

# .: EDREX FONTANILLA :.

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## EDUCATION

M.F.A in Literary Arts, Brown University, May 2012

Writing Digital Media (textual materiality)

M.A. in Computer Music, Brown University, May 2002

Computer Music and Multimedia Composition (interactivity+sound+sculpture)

B.A. in Visual Art with Honors, Brown University, May 2000

The Computer and Electronics in Music and the Visual Arts (convergence culture+new media)

## TEACHING EXPERIENCE

Marymount Manhattan College, New York, NY

Assistant Professor, 2013 – Present

Introductory, Advanced Studio Seminar Courses:

Sense and Medium

Web Workshop

Themes in Interactive Media

Emerging Technologies and Ethical Practices

Nonlinear Narrative and Interactive Storytelling

Brown University Visual Art Department, Providence, RI

Brown University Summer & Continuing Studies, Providence, RI

Lecturer, 2002 – 2013

Introductory, Advanced Studio Seminar Courses, and Independent Studies:

Documentary Filmmaking for Social Change

Digital Video Production

Explorations in Video Art

Interactive Video

Funky Moving Images: Rotoscope Animation and Video for Live Presentation

History of Animation

Interactivity & Intersections of Physical & Virtual Space

Interactive Sculpture

Sensor Systems for Interactive Environments

Electronic Music

Teaching Assistant, 1999 – 2000

Digital Imaging I

Digital Imaging II

The Artist's Machine: Electricity & Electronics

Community College of Rhode Island, Art Department, Lincoln, Warwick, and Newport, RI

Adjunct Lecturer, 2005 – 2013

Introductory Courses in Digital Art and Independent Studies:

Digital Art I (Digital Imaging & New Media Authorship)

Digital Art II (Web Design & Net.Art)

Video Documentary

University of Victoria, British Columbia, Canada  
 Instructor, June 2006  
 Digital Humanities Computing Summer Institute  
 Multimedia Tools and Techniques in Digital Media Projects

## PROFESSIONAL EXPERIENCE

Brown University, Academic Technology, Providence, RI.

Manager, Instructional New Media, July 2010 – August 2013

Leadership of multiple IT teams in support of new media authorship. Administration of academic multimedia and emerging technology programs, related budgets. Strategic oversight of all production and instructional facilities.

Senior Multimedia Instructional Coordinator, June 2008 – July 2010

Developed and established the Academic Multimedia Program. Leadership for the Graduate Center, List Art, and Friedman Multimedia Labs.

Multimedia Instructional Coordinator, April 2003 – June 2008

Pedagogical consultation for multimedia technology.

Brown University, Scholarly Technology Group, Providence, RI.

Multimedia Lab Manager, October 2000 – March 2003

Operation of the Graduate Center Multimedia Lab. Discipline-specific consultation for educational applications.

Rhode Island College, Nazarian Center for the Performing Arts, Providence, RI.

Computer Music Consultant, October 2001 – 2004

Provide technical support for the Music, Theatre and Dance department computer lab. Research consultation for grant proposal preparation.

## EXHIBITIONS & PERFORMANCES

2016

Virtual Reality, Empathy, and Place, site intervention, Chance Ecologies: Newtown Creek, Queens, NY  
 Hidden Vistas, VR installation, Queens Museum, Queens, NY

2015

Writhe, Overlooked v.2, video art, LIC Arts Open, Reis Studios, Queens, NY  
 Over the River, VR installation, Radiator Gallery, Queens, NY

2014

Overlooked v.2, video art, TechFest 2014, Indian Institute of Technology Bombay, Mumbai, India

2012

Sear, installation, laser projection, performance, Granoff Center for the Creative Arts, Providence, RI

2011

Offset, installation, computational text software, Granoff Center for the Creative Arts, Providence, RI

2010

Lingua Ignota, performance, ELO.Archive and Innovate, Providence, RI

- 2009  
Lingua Ignota v.1, installation, language visualizer software + SMS, Pixilerations v.6, Providence, RI
- 2008  
S[tr]eam, video art sculpture, Pixilerations v.5, Providence, RI  
S[tr]eam, video art sculpture, SIGGRAPH 2008, Slow Art Exhibition, Los Angeles, CA
- 2007  
Torrent, video art sculpture, Pixilerations v.4, Providence, RI  
Cascade 01.02;27;14 and Cascade 01.02;59;09, digital prints, Inicio, Ybox Cigar Theatre, Ybor City, FL  
Cascade 01.02;27;14, large digital print, Baker Arts Center, Liberal, KS
- 2006  
Cascade 01.02;27;14 and Cascade 01.02;59;09, digital prints, Calladan Gallery, Beverly, MA  
Overlooked, video art, International Computer Music Conference, New Orleans, LA  
Cascade, video art sculpture, Pixilerations v.3, Providence, RI  
Overlooked, video art, underCURRENT/overVIEW, Tampa Museum of Art, Tampa, FL  
Overlooked, video art, University of Victoria, British Columbia, Canada
- 2005  
Overlooked, video art, Pixilerations v.2, Providence, RI  
c4b3r@r7\$, interactive video and audio sculpture, 2005 Boston Cyberarts Festival, Boston, MA  
Rope & Wood, interactive sound sculpture, 2005 Boston Cyberarts Festival, Boston, MA
- 2004  
Immortek, performance, E-Fest, Providence, RI.
- 2002  
Brain Pick, interactive sound sculpture, Knight Campus Art Gallery, Warwick, RI  
Siliconic Harmonica, interactive sound sculpture, Manhasset Mill, Providence, RI  
Blmboo, interactive image sculpture, David Winton Bell Gallery, Providence, RI
- 2001  
All the News That's Fit To..., interactive video sculpture, David Winton Bell Gallery, Providence, RI

## PRESENTATIONS & PUBLICATIONS

- 2016  
Hidden Vistas: Empathy and Place in Virtual Reality Installations  
Chance Ecologies: Queens Symposium, Queens Museum, Queens, NY  
Empathy for Place  
Mediapolis Journal, <http://www.mediapolisjournal.com/2016/09/empathy-for-place/>
- 2014  
Sear: A New Media Text Delivery System  
14<sup>th</sup> Biennial Symposium for Arts and Tech, Connecticut College, New London, CT
- 2012  
The Social Life of Dignity  
Saad Foundation Symposium, Gulf University for Science & Technology, West Mishref, Kuwait  
Creative Minds and Creative Spaces  
Summer Institute on Teaching and Technology: Building Community Across Departments and Beyond  
The Sheridan Center 25th Anniversary Celebration, Providence RI
- 2008  
Mutable Sculpture  
11<sup>th</sup> Biennial Symposium for Arts and Tech, Connecticut College, New London, CT

2007

Multimedia in Teaching  
The Sheridan Center for Teaching and Learning, Providence, RI

2006

Mutable Sculpture: Intersections of Physical and Virtual Space  
Digital Humanities Computing Summer Institute, University of Victoria, British Columbia,  
Canada, Invited speaker

Multimedia in Teaching  
The Sheridan Center for Teaching and Learning, Providence, RI

Sculptural Approaches in Video Art  
10<sup>th</sup> Biennial Symposium for Arts and Tech, Connecticut College, New London, CT

Virtual Flaneur,  
E-Fest, Providence, RI Invited speaker, Memory and Real Time panel.

2005

Multimedia in Teaching  
The Sheridan Center for Teaching and Learning, Providence, RI

2004

Cryonics: Not for the Faint of Art,  
E-Fest, Providence, RI Invited speaker, Positions and Provocations theory/practice roundtable.

Multimedia in Teaching  
The Sheridan Center for Teaching and Learning, Providence, RI

## PROFESSIONAL DEVELOPMENT

Interactive Telecommunications Program, New York University  
ITP Camp, June 2015

The Harriet W. Sheridan Center for Teaching and Learning, Brown University  
Sheridan Teaching Seminar: Certificate I Program, 2009–2010  
Sheridan Professional Development Seminar: Certificate III Program, 2011–2012

Management Development Program, Brown University  
Track 1, Certificate of Completion, Fall 2010  
Track 2, Certificate of Completion, Spring 2011

## AWARDS/GRANTS/RESIDENCIES

Queens Museum Studio in the Park Residency, 2016  
Andrew G. Mellon Grant, 2013  
Creative Arts Council Flexible Fund Grant, 2009  
Wayland Collegium Course Development Grant, 2004, 2005  
Minnie Helen Hicks Premium in Art, 2002  
Roberta Joslin Award for Excellence in Art, 2001  
Creative Arts Council Mini-grant, 2000, 2001

## PROFICIENCIES

### Fabrication:

wood working, metal working, 3D Scanning, 3D Printing

### New Media Authoring:

experimental video, animation, audio recording and editing, video shooting and editing, digital imaging, digital photography, web authoring, social media, mobile app design

[including, but not limited to, the following application packages:]

Adobe Creative Suite Master Collection (Photoshop, Dreamweaver, Muse, Premiere, etc), Final Cut Pro Studio (Final Cut Pro 7 classic and X, DVD Studio Pro), Logic Pro Studio, Pro Tools

### Programming:

Max/MSP/Jitter, Processing (Java), Unity3D (Javascript), HTML+CSS

### Electronics:

sensor/actuator design and fabrication, basic electronic circuit design, Raspberry Pi, Arduino