

# Erik W. Conrad

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## EDUCATION

**Ph.D. candidate, Special Individualized Programs, Topological Media Lab.**  
Concordia University | current

**M.S. Information and Computer Science:** Arts, Computation and Engineering.  
University of California Irvine | 2005

**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, Cum laude | 1999

## EXHIBITIONS/PUBLICATIONS

2006 Subtle Technologies 2006: Responsive Architectures, Paper: "Tactile Space." Toronto, ON.

"Dancing the Virtual" participant. Part 1 of "Technologies of Lived Abstraction" sponsored by  
The Sense Lab and the Workshop for Radical Empiricism. Society for Arts and Technology,  
Montreal, QC

"About Face: Interface, Creative Engagements in New Media and HCI" CHI 2006 Workshop  
participant. Paper: "Towards Embodied Spatial Interaction." Montreal, QC

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*, 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 , Irvine, CA

"Where Are We Eating: BALTIMORE" ISEA 2004, internet streaming + radio broadcast  
performance

2003 SIGGRAPH San Diego. Sketches and Applications: "aether: reading with tactile vision."

2002 aether: an experiment in the phenomenology of reading  
Graphics Visualization and Usability Center, GVI Demo Day, Atlanta, GA  
Wesley Center for New Media, IDT Demo Day, Atlanta, GA

2001 "Architecture of Responsive Spaces" Wesley Center for New Media, Atlanta, GA  
Invisible Relations. 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  
f0unta1n – tangible/intangible narrative space

1999 MESSAGE 4.0 by NOMADS untitled –interactive, script driven pattern animation  
<http://www.nomadnet.org>

#### EXPERIENCE

**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.

**Teaching Assistant/Instructor** | 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

**Research Assistant** | January 2001– May 2002 | Topological Media Lab, GeorgiaTech – Responsible for deployment of TGarden system (electronics, sensor data analysis, gesture and video tracking, interaction and visual design) Served as primary physical computing resource for TMLclasses and students.

**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.

#### TECHNICAL SKILLS

**Programming + Multimedia** Java, Cycling 74 Max/MSP/Jitter, PD/GEM, Macromedia Director (lingo), Flash (ActionScript), BASIC, PicBASIC, C, 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