

# Erik W. Conrad

web: <http://www.periphalfocus.net>

## EDUCATION

Ph.D. candidate, Arts Research–Special Individualized Programs

Topological Media Lab, Concordia University | current

Advisor: Dr. Sha Xin Wei

M.S. Information and Computer Science

Arts, Computation and Engineering. University of California Irvine | 2005

Thesis Committee: Beatriz da Costa, Dr. J. Paul Dourish, Dr. Felicity Scott

M.S. Information Design and Technology

School of Literature, Communication and Culture. Georgia Institute of Technology | 2002

B.A. Visual and Performing Arts

Imaging and Digital Arts. Minor: Art History and Theory, 19th and 20th centuries, University of Maryland Baltimore County (cum laude) | 1999

## EXPERIENCE

Research Assistant | September 2005 – current, January 2001– May 2002 | Topological Media Lab, GeorgiaTech/Concordia University – Involved with Caligraphic Video and Soft Architecture research and Wearable and Gestural Media research projects. Responsible for deployment of TGarden research system (electronics, sensor data analysis, gesture and video tracking, interaction and visual design) Served as primary physical computing resource for TMLclasses and students.

Research Assistant | May 2006 - current | Ingrid Bachmann, Hexagram–Interactive Textiles and Wearable Computing, Faculty of Fine Arts, Fibres, Concordia University. Developed custom hardware and software for “Symphony for Fifty-two Shoes,” a kinetic sculpture, for Neutral Ground Art Gallery, Regina, SK September 2006.

Instructor | Electronics and Micro-controller Workshops

- Rhode Island School of Design, Digital Media. June 13-14, 2006
- Concordia University, Studio Arts–Fibres. May 2-3 and May 17-19, 2006

Instructor | September 2005 - December 2005 | Computation Arts, Concordia University

Taught CART 360 Tangible Media and Physical Computing focusing on focus is on conceptual development, prototyping, and implementation of tangible media and physical computing artifacts from the perspectives of technical proficiency, functionality, aesthetics, and personal/social meaning.

Instructor of record | August 2003 - June 2005 | Claire Trevor School of the Arts, UCI

Taught Arts 50, part of the Digital Arts Minor core curriculum. Introduced the aesthetics, theory and practice of electronic arts to UCI undergrads from all departments.

Instructor | August 2002 – July 2003 | UMBC, Department of Visual Arts

Taught intermediate and advanced level classes in interactive media. In addition, introduced a special topics undergrad/graduate course in experimental interfaces and real-time computational media titled: Responsive Spaces Interactive Video and Sound w/Max/MSP/Jitter

Electronic Arts Associate | Summer 2001 | Banff Centre for the Arts Design and production of various new media projects for artists in residence. Interaction design and programming for the web, sensors and real-time interactive video. Led Director/Lingo workshop for Banff Centre work/studies.

Research Assistant | August 2000 – May 2001 | Diane Gromala, GeorgiaTech Project management and production of video documentation of SIGGRAPH 2000 Art Gallery; assorted web and presentation design; various research tasks including the evaluation of potential technologies for biomorphic typography.

Research Assistant/Programmer | Summer 1999 | Teri Rueb, UMBC Responsible for programming interface between GPS input and interactive sound installation along hiking trail; web design, photography, etc.

## EXHIBITIONS/PUBLICATIONS

### 2006

- UMBC 40th Anniversary Alumni Exhibition. Documentation video of installations “Troglodyte” and “Firewall” October 7–November 17. The Commons, UMBC, Baltimore, MD
- Journées de la culture, “Firewall” Responsive Video Installation with Freida Abtan and Harry Smoak. September 29-31, Place des Arts’ Hall des Pas perdus, Montreal.
- Conflux 2006 – festival for psychogeography. Palpable City, installation. Brooklyn, NY. (invited but unable to attend.)
- Subtle Technologies Symposium. Paper "Embodied Space for Ubiquitous Computing" Toronto, Canada
- CHI 2006 Workshop – invited participant "About Face: Interface Creative Engagement in New Media Arts and HCI" Position paper: "Towards Embodied Spatial Interaction." Montreal, Canada. Other invitees included Sara Diamond, Simon Penny, Tiffany Holmes
- Dancing the Virtual – participant, part of "Technologies of Lived Abstraction" conference at SAT (with Brian Massumi, Erin Manning, Sha Xin Wei, Christopher Salter) Montreal, Canada

### 2005

- CALIT2 Graduate Student Conference on Social and Cultural Aspects of Science, "Wearing Embodied Space." Irvine, CA.
- Hybrid Vigor. Beall Center for Art and Technology, “TactileSpace,” wearable outdoor installation. Irvine, CA

### 2004

- International Symposium for Wearable Computing 2004, Student Colloquium Poster: "Wearing Embodied Space." Arlington, VA.
- Hybrid Vigor. Beall Center for Art and Technology, “study: gesture | water | light,” responsive light installation. Irvine, CA
- ISEA 2004. "Where Are We Eating: BALTIMORE," internet streaming + radio broadcast performance

### 2003

- SIGGRAPH San Diego. Sketches and Applications: "aether: reading with tactile vision".

### 2002

- Graphics, Visualization and Usability Center Demo Day. Georgia Tech, “aether: an experiment in the phenomenology of reading.” Atlanta, GA;
- Information Design and Technology Demo Day. Georgia Tech, Wesley Center for New Media, “aether: an experiment in the phenomenology of reading.” Atlanta, GA

## 2001

- Architecture of Responsive Spaces. Georgia Tech, Wesley Center for New Media, Atlanta, GA  
"Invisible Relations." Outdoor installation. Yoichiro Serita, Erik Conrad, Maryann Westfall, Elizabeth Adams.
- Webcast Lounge., Art Frankfurt, Germany. "an Odyssey (of sorts)" –net art narrative
- "From Representation to Performance" Wesley Center for New Media, Georgia Tech fountain –  
tangible/intangible narrative space

## 1999

- MESSAGE 4.0 by NOMADS "untitled" –interactive, script driven pattern animation <http://www.nomadnet.org>

## TECHNICAL SKILLS

**Programming + Multimedia** Java, Cycling 74 Max/MSP/Jitter, PD, Macromedia Director (lingo), Flash (ActionScript), BASIC, PicBASIC, C, Java, C++, Pascal, **Physical Computing** microcontrollers (PIC, BASIC stamp), basic electronics, sensors, video tracking, GPS, wearable/ubiquitous computing **Internet** HTML, CSS, JavaScript, PHP, MySQL **Animation + Video** Adobe AfterEffects, Premiere, Apple Final Cut Pro, Alias|Wavefront Maya **Misc** Adobe Photoshop, Illustrator, Quark XPress, Mac OS, Windows, Windows CE, Unix, Linux