



Exhibitions and performances

- 2004 Southern California Institute of Architecture - Mechatronics designer: Shuffle, exhibition by Jones Partners Architecture
- 2003 Los Angeles County Museum of Art - exhibition collaborator: Nano
- 2001 SIGGRAPH, Los Angeles - responsive sound installation in collaboration with ArtN
- 2000 SIGGRAPH, New Orleans - responsive sound installation in collaboration with ArtN
- 2000 Betty Rymer Gallery of the School of the Art Institute of Chicago - group exhibition: *Synapsis Experiments' In::Formation*
- 2000 Columbia College, Chicago - panel discussion: *Games and Violence*, Andrea Polli, Moderator
- 1999 Ukrainian Institute of Modern Art, Chicago - group exhibition: *Second Nature*
- 1997 Santa Barbara Museum of Art - group exhibition: *Envisioning Science* in collaboration with ArtN
- 1997 Museum of Contemporary Art, Chicago - Mirosław Rogala's *Divided We Speak*
- 1997 International Symposium on Electronic Art, Chicago - artist's presentation: *Hexaphonics - a New System for Teaching, Learning and Playing Music*
- 2001 Fassbender Gallery, Chicago, with Laurie Lee Moses and Eric Leonardson
- 2001 Melsa Hall, Gifu, Japan, with Hiroshi Chu Okubo
- 2001 Yamaha Electone Hall, Tokyo, with Hiroshi Chu Okubo
- 2000 No Exit Cafe, Chicago, with Laurie Lee Moses
- 2000 Betty Rymer Gallery, Chicago, with Eric Leonardson



Workshops

- 2004 *Southern California Institute of Architecture*, Los Angeles - "Digital Microelectronics in Architecture"
- 2003 *UCLA*, Design / Media Arts Department - "Electronics for Media Designers"
- 2003 Concordia University and University of Quebec, Montreal - "Electronics for Artists"
- 1998 International Sculpture Conference, Chicago - "Use of Microprocessors in Sculpture"
- 1997 International Symposium on Electronic Art, Chicago - "Microprocessors in the Arts"



Awards, patents, publications

- U.S. Patent # 6,392,131 - Device for Input and Display of Musical Notes
- U.S. Patent # D442,712 - Light Art Structure
- Leonardo, Vol. 33 No. 4 p.253
- Crain's Chicago Business Special Report December 8, 1997
- Replay Magazine Player's Choice Best Video Software Top 10 1997 - 1998
- New Media Invision Awards 1995, Finalist, Technical/Creative Excellence, Best Soundtrack



Statement

Electronic media tend to void space by drawing the viewer into the space of the media. My goal is to enhance space by drawing the media into the space of the viewer.

This integration of data space and real space is the next great challenge for both media design and architecture.

With education and experience in both interactive technologies and architectural design I am well-positioned to help envision and implement this new stage of cultural advancement.



Skills

Electronic Design

- Physical Computing
- Software engineering
- Languages - C, Lingo, Assembler, C++, Basic
- Micro-controllers - Atmel AVR, Basic Stamp, OOPic, PIC, EZIO
- Circuit Board Design and Assembly
- Analog and Digital Electronic Design

Imaging and Modeling

- Adobe PhotoShop
- Adobe Illustrator
- AutoCAD
- FormZ
- 3DS Max

Multi-Media

- Max
- Director
- PowerPoint

Architectural and Product Design

- Laser-cutting
- CNC
- Model building
- Conceptual sketches and renderings
- Prototyping

Music and Audio Production

- Music Composition
- Sound Editing and Design
- Music and Audio Technology
- MIDI Programming

Languages

- English, Japanese (intermediate)



References

available upon request

