

# B. D. R. Bogart, PhD

## Curriculum Vitæ

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### Education

- 2009–2014 **Ph.D., Interactive Arts and Technology**, *Simon Fraser University*, Burnaby, BC.  
2006–2008 **M.Sc., Interactive Arts and Technology**, *Simon Fraser University*, Burnaby, BC.  
1999–2003 **Hons. B.F.A., New Media, Image Arts**, *Ryerson University*, Toronto, ON.

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### Prizes and Accolades

- 2020 **Lumen Prize Long-list: Still Image Award**, *"Imagined Field from the Decomposition of an Apparatus"*.  
2018 **Lumen Prize Long-list: Still Image Award**, *"Percepts from Watching (2001: A Space Odyssey)"*.  
2017 **Lumen Prize Long-list: Moving Image Award**, *"Watching (Blade Runner)"*.  
2016 **Top Ranked Abstract, Leonardo Abstracts Service (LABS)**, *"A Machine that Dreams: An Artistic Enquiry Leading to an Integrative Theory and Computational Artwork"*.

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### Grants and Awards

#### Major

- 2018 **Canada Council for the Arts: Explore and Create: Concept to Realization**, \$70,000.  
2018 **British Columbia Arts Council: Project Assistance for Visual Artists**, \$9,975.  
2010 **Social Sciences and Humanities Research Council of Canada – Joseph-Armand Bombardier Canada Graduate Scholarship – Doctoral**, \$105,000.  
2009 **Pacific Century Graduate Scholarship**, \$10,000.  
2008 **Canada Council for the Arts: Production Grants to Media Artists**, \$36,000.  
2007 **Social Sciences and Humanities Research Council of Canada – Canada Graduate Scholarship – Masters**, \$17,500.  
2005 **Canada Council for the Arts: Production Grants to Media Artists**, \$16,000, In collaboration with Donna Marie Vakalis.

#### Minor

- 2016 **Canada Council for the Arts: Travel Grants to Media Artists**, \$500.  
2016 **Midsummer Ball MEG Energy Artist Award for Banff Artist in Residence**, \$1,500.  
2014 **School of Interactive Arts and Technology Graduate Fellowship**, \$6,250.  
2013 **School of Interactive Arts and Technology Graduate Program Travel Award**, \$1,000.  
2013 **School of Interactive Arts and Technology Graduate Fellowship**, \$3,125.  
2012 **School of Interactive Arts and Technology Graduate Fellowship**, \$6,250.  
2011 **School of Interactive Arts and Technology Graduate Program Travel Award**, \$1,350.  
2010 **School of Interactive Arts and Technology Graduate Fellowship**, \$3,125.  
2009 **British Columbia Arts Council: Professional Development: Travel Assistance**, \$1,000.  
2009 **Canada Council for the Arts: Travel Grants to Media Artists**, \$2,500.  
2007 **School of Interactive Arts and Technology Graduate Fellowship**, \$6,250.  
2007 **School of Interactive Arts and Technology Graduate Program Travel Award**, \$600.  
2006 **School of Interactive Arts and Technology Graduate Program Travel Award**, \$350.  
2006 **Canada Council for the Arts: Travel Grants to Media Artists**, \$1,500.

- 2005 **Department of Foreign Affairs and International Trade: Visual and Media Arts, \$500.**  
2005 **Canada Council for the Arts: Travel Grants to Media Artists, \$1,500.**

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## Refereed Publications and Graduate Theses

- B. D. R. Bogart. The Zombie Formalist: An Art Generator that Learns. In Richard William Allen, editor, *Art Machines 2: International Symposium on Machine Learning and Art 2021 Proceedings*, pages 165–166, 2021.
- B. D. R. Bogart. Machine learning as material: Research-creation approaches to behavior and imagination. In *26th International Symposium on Electronic Art ISEA2020 PROCEEDINGS*, pages 587–591, 2020.
- B. D. R. Bogart. Machines that dream. *A2RU Ground Works*, 2020.
- B. D. R. Bogart. Consumption and the machine: Appropriation in the age of AI. *Full Bleed*, 03: Machines, 2019.
- B. D. R. Bogart. A Machine that Dreams: An Artistic Enquiry Leading to an Integrative Theory and Computational Artwork. In Sheila Pinkel, editor, *Leonardo*, volume 50(5), chapter Top-Rated LABS Abstracts 2016, page 530. MIT Press, 2017.
- B. D. R. Bogart. *Intersecting Art and Technology in Practice: Techne/Technique/Technology*, chapter Imagination, Art and Reality, pages 73–85. Routledge, 2017.
- B. D. R. Bogart. *A Machine that Dreams: An Artistic Enquiry Leading to an Integrative Theory and Computational Artwork*. PhD thesis, Simon Fraser University, 2014.
- B. D. R. Bogart and P. Pasquier. Context machines: A series of situated and self-organizing artworks. *Leonardo*, 46(2):114–122, 2013.
- B. D. R. Bogart, P. Pasquier, and S. J. Barnes. An integrative theory of visual mentation and spontaneous creativity. In *Proceedings of the 9th ACM Conference on Creativity & Cognition*, pages 264–273, New York, NY, USA, 2013. ACM.
- B. D. R. Bogart and P. Pasquier. Context machines: A series of autonomous self-organizing site-specific artworks. In *Proceedings of the 17th International Symposium on Electronic Art (ISEA) 2011, Sabanci University, Istanbul, Turkey.*, 2011.
- B. D. R. Bogart. *The Handbook of Research on Computational Arts and Creative Informatics*, chapter Memory Association Machine, pages 213–232. IGI Global, 2009.
- B. D. R. Bogart and T. Schiphorst. Memory Association Machine: Growing Form from Context. In *Proceedings of the Third International Pure Data Conference, São Paulo; July 20-24, 2009*, pages 1–5. Pure Data Conference 2009, 2009.
- B. D. R. Bogart. Memory Association Machine: An Account of the Realization and Interpretation of an Autonomous Responsive Site-Specific Artwork. Master's thesis, Simon Fraser University, 2008.
- B. D. R. Bogart. Self-Other Organizing Structure 1: Seizures, Blindness & Short-Term Memory. In Andrew Brouse, editor, *Proceedings of the Second International Pure Data Conference, Montréal; August 21-26, 2007*, pages 1–9. Pure Data Conference 2007, 2007.
- B. D. R. Bogart and D. M. Vakalis. Resurfacing. In *Responsive Architectures*, page 183. Subtle Technologies, Riverside Architectural Press, 2006.

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## Exhibition and Performance

### Public Art and Long-Term Installation

- Dec 2021 **forthcoming commission, Mount Pleasant Community Art Screen, Vancouver, Canada.**  
Sep 25, 2017 **“Through the haze of a machine’s mind we may glimpse our collective imaginations (Blade Runner)” (Art on the Screens Program for the City of Mississauga), Celebration Square, Mississauga, Canada.**

- Oct, 2016–Jul, 2017 **"As our gaze peers off into the distance, imagination takes over reality..." (commissioned by the City of Vancouver)**, *Queen Elizabeth Theatre Plaza*, Vancouver, Canada.
- 2003–2005 **"Oracle"**, *Video Post Production: Rogers Communications Centre, Ryerson University*, Toronto, Canada.

### Artist Residency

- Jun–Dec, 2021 **Mount Pleasant Community Art Screen**, *Grunt Gallery*, Vancouver, Canada.
- Aug '20– Mar '21 **Design Science Studio**, *Buckminster Fuller Institute | habRitual*, Online, International.
- Jan 11–Feb 12, 2016 **BAiR New Materiality**, *Banff Centre*, Banff, Canada.
- Sep 6–16, 2012 **New Forms Festival**, *Great Northern Way Campus*, Vancouver, Canada.
- May 1–31, 2009 **Fuse:: Artist Residency Program**, *Videotage Media Arts Centre*, Hong Kong, China.

### Curated Solo Shows

- 2021 **Watching (Blade Runner; 2001: A Space Odyssey)**, *Phoenix Art Centre, ART-AI Festival*, Leicester, U.K..
- 2018 **"Watching and Dreaming"**, *TechLab, Surrey Art Gallery*, Surrey, Canada.
- 2017 **"Watching (Blade Runner)"**, *Marshall McLuhan Salon of the Embassy of Canada, Transmediale*, Berlin, Germany.

### Refereed & Juried Group Shows

- 2021 **"The Zombie Formalist"**, *Art Machines 2: International Symposium on Machine Learning and Art 2021*, Hong Kong.
- 2020 **"Imagined Field from the Decomposition of an Apparatus"**, *Ontario Society of Artists 147th Annual Open Juried Exhibition*, Toronto.
- 2019 **"Watching (2001: A Space Odyssey)" & "Percepts from Watching (2001: A Space Odyssey)"**, *VIS Arts Program, IEEE VIS 2019*, Vancouver.
- 2014 **"Dreaming Machine #3 (landscape)"**, *Zayed University, International Symposium on Electronic Art (ISEA) 2014*, Dubai, United Arab Emirates.
- 2014 **"Self-Organized Landscapes #32 & #12"**, *Cuadro Gallery, International Symposium on Electronic Art 2014*, Dubai, United Arab Emirates.
- 2014 **"Watching and Dreaming (2001: A Space Odyssey) (version 1)"**, *Emily Carr University of Art + Design, Blurred Lines, Expressive 2014*, Vancouver, Canada.
- 2013 **"Dreaming Machine #3 (prototype 2)"**, *University of Technology, Sydney, ACM Conference on Creativity & Cognition 2013*, Sydney, Australia.
- 2009 **"Dreaming Machine #2" (São Paulo)**, *SESC Avenida Paulista, Pure Data Convention 09*, São Paulo, Brazil.
- 2007 **"Self-Other Organizing Structure #1"**, *Société des arts technologiques, L'Œuvre ouverte | Pure Data Convention 07*, Montréal, Canada.

### Curated Group Shows and Screenings

- 2020 **"Imagined Field from the Decomposition of an Apparatus"**, *SIGGRAPH Asia 2020 Art Gallery*, Online.
- 2020 **"Zombie Formalist" №166 (Artist Selection Series 3); №894 (Meural Selection); №14759 (Artist Selection 2)**, *YacYacTacTac - A Show of Artist Multiples*, Online.
- 2020 **"Percepts from Watching (2001: A Space Odyssey)" Documentation**, *Online Exhibition for NeurIPS Workshop on Machine Learning for Creativity and Design*, Online.
- 2020 **"Zombie Formalist №388" (Twitter Selection)**, *15th Voix Visuelle International Digital Miniprint Exhibition*, Ottawa.
- 2020 **"Machines of the Present Consume the Imaginations of the Past" (Mona Lisa, Leonardo da Vinci)**, *YACTAC Online Gallery Space*, Vancouver.
- 2020 **"Imagined Field from the Decomposition of an Apparatus"**, *M. O'Brian Exhibition Commons + RBC Gallery, Leaning Out of Windows: Emergence*, Vancouver.
- 2019 **"Watching (2001: A Space Odyssey)" Documentation**, *Online Exhibition for NeurIPS Workshop on Machine Learning for Creativity and Design*, Vancouver.

- 2019 **"Through the Haze of the Machine's Mind We May Glimpse Our Collective Imaginations (Blade Runner) (excerpt)"**, *Art Gallery of Hamilton, Photophobia*, Hamilton.
- 2017 **"Watching (Blade Runner)"**, *InterAccess, Vector Festival*, Toronto.
- 2016 **"Watching and Dreaming (2001: A Space Odyssey) (version 1)"**, *Arsenal Contemporary Art, Digital Arts Biennial*, Montréal.
- 2015 **"Watching and Dreaming (2001: A Space Odyssey) (version 1)"**, *G++ Interactive Media Gallery, Integrate Arts Festival*, Victoria.
- 2012 **"An Artist in Process: A Computational Sketch of Dreaming Machine #3"**, *Great Northern Way Campus, New Forms Festival*, Vancouver.
- 2012 **"Self-Organized Landscapes #11 & #25"**, *Audain Gallery Goldcorp Centre for the Arts, Where do we stop and they begin?*, Vancouver.
- 2011 **"Self-Organized Landscapes #11, #18 & #23"**, *MUU Gallery, Return of the Unexpected — Computational Photography, PixelACHE Festival*, Helsinki, Finland.
- 2011 **A selection of dreams from "Dreaming Machine #2" installations (Video Documentation)**, *Marshall McLuhan Salon of The Embassy of Canada, OPEN Signs (Transmediale Satellite)*, Berlin, Germany.
- 2010 **"Dreaming Machine #2" (Montréal)**, *Cinémathèque, Elektra 2010*, Montréal.
- 2009 **"Step & Repeat #2"**, *Tweak Festival*, Limerick, Ireland.
- 2009 **"Dreaming Machine #2" (Hong Kong) & "Self-Organized Landscapes"**, *Innocentre*, Hong Kong, China.
- 2008 **"Dreaming Machine #1 (prototype)"**, *Lydgalleriet, Piksel Festival*, Bergen, Norway.
- 2003 **"Aporia"**, *(e)merge // (dis)separate*, *InterAccess Electronic Media Arts Centre*, Toronto.

#### Curated Performances

- 2006 **"Reflex"**, *Piksel Festival*, Bergen, Norway.
- 2005 **"Vector"**, *Piksel Festival*, Bergen, Norway.
- 2005 **"Vector"**, *Artengine & Mercury Lounge*, Ottawa.
- 2005 **"Vector"**, *Kiasma Museum, pixelACHE*, Helsinki, Finland.
- 2005 **"Volume Curvature"**, *Société des arts technologiques, Mix Sessions*, Montréal.
- 2005 **Untitled**, *Consolidated Works, Dorkbot: Techgnosis, People Doing Strange Things with Electricity II*, Seattle, USA.

#### Non-Curated, Non-Refereed Exhibitions, Screenings and Performances

- 2020 **"Through the Haze of the Machine's Mind We May Glimpse Our Collective Imaginations (Blade Runner) (excerpt)"**, *Faculty Show | The Work of the Work, Emily Carr University of Art + Design*, Vancouver.
- 2016 **"Watching (Blade Runner) (work in progress)"**, *Open Studios, Residency Project Space, Banff Centre for Arts*, Banff.
- 2011 **"Where do we stop and they begin?"**, *Audain Gallery, Goldcorp Centre for the Arts*, Vancouver.
- 2010 **"Typographic Entanglement" (In collaboration with Jonathan Aitken, Greg Corness, Kristin Carlson and Rayann Gordon)**, *Motion Capture Studio, Emily Carr University of Art + Design*, Vancouver.
- 2006 **"Resurfacing" (In collaboration with Donna Marie Vakalis)**, *InterAccess Electronic Media Arts Centre*, Toronto.
- 2006 **"Resurfacing" (In collaboration with Donna Marie Vakalis)**, *Design Exchange*, Toronto.
- 2006 **"Resurfacing: Byward Market" (In collaboration with Donna Marie Vakalis)**, *Artengine & Mercury Lounge*, Ottawa.
- 2006 **"Floatscript"**, *Ryerson University, Maximum Exposure*, Toronto.
- 2006 **"Self-Similar"**, *Drake Hotel*, Toronto.
- 2006 **"Reflex"**, *Hacienda Lounge, Ambient Ping*, Toronto.
- 2006 **"Reflex"**, *InterAccess Electronic Media Arts Centre, iomedia*, Toronto.

- 2005 **"Vector" w/ 0@∞**, *The Tranzac, kerplunk*, Toronto.
- 2004 **"Step & Repeat"**, *Funhaus, AID Launch Party with asciipr0.com IRQ11*, Toronto.
- 2004 **"Self-Similar"**, *Mercat de les Flors, PHÉROMONES: Art Futura Festival*, Barcelona, Spain.
- 2004 **Untitled**, *The Gladstone Hotel, Artist Run Centre Holiday Party*, Toronto.
- 2004 **Untitled w/ The Convertible Robots**, *Holy Joe's, The Machine Shed Issue #4 Release Party*, Toronto.
- 2004 **Untitled w/ The Convertible Robots**, *Holy Joe's, The Machine Shed Issue #3 Release Party*, Toronto.
- 2004 **"Self-Similar"**, *I.V. Lounge, Altered Beats*, Toronto.
- 2004 **"Threads"**, *Anyware*, Toronto / New York City (live stream).
- 2003 **Untitled**, *Open Territories: CANARIE*, Toronto / Montréal (live stream).
- 2003 **"Step & Repeat"**, *Société des arts technologiques, Territoires Ouverts: Journées de démonstrations*, Montréal.
- 2002 **Untitled Ekran Piece**, *Ersatz*, Toronto.
- 2002 **"Myselfs Ourselves"**, *InterAccess Electronic Media Arts Centre*, Toronto.
- 2002 **"Run-Time Environment #1" (in collaboration with ekran collective)**, *CANet Network, International Collaborative Poetics*.
- 2001 **Untitled Ekran Piece**, *Selective Universe*, Toronto.
- 2001 **Untitled Ekran Piece**, *Ersatz*, Toronto.
- 2001 **"6 Telephones, Rewired."**, *Ryerson Gallery, Up To Code*, Toronto.
- 2001 **"Engineered"**, *Ryerson University, Maximum Exposure*, Toronto.
- 2001 **"Aporia"**, *Ryerson University, Maximum Exposure*, Toronto.
- 2001 **"Aporia"**, *Ryerson Gallery, Second Year Show*, Toronto.
- 2000 **"Seed"**, *Ryerson University, Maximum Exposure*, Toronto.
- 1999 **"Social Abstract"**, *Emily Carr Institute of Art + Design, First Year Show*, Vancouver.

## Non-Refereed Talks and Panels

- Dec 3, 2019 **Analog: Creativity and Artificial Intelligence Conference**, *Canada Media Fund*, Vancouver.
- Jun 16, 2018 **"Context Dependence, Dreaming and Subjectivity in Machines: A Decade of Artworks that Learn." Keynote**, *Frontière IA*, Montréal.
- Jun 2, 2018 **Artists Conversation with Jim Bizzocchi and Ben Bogart**, *Surrey Art Gallery*, Surrey, Canada.
- Feb 18, 2018 **"On Subjective Machines", Consciousness and the poetic machine with Ben Bogart, Sofian Audrey, Allison Parish and Nora O Morchú**, *Artificial Imagination Symposium, Artengine*, Ottawa.
- Feb 27, 2017 **"Imagination projects reality; reality constrains imagination."**, *University of California Santa Barbara*, Santa Barbara, CA, USA.
- Feb 24, 2014 **"The Illusion of Usability: Perception, Simulation and Culture"**, *BMW Museum, TEDxMünchenSalon: The Art of Design*, Munich, Germany.
- Sep 19, 2013 **"An Integrative Theory of Visual Mentation and Spontaneous Creativity."**, *Vancouver General Hospital, BrainTalks: Dreaming and Mind Wandering*, Vancouver.
- Oct 18, 2012 **"A Machine that Dreams: An Artistic Enquiry of Theories of Dreaming and Mental Imagery"**, *Vancouver General Hospital, BrainTalks: Computational Creativity*, Vancouver.
- Mar 11, 2011 **"Outward Looking"**, *PixelACHE Festival, Computational Photography Seminar*, Helsinki, Finland.
- Aug 17, 2010 **"Constructed Agency, The Illusion of Transparency and a Future of Multiplicity"**, *Banff New Media Institute, Interactive Screen 1.0: Beautiful Lives*, Banff.
- May 16, 2009 **"Dreaming Machine #2" (Hong Kong) Artist Talk**, *Innocentre*, Hong Kong, China.

- May 30, 2009 **Public Engagement in "Dreaming Machine #2" and Beyond**, Videotage Media Arts Centre, *Where's The Chicken* — Public Lecture on Dialogues between Public & Media Art, Hong Kong, China.
- Aug 25, 2008 **The potential of electronic media as permanent public art: Future developments of Memory Association Machine**, Banff New Media Institute, *Interactive Screen 0.8: Sustain*, Banff.
- Oct 14, 2006 **The Pure Data Documentation Project**, *Piksel Festival*, Bergen, Norway.
- Sep 21, 2006 **Introduction to FLOSS for Artists**, *ArtCamp*, Vancouver.
- Mar 23, 2006 **Resurfacing (In collaboration with Donna Marie Vakalis)**, *InterAccess Electronic Media Arts Centre, Dorkbot*, Toronto.
- Apr 6, 2006 **Introduction to FLOSS for Artists**, *Guest Lecture for Interactivity and Networking class*, Ryerson University, Toronto.
- Jan 18, 2006 **Introduction to FLOSS for Artists**, *YYZ Artist Outlet, Hacktivism: Art, Technology and Activism*, Toronto.
- Oct 13, 2004 **PixelTANGO**, *Art Futura Festival*, Barcelona, Spain.

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## Articles, Press and Interviews

- Oct 14th, 2020 **COVID19 Art Review**, *Lori Waxman · 60 wrd/min art critic*.
- June 2020 **algorithmic**, *SciArt Magazine Volume 42*.
- Winter, 2020 **La matérialité révélatrice de l'apprentissage automatique**, *Sofian Audry · Espace, No. 124*.
- Winter, 2018 **Focus: At the threshold of a new era | Artificial Intelligence (AI) and artistic creation: Fantasising about the loss of control**, *Nathalie Bachand · Goethe Institut*.
- Jul 10, 2018 **L'intelligence artificielle et les Québécois**, *Isabelle Burgun · L'Agence Science-Pressé*.
- Spring, 2018 **Living with Artificial Intelligence: Artificial Intelligence**, *Madhvi Ramani · The Wilson Quarterly*.
- May 4, 2018 **Classic Sci-Fi Meets Modern Programming at the Surrey Art Gallery**, *Katie Czenczek · The Runner*.
- May 1, 2018 **Artificial Imagination – Opening 'the Black Box' of Inscrutable AI Through Dialogue**, *Greg Smith · Creative Applications Network*.
- Apr 23, 2018 **On Fuzzy Boundaries and Dreams of a Post-Capitalist Future With Local Artist, Ben Bogart**, *Thalia Stopa · Scout Magazine*.
- Winter, 2016 **Interview for Neural magazine issue #56**, *Alessandro Ludovico*.
- May 31, 2016 **At these Montreal festivals, it's the robots' art world — we're just living in it**, *Victor Swoboda · CBC Arts*.
- Sep 7, 2011 **Origination and Metacreation: A Conversation with Ben Bogart**, *Interview for Vague Terrain with Marco Donnarumma*.
- May 5, 2010 **Homerun on CBC Radio One with host Jeanette Kelly**, "Dreaming Machine #2" installation for *Elektra 2010 with Ange-Aimee Woods*.
- Apr 29, 2010 **Montréal Mirror**, *Elektrafying. Artsweek, April 29 to May 5, 2010*.

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## University Instruction

- Sep–Dec, 2018 **Instructor**, *NMSA 218: OPEN SOURCE!*, Emily Carr University of Art + Design, Vancouver.
- Sep–Dec, 2017 **Instructor**, *NMSA 218: OPEN SOURCE!*, Emily Carr University of Art + Design, Vancouver.
- Sep–Dec, 2015 **Instructor**, *ISMA 208: Programming for Creative Practice*, Emily Carr University of Art + Design, Vancouver.
- May–Aug, 2007 **Instructor**, *IAT 101: New Media Images*, Simon Fraser University, Surrey.
- Jan–Apr, 2007 **Co-Instructor**, *IAT 232: Prototyping & Human Factors*, Simon Fraser University, Surrey.
- Sep–Dec, 2006 **Teaching Assistant**, *IAT 231: Visualizing Interaction*, Simon Fraser University, Surrey.
- 2003 **Unit Instructor**, *Introduction to PD/Gem*, Sheridan College, Toronto.

2001 **Teaching Assistant**, *Media with Flash*, Ryerson University, Toronto.

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## Professional Experience

### Collaborative Research and Pedagogy Projects

2018–2019 **Artist**, *Leaning Out of Windows*, Emily Carr University of Art + Design and TRIUMF, Vancouver.

2009–2010 **Graphics and Programming**, *Typographic Entanglement*, Ryerson University and Simon Fraser University, Surrey.

2005–2007 **Manager/Coordinator**, *Pure Data Documentation Project*.

2003–2006 **Developer**, *PixelTANGO: Territoires Ouverts*, Société des arts technologiques and Ryerson University, Montréal and Toronto.

2005–2006 **Lab Technician / Research Assistant**, *Evolving Stories*, Ryerson University, Toronto.

2002–2004 **Volunteer Collaborator**, *Art Interface Device (AID)*, InterAccess Electronic Media Arts Centre, Toronto.

2001–2005 **Researcher**, *Synth/Ops / MARCEL*, Ryerson University, Toronto.

### Board Service

2003–2006 **Secretary**, *Board of Directors*, InterAccess Electronic Media Arts Centre.

### Design Projects

2004 **Graphic & Interface Design**, *Paul Kane Interactive DVD and Museum Exhibit*, Cinefocus Canada, Toronto.

2001 **Graphic & Interface Design**, *Interactive television prototype for Global News*, Ryerson University, Toronto.

### Peer Review

2019 **Institute of Electrical and Electronics Engineers: Visualization Conference, Arts Program.**

2017 **British Columbia Arts Council: Project Assistance for Media Artists.**

2016 **Canada Council for The Arts: Grants to New Media and Audio Artists: Research, Production and New Media Residency Grants; Grants to Film and Video Artists.**

2015 **International Symposium on Electronic Art.**

2012, 2013, 2014 **International Conference on Computational Creativity.**

2011, 2013 **New Interfaces for Musical Expression.**

2012 **International Conference on Evolutionary and Biologically Inspired Music, Sound, Art + Design.**

2012 **Canada Council for The Arts: Grants to New Media and Audio Artists: Research and Production Grants.**

2012 **International Computer Music Conference.**

2011 **Computational Aesthetics in Graphics, Visualization and Imaging.**

2010 **Association for Computing Machinery: Multimedia.**

### Examination

2015 **External Examiner, PhD in Science and Technology of Arts (supervisor Álvaro Barbosa)**, Universidade Católica Portuguesa, Porto, Portugal.

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## Workshops

### Visual Media in Pure Data

May 23–24, 2009 **Innocentre**, Hong Kong, China.

Nov 4–7, 2006 **Video In Studios**, Vancouver.

Feb 18, 2006 **InterAccess Electronic Media Arts Centre**, Toronto.

2005 **InterAccess Electronic Media Arts Centre**, Toronto.

Oct 8, 2005 **InterAccess Electronic Media Arts Centre**, Toronto.  
2005 **Artengine**, Ottawa.  
Apr 22, 2005 **Société des arts technologiques**, Montréal.  
2004 **InterAccess Electronic Media Arts Centre**, Toronto.  
2004 **Artengine**, Ottawa.  
2004 **Société des arts technologiques**, Montréal.  
2004 **Ryerson University**, Toronto.  
2003 **InterAccess Electronic Media Arts Centre**, Toronto.  
2002 **InterAccess Electronic Media Arts Centre**, Toronto.  
2002 **Ryerson University**, Toronto.

#### Introduction to PixelTANGO

2005 **Piksel Festival**, Bergen, Norway.  
Apr 15, 2005 **pixelACHE Festival**, Helsinki, Finland.  
Mar 24, 2005 **InterAccess Electronic Media Arts Centre**, Toronto.  
Oct 13, 2004 **Art Futura Festival**, Barcelona, Spain.

#### Miscellaneous

Nov 25, 2006 **Media Integration: Arduino & Pure Data**, *Video In Studios*, Vancouver.  
2003 **Advanced Pure Data for Open Territories Developers**, *Société des arts technologiques*, Montréal.

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### Technical Assistance

Nell Tenhaaf **Particle Swarm Optimizer Development for "glo" & "flo"**, *Living Machine Bioshelter St. Norbert Arts Centre*, Winnipeg.  
Bill Vorn & Simon Penny **Installation Assistance for "Bedlam"**, *DECONISM: Subtle Technologies 2003*, Toronto.  
STELARC **Development of sensor system for "Prosthetic Head" (in collaboration with ekran collective)**, *InterAccess Electronic Media Arts Centre*, Toronto.  
Arnaud Dejeammes **Development of system enabling "Drawing Icebergs" (in collaboration with Matt Nish-Lapidus)**, *Ryerson Gallery*, Toronto.

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### Technical Skills

Programming C++, Python, Java, Bash, R, C, Tcl/Tk  
Frameworks OpenCV, OpenFrameworks, GEM, Flex, Processing, Keras, NumPy  
Software Pure Data, GIMP, ImageMagick, FFmpeg, LyX / LaTeX / BibTeX, LibreOffice  
Operating Systems GNU/Linux, MacOS