



EDUCATION:

Columbia University

Graduate School of Architecture Planning and Preservation
Master of Science in Advanced Architectural Design - 1996

University of Minnesota

College of Architecture and Landscape Architecture
Bachelor of Architecture - 1994

EXPERIENCE:

ESI Design (New York, NY) – www.esidesign.com 2005-present
Senior Interaction Designer and Project Designer
“World Hunger Education Center” New York, NY
“ComLab by Comcast” Location TBD

Solutions Inc (New York, NY) – www.solutionsny.com 2004 - 2005
Senior Information Architect

Imaginary Forces (New York, NY) – www.imaginaryforces.com 2004 & 2006
Freelance Information Architect and Interaction Designer
“IBM Corporate Headquarters Interactive Exhibit”

Plumb Design Inc (New York, NY) - www.plumbdesign.com 1999 - 2001
Technical Producer, Information Architect and Site Developer
“Museum of Worlds Religions”, Taipei
“The Genomic Revolution”, Exhibit for American Museum of Natural History
www.amnh.org/science/genomics/index.html
“Thinkmap Corporate website” - www.thinkmap.com
“V-Day virtual headquarters” - www.vday.org

Marble Fairbanks Architects (New York, NY) – www.marblefairbanks.com 1998 - 1999
Project Architect
“Altschul Auditorium Renovation”, Columbia University, NY
“Tenri Cultural Institute”, New York, NY

Rosenbaum Sollohub Architects (New York, NY) 1997-1998
Project Architect
“Capital Management Offices” New York, NY
“Blair Residence” New York, NY
“Regen Loft” New York, NY

Edward Mills Architects (New York, NY) 1996-1997
Project Designer
“Girard Residence” New York, NY
“Armstrong Residence” New York, NY
“XOXO Showroom and Retail Stores” Various Locations



RELATED EXPERIENCE:

sgp-7 (New York, NY) - www.sgp-7.net 1996-present
"Follow Through"

Co-producer, Interaction Designer
Commissioned by Whitney Museum of American Art

"MobileSCOUT: a Sonic Field Guide", www.mobilescout.org
Co-producer, Information Architect and Interaction Designer
Commissioned by Walter Phillips Gallery, Banff Centre for the Arts

"PDPal", Wireless Public Art Project, www.pdpal.com
Co-producer, Information Architect and Interaction Designer
Supported by Creative Time, the Walker Art Center, and Eyebeam Atelier

"(Your Show Here)", Interactive Curatorial Installation
www.sgp-7.net/proj/ysh/
Co-Producer, Information Architect and Interaction Designer
Commissioned by Massachusetts Museum of Contemporary Art

ACADEMIC:

Parsons School of Design 2000-present
Adjunct Professor in the MFA in Design and Technology program
Courses: Thesis, Interface Design & Multimedia Studios

Columbia University 2003
Adjunct Professor in the Graduate School of Architecture Planning and Preservation
Course: Interfaces for Public Spaces

PANELS / PRESENTATIONS:

Mobile Digital Commons Network Symposium, "Walking and Talking", Montreal - 05.2005
Annual Bauhaus Award Juror - 09.2004
Networks, Art and Collaboration @ SUNY Buffalo - 04.2004
Victoria Independent Film/Video Festival, Interactive Futures - 01.2004
SUNY Purchase, "Write Your Own City with PDPal" - 11.2003
Print Magazine's Annual Interaction Awards Juror - 09.2003
Doors of Perception, "Open Doors" - 11.2002
Banff Center for the Arts, "Artificial Stupidity Artificial Intelligence" - 10.2002
Banff Center for the Arts, "Interactive Screen 02" - 07.2002
Blur 02 : Power at Play in Digital Art and Culture - 04.2002
WebLab's Crossover Studio A at White Oak Plantation, Florida - 02.2002
Eyebeam Atelier, "Open Source Architecture: Building Eyebeam Symposium" - 12.2001
Princeton University School of Architecture, "Static Vehicles" - 11.2001
Banff Center for the Arts, "Emotional Architectures" - 10.2001
Banff Center for the Arts, "Interactive Screen 01" - 08.2001

GRANTS / RESIDENCIES:

Banff Centre for the Arts, Wireless Workshop - 2003
Walker Art Center, Emerging Artists / Emergent Medium (for "PDPal") - 2002
Eyebeam Atelier, Artist-in-Residence (for "PDPal") - 2002
Rhizome Net-Art Commissions, Honorable Mention (for "PDPal") - 2002
Arts Alliance Lab, Code Zebra Artist Residency - 2000

EXHIBITIONS:

"Follow Through" - 11.2005-01.2006
Whitney Museum of American Art, New York -

"Database Imaginary" - 11.2005-12.2005
Blackwood Gallery, Toronto

"Database Imaginary" - 03.2005-05.2005
Dunlop Art Gallery, Regina

"Database Imaginary" - 11.2004 - 03.2005
Walter Phillips Gallery, Banff Centre for the Arts

"State of the Art: Maps, Stories, Games and Algorithms from Minnesota" - 11.2003
Carleton Art Gallery, MN

"PDPal Times Square" - 10.2003-12.2003
Times Square New York City

"PDPal Minneapolis" - 06.2003-10.2003
Walker Art Center, Minneapolis,

Transmediale.03 - 02.2003
Berlin, Germany

"Beta Launch: Artists in Residence 02" - 10.2002-12.2002
Eyebeam Atelier, NY

"(Your Show Here)" - 01.2002 - 04.2002
Massachusetts Museum of Contemporary Art

"February 24, 2002 White Oak Plantation - Baryshnikov Studio" - 03.2002 - ongoing
WhitneyBiennial.com

"Mint" group show - 06.2001-08.2001
BrooklynFront, Brooklyn, NY

"ESEX: Expansible Structures" - ongoing
Museo Carrillo Gil in Mexico City

"image: architettura in movimento" - 12.1999
International Festival for Architecture in Video, Florence, Italy

"Public Property: Competitions and the Public Realm" - 1997
Fordham College, Lincoln Center - Sponsored by the Arts Guild



PUBLICATIONS:

The New York Sun, "The Audio-Guide Menace", Jan. 5, 2006
The New Yorker, Goings on About Town section, Dec 26, 2005 & Jan 2, 2006
Intelligent Agent, "A Day in the Life of P509" - Spring 2005
Time Out New York, "Rebuild Times Square, block by block, on your PDA" - 11.13.2003
The Architects Newspaper, "Pyscho Plot" - 11.10.2003
Wired, "Stroll Down Memory Lane, With PDA" - 10.2003
ReadyMade, Issue 8, "Sim City" - Fall 2003
Intelligent Agent, "Towards an Emotional GPS" - Fall 2003
Libération, "Carte des tendres urbains" - 11.15.2002
Interior Design, "Bull Market" - 09.2000
ArtByte, Splash Art for Rhizome.org - 07.2000
Interior Design, "The Learning Curve" - 05.2000

CAPABILITIES:

from Handrails to Scrollbars

Tools/Code:

Microsoft Visio, OmniGraffle Pro
Macromedia Dreamweaver, Flash and Director
Adobe Photoshop, ImageReady, Illustrator, and Premiere
Documentum
Cold Fusion Studio, SQL, CGI/Perl, VXML, Javascript
Form-Z, Vector Works