Andrew Ringler
Curricula Vitae

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 andrewringler.com/cv (CV with links)

I am based in Boston. I create interactive public installations that allow participants to create their own novel visual and auditory experiences. I challenge participants to invest time and effort learning new systems collaboratively, and through that investment receive the pride of achievement, and the joy of connecting with others.

Teaching

Teaching (Credit Courses)

2016-Fall	**Elements of Media**: novel revision of previous curriculums. Graduate-level studio, focused on the synthesis of tactile, visual, oral, aural and temporal information within dynamic media. more information .	**MassArt**
2016-Fall	**Web Design 1**: adapted from *intro to web*, undergraduate level. more information .	**MassArt**
2015-Summer	**Coding Dynamic Experiences**: new course creation & curriculum development. Learn how to articulate and communicate your ideas through the medium of software code. Topics include culture & technology, social networks, design as social practice, and data visualization. more information .	**MassArt**
2015-Fall	**Web 1: Designing and Building the Modern Web** rename from *intro to web*. more information .	**MassArt**
2015-Spring	**Introduction to Web Design**: adapted course from previous curriculums. Introduction to web design, communication, and development using HTML, CSS and JS. more information .	**MassArt**

Teaching (Non-Credit & Workshops)

2017-Spring five weeks	**Introduction to Javascript for Design** New course creation & curriculum development. Learn to create dynamic interactions, animations, generative designs, simple games, data visualizations, and art with Javascript. For first-time programmers. more information .	**MassArt**
2017-Jan two weeks	**Learn to Build Your Own Videogame with the Unity Game Engine and Microsoft Kinect** Nine day workshop during MIT's IAP 2017. Co-led with Kyle Keane, Mark Vrablic and Abhinav Gandhi. more information .	**MIT**
2017-Jan two weeks	**Collaborative Design With Arduino** Nine day workshop during MIT's IAP 2017. Co-led with Kyle Keane, Mark Vrablic and Abhinav Gandhi. more information .	**MIT**
2016-Jan two weeks	**Collaborative Design With Arduino** Eight day workshop during MIT's IAP 2016. Co-led with Kyle Keane and Mark Vrablic. more information .	**MIT**

Engagements

2016-11-19	**Mentor** for HackingArts ; an art and technology themed hackathon at the MIT Media Lab	**MIT**
2016-11-10	**Guest Artist** for Maker Night at Perkins School for the Blind; with Kyle Keane Designed, discussed, interacted with two tactile instruments: Fruit Beets and Bouncy Piano .	⠠⠏⠑⠗⠅⠊⠝⠎
2016-7-6	**Artist Talk:** *The Art of Composition or: How I Learned To Stop Programming and Love the UNIX Pipe* My art through the lens of UNIX pipes. MassArt-PCE Lecture Series. more information .	**MassArt**
2016-7-6	**Artist Talk** for Sejal Patel's *Teaching in New Media* course Inspiration, works, programming and a Scratch workshop. more information .	**MassArt**
2015-4-14	**Guest Reviewer** for *Graphic Design Senior Thesis Portfolio Reviews*	**MassArt**
2015-4-14	**Guest Reviewer** for *Information Architecture I* taught by Jan Kubasiewicz	**MassArt**

| 2015-8-19 | **Guest Reviewer** for *Prototyping Lab* taught by Ceren Paydaş | |
| 2015-1-15 | **Lecture**: *Art+Code+Medium: How Different Software Languages & Libraries Affect Your Creative Process* Lecture and live-coding with audience participation. <u>more information</u> . | MIT |

Organizational Memberships & Advising

| 2016— | **Designer** at <u>Code Seal</u> ; a programming, education literacy group. | |
| 2016— | **Founding Member** of <u>Interactive Materials Education Laboratory (IMEL)</u> at MIT; a research group in materials science at the intersection of technology, education, design, and public engagement. | MIT |

Other Teaching Experience

2017-Spring	**Mentor** for MFA student Yiji He, for independent study	*MassArt*
2015-4-5	**Substitute Teacher** for *Senior Degree Project* taught by Jan Kubasiewicz	*MassArt*
2014-Fall	**Teaching Assistant** for *Visual Language* taught by Nance Davies	*MassArt*
2015-Spring	**Teaching Assistant** for *Information Architecture II* taught by Jan Kubasiewicz	*MassArt*
2000—2001	**Teaching Assistant** for *COMP-206*—operating system programming and *COMP-273*—assembly programming	McGill University

Projects

Public and Gallery Exhibitions

2017—Spring	**Art Screen Workshop** is two parts. First, it is a public interactive display running 24/7. Second, it is a series of free workshops where I teach students of any level how to create new interactive art for the screen. <u>more information</u> .	CCTV
2016-December	**Step to Hanukkah Lights** celebrates Hanukkah, the Jewish Festival of Lights, by inviting the community to engage with an interactive menorah. Collaboration with <u>Fish McGill</u> and <u>Saul Baizman</u> . Shown at the <u>Museum of Fine Arts Boston</u> , December 14th—30th 2016. <u>more information</u> .	mfa
2016-October	**Fruit Beets** is an interactive instrument enabling participants to compose music with synchronized visuals through the manipulation of fruits and vegetables on a table. Collaboration with <u>Philip Gedarovich</u> . Shown at the *Somerville Agricultural Festival*. <u>more information</u> .	Agricultural Festival
2016-September	**Art Farm Fence** is an installation of art on the Somerville Art Farm fence with lasercut acrylic fruit, vegetables and signage. Collaboration with <u>Alyssa Ringler</u> . <u>more information</u> .	Somerville Arts Council
2016-April	**Sequencing** adaption of *Sequencing Marbles*. *MFA Thesis Exhibition 2016* at the Doran Gallery. <u>more information</u> .	*MassArt*
2016-March	**Sequencing Marbles** is real-time musical composition experience using marbles. Collaboration between myself and <u>Patlapa Davivongsa</u> . *Fresh Media 16′* at the Boston Cyberarts Gallery.	boston cyberarts
2016-March	**Macropavilion** is a public outdoor pavilion providing visitors with shade from the sun as well as an interactive LED light experience in Casco Viejo, Panama. Collaboration between myself, <u>Valeria Lalinde</u> and Miguel Espino. <u>more information</u> .	Panama City
2016-Jan	Adaption of **Draw Blocks** at the MassArt Design & Media Center opening ceremony. <u>more information</u> .	*MassArt*
2015-May	**Draw Blocks** is an interactive table-top play and design area allowing multiple participants to collaborate in creating projected images. Patterned wood blocks act as tools within a rich and learnable visual language. *Fresh Media 15′* at the Boston Cyberarts Gallery. <u>more information</u> .	boston cyberarts
2015-May	**TinyVacay** is an experimental web-app exploring the benefits of breath. *Fresh Media 15′* at the Boston Cyberarts Gallery. Collaboration between myself and <u>Amy Jorgensen</u> . <u>more information</u> .	boston cyberarts
2014-Fall	**Curatorial Committee**: *Gaining Perspective: A Visual History of MassArt*. MassArt President's Gallery, Boston City Hall, State House, Massart Design & Media Center. <u>more information</u> .	*MassArt*

Film Shorts (**Producer / Director**)

2010	**<u>Everything In Its Place</u>**
2008	**Dog Fight**
2007	**<u>Something About Shoes</u>** (**documentary**)
2006	**<u>Happy as an Oyster</u>**
1998	**The Assignment**
1998	**The Murder**

1996	**The Ping Pong Showdown**
1995	**Gulag**

Filmography (Other)

2008	**Urban Jumble** animations

Additional Work Experience (selected)

+ ongoing consulting

2015—Present	**Professional Artist**	Cambridge

-Performance, event and installation of public interactive art.
-Code, web & technology consulting.
-Teaching, curriculum development & student mentorship.

2007—2014+	**Senior Software Developer** at Icosystem, Cambridge MA.	ICOSYSTEM

-UX and Web initiatives leader and teacher
-Project and client relationship management
-Web back-end architecture and front end design
-Desktop application design and development–Java/Swing/JavaFX

2006—2007	**Sole Proprietor** of Aspen Advanced Technologies, Aspen, CO;Boston, MA	Aspen Tech.

-Custom home automation services
-Scientific programming

2005—2006+	**Home Automation Programmer** at Electronic Systems Consultants, Aspen, CO.	E|S|C

-Programming of highly-integrated residential control systems
-User interface design and development for touch-panels and web

2004—2005+	**Systems Architect** at Think Development, Aspen, CO.	THINK

-Design, and programing of custom retail point-of-sale, inventory and reporting systems
-Client management service and support
-Linux admin—inventory systems, qmail, DNS, web

1998—2004	**Also**

-Environmental simulations; nitrogen flows (PHP)—BUMP MBL, Woods Hole, MA
-Neurological event classifier (C++)—Felix Strumwasser, Woods Hole, MA
-Research assistant, KNN (C++)—Professor Robert Snapp UVM, Burlington, VT
-Research Intern—C-Map USA, Mashpee, MA

Education

Massachusetts College of Art and Design at the Dynamic Media Institute
Master of Fine Arts in Design, 2016
Thesis: "Please Challenge, Create Fun." (Abstract and PDF)

McGill University
B.Sc, Honors Computer Science, 2003
Papers of interest:
  - "Texture Segmentation by Local Fractal Dimension as applied to Oceanic Search and Rescue"
  (PDF)
  - "Analysis of a Content-Based Image Retrieval System using a Weighted K-Nearest Neighbor
  Classifier on Multiple-Example Image Queries" (PDF)

Other Passions

Design, drawing, improv, acting, filmmaking, sailing, skiing, mountain biking, hiking, bouldering
and trapeze.