

# Andrew Ringler

## Curricula Vitae

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[andrewringler.com/cv](http://andrewringler.com/cv) (CV with links)

*I am based near Boston in the United States. 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)

2017-Fall	<b>Physical Computing:</b> new course creation & curriculum development. Experience design for physical computing, tangible user interface (TUI), augmented and virtual reality. Undergraduate-level studio.	Lesley
2016-Fall	<b>Elements of Media:</b> novel revision of previous curriculums. Graduate-level studio, focused on the synthesis of tactile, visual, oral, aural and temporal information within dynamic media. <a href="#">more information</a> .	MassArt
2016-Fall	<b>Web Design 1:</b> adapted from <i>intro to web</i> , undergraduate level. <a href="#">more information</a> .	MassArt
2015-Summer	<b>Coding Dynamic Experiences:</b> 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. <a href="#">more information</a> .	MassArt
2015-Fall	<b>Web 1: Designing and Building the Modern Web</b> rename from <i>intro to web</i> . <a href="#">more information</a> .	MassArt
2015-Spring	<b>Introduction to Web Design:</b> adapted course from previous curriculums. Introduction to web design, communication, and development using HTML, CSS and JS. <a href="#">more information</a> .	MassArt

### Teaching (Non-Credit & Workshops)

2017-Spring five weeks	<b>Introduction to Javascript for Design</b> 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. <a href="#">more information</a> .	MassArt
2017-Jan two weeks	<b>Learn to Build Your Own Videogame with the Unity Game Engine and Microsoft Kinect</b> Nine day workshop during MIT's IAP 2017. Co-led with Dr. Kyle Keane, Mark Vrablic and Abhinav Gandhi. <a href="#">more information</a> .	MIT
2017-Jan two weeks	<b>Collaborative Design With Arduino</b> Nine day workshop during MIT's IAP 2017. Co-led with Dr. Kyle Keane, Mark Vrablic and Abhinav Gandhi. <a href="#">more information</a> .	MIT
2016-Jan two weeks	<b>Collaborative Design With Arduino</b> Eight day workshop during MIT's IAP 2016. Co-led with Dr. Kyle Keane and Mark Vrablic. <a href="#">more information</a> .	MIT

### Engagements

2018-1-23	<b>Git + Github</b> Introduction to software version control, git and github for Saul Baizman's information architecture students.	MassArt
2017-11-19	<b>xTalk</b> <i>Digital Tools for Collaborative Learning</i> with Dr. Kyle Keane, Andrew Ringler, Mark Vrablic and Ian Kim Riley <a href="#">more information</a>	MIT
2017-9-6	<b>DMI TuneUp</b> <i>Processing+Arduino Workshop</i> , digital and electronic platforms for prototyping. For incoming <a href="#">Dynamic Media Institute</a> students.	MassArt
2016-11-19	<b>Mentor</b> for <a href="#">HackingArts</a> ; an art and technology themed hackathon at the MIT Media Lab	MIT
2016-11-10	<b>Guest Artist</b> for Maker Night at Perkins School for the Blind; with Dr. Kyle Keane Designed, discussed, interacted with two tactile instruments: <a href="#">Fruit Beets</a> and <a href="#">Bouncy Piano</a> .	
2016-7-6	<b>Artist Talk:</b> <i>The Art of Composition or: How I Learned To Stop Programming and Love the UNIX Pipe</i> My art through the lens of UNIX pipes. MassArt-PCE Lecture Series. <a href="#">more information</a> .	MassArt
2016-7-6	<b>Artist Talk</b> for Sejal Patel's <i>Teaching in New Media</i> course Inspiration, works, programming and a Scratch workshop. <a href="#">more information</a> .	MassArt
2015-4-14	<b>Guest Reviewer</b> for <i>Graphic Design Senior Thesis Portfolio Reviews</i>	MassArt
2015-4-14	<b>Guest Reviewer</b> for <i>Information Architecture I</i> taught by Jan Kubasiewicz	MassArt
2015-8-19	<b>Guest Reviewer</b> for <i>Prototyping Lab</i> taught by Ceren Paydaş	MassArt
2015-1-15	<b>Lecture:</b> <i>Art+Code+Medium: How Different Software Languages &amp; Libraries Affect Your Creative Process</i> Lecture and live-coding with audience participation. <a href="#">more information</a> .	MIT

### Other Teaching Experience

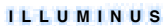
2017-Spring	<b>Mentor</b> for MFA student Yiji He, for independent study	MassArt
2015-4-5	<b>Substitute Teacher</b> for <i>Senior Degree Project</i> taught by Jan Kubasiewicz	MassArt
2014-Fall	<b>Teaching Assistant</b> for <i>Visual Language</i> taught by Nance Davies	MassArt
2015-Spring	<b>Teaching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


## Research

2016—Present	<b>Designer</b> at <a href="#">Code Seal</a> ; a programming, education literacy group.	
2016—Present	<b>Founding Member</b> of <a href="#">Interactive Materials Education Laboratory (IMEL)</a> , at MIT; a research group in materials science at the intersection of technology, education, design, and public engagement.	MIT
2016—Present	<b>Research Affiliate</b> under <a href="#">Professor W. Craig Carter</a> in MIT's Department of Materials Science and Engineering. Student advising, project development and outreach.	MIT

## Projects

### Public and Gallery Exhibitions

2017—November	<b>Wellspring Fords</b> is an interactive projected digital river, installed for two nights in Downtown, Boston during the <a href="#">Illuminus</a> Festival (November 3 <sup>rd</sup> & 4 <sup>th</sup> 2017). Collaboration with <a href="#">Cindy Sherman Bishop</a> and <a href="#">Philip Gedarovich</a> . <a href="#">more information</a> .	
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2017—October	<b>Enchanted Forest</b> is a magical interactive experience for all ages containing xylophones, spinny lights and singing birds. Installed for four days during the <a href="#">HUBWeek</a> Immersion festival at City Hall Plaza, Boston. Collaboration with <a href="#">Fish McGill</a> and <a href="#">Saul Baizman</a> . <a href="#">more information</a> .	<b>HUB week</b>
2017-August	<b>Ignite Beats</b> is an interactive fire and spice themed instrument enabling participants to compose music with synchronized visuals through the manipulation of blocks on a table (iteration of <i>Fruit Beets</i> ). Collaboration with <a href="#">Philip Gedarovich</a> . Shown at the <i>Somerville Ignite! Festival</i> . <a href="#">more information</a> .	Ignite!
2017—Spring	<b>Art Screen Workshop</b> 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. <a href="#">more information</a> .	CCTV
2016-December	<b>Step to Hanukkah Lights</b> celebrates Hanukkah, the Jewish Festival of Lights, by inviting the community to engage with an interactive menorah. Collaboration with <a href="#">Fish McGill</a> and <a href="#">Saul Baizman</a> . Shown at the <a href="#">Museum of Fine Arts Boston</a> , December 14 <sup>th</sup> —30 <sup>th</sup> 2016. <a href="#">more information</a> .	
2016-October	<b>Fruit Beets</b> is an interactive instrument enabling participants to compose music with synchronized visuals through the manipulation of fruits and vegetables on a table. Collaboration with <a href="#">Philip Gedarovich</a> . Shown at the <i>Somerville Agricultural Festival</i> . <a href="#">more information</a> .	Agricultural Festival
2016-September	<b>Art Farm Fence</b> is an installation of art on the Somerville Art Farm fence with lasercut acrylic fruit, vegetables and signage. Collaboration with <a href="#">Alyssa Ringler</a> . <a href="#">more information</a> .	Somerville Arts Council
2016-April	<b>Sequencing</b> adaption of <i>Sequencing Marbles</i> . <i>MEFA Thesis Exhibition 2016</i> at the Doran Gallery. <a href="#">more information</a> .	MassArt
2016-March	<b>Sequencing Marbles</b> is real-time musical composition experience using marbles. Collaboration between myself and <a href="#">Patlapa Davivongsa</a> . <i>Fresh Media 16'</i> at the Boston Cyberarts Gallery.	boston cyberarts
2016-March	<b>Macropavilion</b> 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, <a href="#">Valeria Lalinde</a> and Miguel Espino. <a href="#">more information</a> .	Panama City
2016-Jan	Adaption of <b>Draw Blocks</b> at the MassArt Design & Media Center opening ceremony. <a href="#">more information</a> .	MassArt
2015-May	<b>Draw Blocks</b> 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. <i>Fresh Media 15'</i> at the Boston Cyberarts Gallery. <a href="#">more information</a> .	boston cyberarts
2015-May	<b>TinyVacay</b> is an experimental web-app exploring the benefits of breath. <i>Fresh Media 15'</i> at the Boston Cyberarts Gallery. Collaboration between myself and <a href="#">Amy Jorgensen</a> . <a href="#">more information</a> .	boston cyberarts
2014-Fall	<b>Curatorial Committee:</b> <i>Gaining Perspective: A Visual History of MassArt</i> . MassArt President's Gallery, Boston City Hall, State House, Massart Design & Media Center. <a href="#">more information</a> .	MassArt

#### Film Shorts (Producer / Director)

2010	<a href="#">Everything In Its Place</a>
2008	<b>Dog Fight</b>
2007	<a href="#">Something About Shoes</a> (documentary)
2006	<a href="#">Happy as an Oyster</a>
1998	<b>The Assignment</b>
1998	<b>The Murder</b>
1996	<b>The Ping Pong Showdown</b>
1995	<b>Gulag</b>

#### Filmography (Other)

2008	<a href="#">Urban Jumble</a> animations
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## Additional Work Experience (selected)

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+ ongoing consulting

2015—Present	<b>Professional Artist</b> -Performance, event and installation of public interactive art. -Code, web & technology consulting. -Teaching, curriculum development & student mentorship.	Cambridge
2007—2014+	<b>Senior Software Developer</b> at Icosystem, Cambridge MA. -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	ICOSYSTEM
2006—2007	<b>Sole Proprietor</b> of Aspen Advanced Technologies, Aspen, CO; Boston, MA -Custom home automation services -Scientific programming	Aspen Tech.
2005—2006+	<b>Home Automation Programmer</b> at Electronic Systems Consultants, Aspen, CO. -Programming of highly-integrated residential control systems -User interface design and development for touch-panels and web	EISIC
2004—2005+	<b>Systems Architect</b> at Think Development, Aspen, CO. -Design, and programming of custom retail point-of-sale, inventory and reporting systems -Client management service and support -Linux admin—inventory systems, qmail, DNS, web	THINK
1998—2004	<b>Also</b> -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

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### 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

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