

Andrew Ringler

Curricula Vitae

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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	Physical Computing: new course creation & curriculum development. Experience design for physical computing, tangible user interface (TUI), augmented and virtual reality. Undergraduate-level studio.	Lesley
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)

2018-August 3-days	Internet of Things (IoT) Co/Lab Three-day workshop on the Internet of Things (IoT) for engineering students in Chennai, India. Co-ran with Sidharth Bhatia. In collaboration with the Climber, MIT-India, IMEL@MIT.	Chennai, India
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 Dr. 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 Dr. 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 Dr. Kyle Keane and Mark Vrablic. more information .	MIT
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Engagements

2018-June	DIAGRAM Code Sprint Coder during weekend long “codesprint” helping to make STEM education more accessible and inclusive for all learners. DIAGRAM Center, Benetech, U.S. Department of Education, Office of Special Education Programs. Sponsored by Microsoft. Sunnyvale, California.	DIAGRAM Center
2018-1-23	Git + Github Introduction to software version control, git and github for Saul Baizman's information architecture students.	MassArt
2017-11-19	xTalk Digital Tools for Collaborative Learning with Dr. Kyle Keane, Andrew Ringler, Mark Vrablic and Ian Kim Riley more information	MIT
2017-9-6	DMI TuneUp Processing+Arduino Workshop, digital and electronic platforms for prototyping. For incoming Dynamic Media Institute students.	MassArt
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 Dr. 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 Paydas	MassArt
2015-1-15	Lecture: Art+Code+Medium How Different Software Languages & Libraries Affect Your Creative Process Lecture and live-coding with audience participation. more information .	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

Research

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

Projects

Public and Gallery Exhibitions

2017—November	Wellspring Fords is an interactive projected digital river, installed for two nights in Downtown, Boston during the Illuminus Festival (November 3 rd & 4 th 2017). Collaboration with Cindy Sherman Bishop and Philip Gedarovich . more information .	ILLUMINUS
2017—October	Enchanted Forest is a magical interactive experience for all ages containing xylophones, spinny lights and singing birds. Installed for four days during the HUBWeek Immersion festival at City Hall Plaza, Boston. Collaboration with Fish McGill and Saul Baizman . more information .	HUB week
2017-August	Ignite Beats 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 Fruit Beets). Collaboration with Philip Gedarovich . Shown at the Somerville Ignite! Festival. Shown at the Clubhouse Network Teen Summit 2018 , Boston. more information .	Ignite!
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. more information .	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 Fish McGill and Saul Baizman . Shown at the Museum of Fine Arts Boston , December 14 th —30 th 2016. more information .	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 Philip Gedarovich . Shown at the Somerville Agricultural Festival . more information .	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 Alyssa Ringler . more information .	Somerville Arts Council
2016-April	Sequencing adaption of Sequencing Marbles . MFA Thesis Exhibition 2016 at the Doran Gallery. more information .	MassArt
2016-March	Sequencing Marbles is real-time musical composition experience using marbles. Collaboration between myself and Patlapa Davivongsa . 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, Valeria Lalinde and Miguel Espino. more information .	Panama City
2016-Jan	Adaption of Draw Blocks at the MassArt Design & Media Center opening ceremony. more information .	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. more information .	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 Amy Jorgensen . more information .	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. more information .	MassArt

Film Shorts (Producer / Director)

2010	Everything In Its Place
2008	Dog Fight
2007	Something About Shoes (documentary)
2006	Happy as an Oyster
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 -Performance, event and installation of public interactive art. -Code, web & technology consulting. -Teaching, curriculum development & student mentorship.	Somerville
2007—2014+	Senior Software Developer 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	Owner of Aspen Advanced Technologies, Aspen, CO; Boston, MA -Custom home automation services -Scientific programming	Aspen Tech.
2005—2006+	Home Automation Programmer 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+	Systems Architect at Think Development, Aspen, CO. -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	THINK
1998—2004	Shorter Engagements -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.