

## JEREMY ROTSZTAIN *Curriculum Vitae*

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### *Education*

*Master's Degree.* Interactive Telecommunications Program, New York University. 2006-2008.  
*Interactive Video Techniques Workshop.* Main des Oeuvres (Paris, France). 2002.  
*Multimedia Installation and Performance.* York University (Toronto). 2001-2002.  
*Bachelor of Commerce.* McGill University (Montreal). 1996-2000.

### *Work Experience*

*Freelance Programmer.* Various clients in arts and industry (International). 2003-present.  
*Intern.* EyeBeam/openFrameworks (New York). 2008.  
*Course Director.* Interactive Media with Max/MSP, York University (Toronto). 2006.  
*Computer Lab Technician.* York University (Toronto). 2003-2006.  
*Intern.* MESO Media Systems Design (Frankfurt, Germany). 2002.  
*Web Programmer/Project Manager.* Jerkyvision (Toronto). 2000-2002.

### *Installations*

*The Contemplative Brush.* Tisch's Department of Film & Television (New York). Jan 2008.  
*Slow Down, West Side Highway.* IAC Center (New York). December 2007.  
*ColorScheme.* Computational Aesthetics (Banff, Canada). June 2007.  
*LifeCycle.* New Forms Festival (Vancouver, Canada). September 2005.  
*Evolving Space.* Eleanor Winters Art Gallery, York University (Toronto). December 2004.  
*Slideshow.* Goldfinger (Frankfurt, Germany). November 2002.

### *Video Screenings*

*ColorScheme Videos.* www.vague-terrain.net online journal. Ongoing.  
*LifeCycle Videos.* PixelPops Exhibition (New Haven, Connecticut). October 2005.  
*LifeCycle Videos.* Subtle Technologies Festival (Toronto). May 2005.

### *Selected Live Audio and Video Performances*

*Call Me Hear* (New Orleans). ICMC. November 2006.  
*CanCon* (Toronto). Poor Pilgrim. August 2006.  
*Call Me Hear* (Toronto). Interaccess. March 2006.  
*IO Media* (Toronto). Monthly audio/video performances. Interaccess. 2005-2006.  
*Kerplunk* (Toronto). Collaboration with Pintothefrog and Dafydd Hughes. April 2005.  
*No-Music "Battle Royale" Streaming Audio Event.* Solo performance. April 2005.  
*Anywhere Streaming Audio/Video Festival.* Collaboration with Ben Bogart. April 2004.  
*SAT* (Montreal). Collaboration with Ekran. October 2003.  
*Popkomm* (Köln, Germany). August 2002. With MESO.

### *Selected Software Development*

*greenPix Simulator.* Software developed for Simone Giostra Architects. A real-time 3D simulation of the greenPix zero-energy media wall in Beijing China. Used as a marketing tool for sponsorship opportunities and also enables artists to see how their video work will be displayed on this 12-storey 64 x 37 pixel display. www.greenpix.org. January 2008.

*Spots Simulator.* A real-time 3D simulation of Realities:United's lighting installation in Potsdamer Platz, Berlin. Enables artists to see how their video work will appear on the installation, a low-resolution screen consisting of 1800 florescent bulbs. Used by Carsten Nicolai and Rafael Lozano-Hemmer. [www.spots-berlin.de](http://www.spots-berlin.de). November 2005.

*E-Dentity.* Software programming, interaction design, and real-time video manipulation for a theatre performance dealing with identity and the Internet. Collaboration with Theatre Gargantua. Performed at ArtWord and Royal Alex Theatres in Toronto. [www.theatregargantua.ca](http://www.theatregargantua.ca). September 2004 to October 2005.

*BIX Simulator.* Software developed for Realities:United. A real-time 3D simulation of the BIX Light & Media Façade in Graz, Austria. Enables artists to see how their video work will be displayed on the uniquely shaped surface of the façade, a low-resolution screen consisting of 900 florescent bulbs. [www.bix.at](http://www.bix.at). September 2003.

#### *Workshops and Demonstrations*

*Introduction to Max/MSP, Jitter and SoftVNS.* InterAccess (Toronto). August 2005.

*Introduction to Max/MSP, Jitter and SoftVNS.* InterAccess (Toronto). November 2004.

*Interactive Video with Jitter Demo.* Universität der Kunst (UDK, Berlin). May 2004.

*Interactive Video Techniques using Jitter.* InterAccess (Toronto). November 2003.

*Introduction to Max/MSP.* Interaccess (Toronto). October 2003.

*VVVV Basics.* Meso (Frankfurt, Germany). September 2002.

#### *Grants and Awards Received*

*Academic Scholarship.* New York University. Received partial funding for studies at the Interactive Telecommunications Program at Tisch School of the Arts. September 2006.

*Canada Council for the Arts.* Travel Grants for New Media Artists. For presenting LifeCycle (installation) at New Forms Festival in Vancouver, Canada. September 2005.

#### *Publications*

*Interview with Daniel Shiffman.* Vague Terrain Online Journal. November 2007.

*ColorScheme.* Vague Terrain Online Journal. June 2007.

*ColorScheme.* Computational Aesthetics 2007. June 2007.

*Image Producing Machine.* Vague Terrain Online Journal. June 2006.

#### *Activities and Memberships*

*InterAccess* (Toronto). Artist-run electronic media arts centre.

*IO Media* (Toronto). Organized monthly audio/video performances at InterAccess.

*Dorkbot* (Toronto). Curator and organizer of the Toronto chapter of Dorkbot.

#### *Programming Experience and Operating Systems*

*Max/MSP.* Excellent.

*Java.* Strong.

*HTML and CSS.* Strong.

*PHP and MySQL.* Strong.

*C / C++ / ObjectiveC.* Good.

*OpenGL.* Strong.

*Supercollider.* Strong.

*vvvv.* Beginning.

*OSX.* Strong.

*WindowsXP.* Working.

*Unix.* Working.