International Group, Flagg Building, Corcoran School of the Arts and Design, GWU, 2018 Sep, I gave a presentation to members of the Publicity Department of Shanghai Municipal Committee coordinated by the Triway International Group, a professional development group.

– *[Academia]* The Interaction Design Program, NCAS of the CCAS at GWU, Kevin Patton, 2018 Oct, I prepared and gave a presentation on the underlying premise of the Interaction Design BFA and MA programs that launched this year.

– *[Academia]* Interaction Design at the Corcoran School of the Arts, Art Lab, 2018 Oct, This was a recruiting lecture and question and answer to graduating seniors taking part in the Renwick Museum's Art Lab program for young people showing promise in the creative arts and design.

– *[Presentation]* BIOMEDIA & NETWORKED PERFORMANCE,i-Docs 2018, 2018 March, with Heidi Boisvert

– *[Residency]* Kevin Patton with Maria del Carmen Montoya, Residency, Grand Central Arts Center, 2018 Jul-2018 Jul, This was a research residency where I met and discussed digital strategies with El Centro Cultural de México in an effort to design low cost tools for social organizing around immigration, education, and secure communication.

2017

– *[Software Design and Development: Performance]* A Bird Escaped From The Snare Of It's Fowler is an improvised performance through a digital signal processing software I created called theBrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. With Pedro Bittencourt, *Musica Acoustica Beijing*. Beijing, PRC, October 17.

– *[Generative Projections]* Origin Stories is a multimedia theatrical production created by Kenji Williams. I created generative abstract projections for a dance sequence. University of Colorado, Bolder, CO April 12-13.

– *[Software Design and Development: Performance]* Cast Down Tither is a series of performances where musicians improvise through a digital signal processing software I created called theBrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. This edition featured trumpet player Jamie Branch. *New York City Electroacoustic Improvisation Summit*, Brooklyn, NY, Feb 26.

– *[Poster]* INTERACTIVE BIOSENSOR DEMONSTRATION Future Reality Conference, NYU Media Lab, 2017 Nov, with Heidi Boisvert

– *[Paper Presentation]* AUTOMATION AND MUSICIANSHIP Musica Acoustica Beijing, 2017 Oct 25

2016

– *[Software Design and Development: Performance]* A Bird Escaped From The Snare Of It's Fowler is an improvised performance through a digital signal processing software I created called theBrundleFly Framework that uses a real-time analysis of an audio stream during performance to control the operation of the different modules in order to generate a simultaneous accompaniment. With Nikki D'Agostino. *Toronto International Electroacoustic Symposium*, August 13 Toronto, ON, Canada. – *Bucknell University*, Lewisburg, PA,November 30.

– *[Music Performance]* Untitled Improvisation at *lestt.k_do Festival de Experimentation Sonora*, Morelia, Mexico, October 7.

– *[Software Design and Development: Performance]* COLLISIONS is 60-minute devised theatre work conceived, written, and co-directed by Frederick Kennedy and produced by Yale Cabaret. I developed an automated response and processing application reshuffle aspects of the dialogue in real-time.*Yale School of Drama*, New Haven. November 17-20.

– *[Paper Presentation]* MUSICIANSHIP AND AUTOMATION IN COMPUTER MUSIC IMPROVISATION
¬Visiones Sonoras 2016, Morelia Mexico, October 7.

2015
- *[Music Performance]* MINIMAL BRUTUS Performance of noise/improvisation duet at Balance Point Acoustics, November 29.
- *[Music Performance]* PATTON/HELTON ELECTRIC BAND premiere a new collection of original fusion and ambient works for jazz quintet. Cezanne Jazz Club, Houston Texas, November 27, 28.
- *[Music Performance]* ¬World Premiere of *La Hojarasca*, a work for piano and processing pedal. Performed with Robert Boston, piano. Houston Composer's Salon, Cullen Hall, University of St. Thomas, November 22.
- *[Software Design and Development: Performance]* *Works in the Works: Future Shock* was a Performance-lecture with renowned shakuhachi player James Nyoraku Schefler. New York City College of Technology. March 12.
- *[Invited Panel]* STEAM: PUTTING THE ARTS BACK IN STEM ¬Tech Triangle U Entrepreneurship Symposium. Organized and led a panel discussion on the importance of creative practice in technological development. March 4 2015
- *[Invited Speaker]* The Practice Of Musical Transmedia Presentation on my approach to creating musical performance environments. Shepherd School of Music, Rice University. November 23.

2014
- *[Music Performance]* *RARA AVIS* Diffusion performance at the national conference of the Society for Electro Acoustic Music in the United States (SEAMUS) of Chapman Welch's and Maria del Carmen Montoya's Rara Avis. March 22.

2013
- *[Software Design and Development: Performance]* *DONA NOBIS PACEM* I created a custom interactive projection environment that responded to the orchestra and grand chorus performing Ralph Von Williams' *Dona Nobis Pacem*. Lincoln Center, Alice Tully Hall, May 12, New York, New York.
- *[Paper Presentation]* Musicianship And Automation In Computer Music Improvisation Why do we Improvise; Invited Conference; UC Berkeley, March 16 Berkeley, CA

2012
- *[Music Performance]* *Imperfect Transmissions* Society For Electroacoustic Music In The United States National Conference, Lawrence University, February 9, Appleton Wisconsin
- *[Novel Interface Design and Development]* *The Ellipsis Catalog* is an improvisational duet with Joseph Butch Rovan. New Interfaces For Musical Expression International Conference (Nime), May 22 University Of Michigan
- *[Software Design and Development: Performance]* THE MAGIC FLUTE Designed the multimedia set, and created and implemented the custom software and technology to control the set for a performance of the Mozart opera. March 15, 16, 17, Corvallis Or.
- *[Software Design and Development: Performance]* Anderson, A Multimedia Improvisation with Author Michael Boyce. Between The Cracks series, January 7, Corvallis, Or.
- *[Paper Presentation]* LOCATING EMBODIED IMPROVISATION IN THE TECHNO-AESTHETIC CREATION OF BOUTIQUE EFFECTS PEDALS ¬Skin, Circuit, Embodiment Conference Of ICASP, June 16, Montreal, Canada
- *[Invited Speaker]* CRACKED ACROSS THE BROW ¬Music Now Lecture Series, University Of North Texas, March 30, Denton, Texas

2011
- *[Software Design and Development: Performance]* These Earthly Friends Are But Shadows, for sensor guitar and video (sub)Urban Projections Festival, Nov. 16, Eugene, OR
- *[Software Design and Development: Performance]* *Improvisation*, solo sensor guitar performance. Between the Cracks New Music Series, October 29, Corvallis, OR
- *[Software Design and Development: Performance]* Five Stories About Charlotte, performance with interactive digital video/audio, Texas A&M University, March 10, College Station TX
- *[Novel Interface Design and Development]* for THE GHANA THINK TANK, design of custom video dropbox for installation

        ¬Hong Kong & Shenzhen Bi-City Biennale of Architecture and Urbanism, December
        ¬MobilityShifts Conference, Vera List Center for Art and Politics, The New School, October
        ¬The Global Contemporary: Art Worlds After 1989, ZKM Museum of Art and Media, Berlin, September
        ¬Tania Bruguera's Immigrant Movement International, June, Queens, NY
        ¬Queen's Museum of Art, Creative Time Open Door Commission, August
        ¬Creative Time presents Ghana ThinkTank at the New Museum Festival of Ideas, May

‐   *[Invited Lecture]* Projection And Public Space (sub)Urban Projections Festival, Nov. 17, Eugene, OR

‐   *[Paper Presentation]* Philosophical Implications Of Gestural Controllers, Electronic Music Studies Conference, June 9, New York City

2010

‐   *[Novel Interface Design and Development]* At Hand, a concert for new interface devices. Downtown Initiative for Visual Arts, January 21-29, Eugene, OR

‐   *[Software Design and Development: Performance; Music Composition]* THE FAULT OF EPIMETHEUS, an oratorio for (re)membering. Grant Hall, Brown University, March 10, Providence, RI

‐   *[Novel Interface Design and Development]* for THE GHANA THINK TANK, design of custom video dropbox for installation
        ¬Re:Group: Beyond Models of Consensus, Eyebeam, New York, NY, August
        ¬Cambridge Arts Council Public Art Award 2010, Exhibition of Commission Finalists,

‐   *[Workshop]* Wireless Instrument Design Workshop Artist in Residence, January 27, University of Oregon

‐   *[Invited Speaker]* Intermedia Art: Pitfalls And Potentials Artist in Residence, January 29, University of Oregon

‐   *[Panel Presentation]* I SKY YOU, installation and collaboration with Maria del Carmen Montoya
The New Museum of New York, January 10, New York, NY

2009

‐   *[Novel Interface Design and Development]* THE DIGITAL POPLAR CONSORT, International Computer Music Conference, Aug 25, Montreal, Canada . SIGGRAPH International Convention, Aug 5, New Orleans, LA

‐   *[Software Design and Development: Performance]* ENVYCODE, Local Stop, STEIM, March 17, Amsterdam. Holland

‐   *[Software Design and Development: Performance]* HONNE/TATAME, interactive video software for artist Maria del Carmen Montoya, Guerrilla Glass, July, Corning, NY

‐   *[Novel Interface Design and Development]* I SKY YOU, new media installation with Maria del Carmen Montoya. Winner fo the 2009 Rhizome Commission award from the New Museum NY.

‐   *[Paper Presentation]* New Digital Music Instruments: Technology And Virtuosity, Cogut Center for the Humanities, November 11, Brown University

‐   *[Paper Presentation]* Interactive Music Instruments, SIGGRAPH International Convention, Aug 5, New Orleans, LA

‐   *[Invited Lecture]* THE DIGITAL POPLAR CONSORT: Custom Gestural Instrument Design STEIM lecture series, March 8, Amsterdam, Holland

2008

‐   *[Novel Interface Design and Development]* CREAKING THE AIR, for double glove gestural interface and interactive video, ¬Pixilerations New Media Art and Performance Festival, November 6, Providence, RI

‐   *[Novel Interface Design and Development]* IMPROVISATIONS with TaurEx, a sensor modified guitar ¬Sound Symposium festival of New Music, July 7, Newfoundland, Canada

‐   *[Software Design and Development: Performance]* GRAY CODE Extensible Electric Guitar Festival April 6, Woscester, MA

‐   *[Music Composition]* THE SUN IS FIRE *Y*oung composer's festival grand finale concert with Dinosaur Annex, Jan 26, 2008, Boston MA

‐   *[Music Composition]* THAT EVERY MOUTH MAY BE STOPPED for string trio, electric guitar, and handmade
        effects pedals, CTRL-ALT-REPEAT New Music Series Jan. 20, Providence, RI

–   *[Software Design and Development: Performance]* GRAY CODE LIVE @ CIRMMT: McGill University, Jan 18, Montreal Canada

–   *[Paper Presentation]* From Installation To Improvisation: Interactive Multimedia, Visiones Sonoras Festival of New Music, Nov. 6, Morelia, Mexico

–   *[Paper Presentation]* Interactive Music And Physical Computing, Sound Symposium festival of New Music, July 10, Newfoundland, Canada

–   *[Paper Presentation]* Timescale and Gesture in Approaches to Morphological Representation of Electroacoustic Sound, Electronic Music Studies Conference, June 7, Paris, France

–   *[Paper Presentation]* Berio's Turandot: Fascism, Memory, and The Musical Grotesque, Italian Studies Colloquium, April 16, Brown University

–   *[Paper Presentation]* TAUREX: A Sensor Extended Electric Guitar ¬Extensible Electric Guitar Festival April 5,, Woscester, MA

2007

–   *[Music Performance]* CRACKED ACROSS THE BROW. for tenor saxophone and interactive computer music ¬Transport New Music Series: December 14, Seattle, Wa.

–   *[Novel Interface Design and Development]* CREAKING THE AIR. for gestural interface that controls music and video. ¬PIXILERATIONS V4: September 28, Providence, RI

–   *[Software Design and Development: Performance]* GRAY CODE *live at Galapagos.* ¬New Interfaces for Musical Expression International Conference and the Electronic Music Arts festival of New York City, June 09, Brooklyn, NY

–   *[Software Design and Development: Performance]* GRAY CODE ¬SPARK Festival of New Music. February, Minneapolis, Minnesota,

–   *[Invited Lecture]* Composing And Performing Interactive Music, Meet The Composer, December 13, 2007, Seattle, WA

–   *[Music Performance]* THE UPGRADE! improvisation concert with Pauline OIliveros ¬Eyebeam Gallery, New York City, January 26, New York, NY

2006

–   *[Music Performance]* DIEZ PASOS*, for stereo playback* Visiones Sonoras Festival of New Music, September 26, Morelia, Mexico.

–   *[Music Performance]* THE FOLDABILITY OF FRAMES ¬HYDRA: The Sound Space Experience, with the Harvard University Studios for Electro Acoustic Composition. May 12 and 13, Cambridge, MA

–   *[Novel Interface Design and Development]* WE ARE ALL CREATURES OF MOISTURE, for performer, water table, and video ¬Seamus 2006 National Conference: Eugene, OR March 30,

–   *[Paper Presentation]* Morphological Notation For Interactive Computer Music, Electronic Music Studies Conference, October 25, Beijing, China

–   *[Paper Presentation]* Visualizing Electroacoustic Processes, Visiones Sonoras Festival of New Music, September 26, Morelia, Mexico

2005

–   *[Music Performance]* FINGO for solo sensor guitar and live electronics ¬Pixilerations New Media Art and Performance Festival, October 13.

–   *[Experience Design]* WINE BLOOD BLOOD LOVE Site specific generative interactive sound installation and performance art created in response to the artwork of Hermann Nitsch, Austrian Aktionist, and commissioned by the gallery. Co-created with artist Maria del Carmen Montoya.¬THE STATION MUSEUM: June 14, Houston, TX

2004

–   *[Music Performance]* KAISERBAILEY, for electric guitar, tape, and video State X New Forms Festival, July 2 and 3, Den Haag Holland,

SELECTED COMMISSIONS AND PUBLICATIONS

2024	Ideas Sónicas Issue 30: Automation and Expression, Año 16 número 30, Enero - Junio 2024 - Juiz de Fora - MG- Periodicidad semestral. ISSN:2317-9694
2016	LA HOJARASCA for Processed Piano. Commissioned by Robert Boston, Pianist
2013	THE STREAMS MAY HAVE NO SPRINGS TO FEED THEM, for amplified bass flute, electric guitar, and percussion; by the Dinosaur Annex Contemporary Music Ensemble
2012	ELECTRONIC VALVE INSTRUMENT ¬New Grove Dictionary of Musical Instruments ELECTRONIC WIND INSTRUMENT ¬New Grove Dictionary of Musical Instruments
2011	PHILOSOPHICAL IMPLICATIONS OF GESTURAL CONTROL ¬Proceedings of Electronic Music Studies Conference
2009	FUTURE SHOCK: FURT, COMPLEXITY AND THE END OF TECHNOLOGY ¬Point of Departure, Vol. 25 FUTURE SHOCK: STRUCTURAL ASPECTS OF COMPUTER MUSIC IMPROVISATION ¬Point of Departure, Vol. 24 FUTURE SHOCK: 40 YEARS OF INNOVATION: STEIM ¬Point of Departure, Vol. 23
2008	TIMESCALE AND GESTURE IN APPROACHES TO MORPHOLOGICAL REPRESENTATION OF ELECTROACOUSTIC SOUND. ¬Proceedings of Electronic Music Studies Conference
2007	MORPHOLOGICAL NOTATION FOR INTERACTIVE COMPUTER MUSIC ¬Organized Sound, Vol. 12(2): 123–128 Cambridge University Press

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UNIVERSITY SERVICE HIGHLIGHTS

George Washington University, Columbian College of Arts and Sciences, Corcoran School of the Arts and Design

2019-Present	Director of Graduate Studies, Interaction Design MA,
2018-2025	Director of Undergraduate Studies, Interaction Design BA/BFA,
2022-present	Line leader for faculty/student Graduation Procession
2023-present	Member of the Generative AI Advisory Council: A university wide advisory council to help form educational approaches to GAI and connect different disciplines methods together.
2018-2020	Member of the Academic Committee, the Corcoran School wide curriculum committee
Fall 2024	Interim Program Director (Chair) of Design
2023-2024	Chair of Search Committee: Associate/Assistant Professor of Design
2022-2023	Member of the Corcoran School DEI Committee
2021-2022	Member of Search Committee: Assistant & Associate Professor of Graphic Design
2019-2020	Member of Search Committee: Director of the Corcoran School of Arts and Design
2019-2020	Deputy Director of Design
2018-2019	Chair of Search Committee: Assistant Professor of Interaction Design
2018-2019	Member of Search Committee: Assistant Professor of Music in Computer Music/MultiMedia
2018-2019	Member of the Graduate Studies Council, Columbian College of Arts and Sciences
2018-2019	Member of the Foundations Working Group: a group developing new curriculum for the Foundations sequence in the BFA program for Studio Arts, Design, and Photo Journalism

New York City College of Technology, Department of Entertainment Technology, Emerging Media Technologies

2014-2017	Director of Emerging Media Technologies Program
2014-2017	Member of Provost's Council and Academic Committee
2015-2017	Course Coordinator Liaison
2016-2017	Member of the Media, Arts, and Technology CUNY Discipline Council