

Aaron Miller

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PROFESSIONAL GOALS

- To use my creative, technical, and management skills
- To work in a stimulating, collaborative, and dynamic environment

EDUCATION

2003

Master of Arts in Humanities, University at Buffalo, Buffalo, NY

Media Study and Computer Music

2001

Bachelor of Arts, Alfred University, Alfred, NY

Fine Art

PROFESSIONAL EXPERIENCE

2009-present

Curatorial Project Manager

National Museum of American Jewish History, Philadelphia, PA

<http://www.nmajh.org>

- Oversee the production and installation of the core exhibition of a 100,000 sq. ft. museum on Independence Mall in Philadelphia
- Liaison between the curatorial and registration staff and over 10 primary contractors and consultants as well as many of their subcontractors
- Specialize in overseeing the production, installation, and care of all multimedia exhibits through a deep understanding of the technology throughout the museum
- Review RFPs for technical systems contractors and exhibit fabricators and advise senior staff in the hiring process
- Review and edit contracts for media producers
- Administer the core exhibition's various on-site web-based interactives and their web portals
- Negotiate, review, and advise on change order requests, scope disputes, quality control issues, and punch lists for contractors

2007-2010

Associate Producer, Project Manager, DVD Author

ETC: Experimental Television Center 1969-2009 and Archive for Cornell University

The Experimental Television Center, Owego, NY

<http://www.experimentaltvcenter.org/etcdvd.html>

<http://www.eai.org/title.htm?id=14719>

- Produced a 19-hour anthology of over 100 video artists representing a 40-year history
- Created a 3.5 terabyte archive of artists from the anthology as well as the institutional archive of the Experimental Television Center for the permanent collection of Cornell University Library's Rose Goldsen Archive of New Media Art
- Worked closely with artists, media preservation consultant, and other contractors to acquire and digitize materials
- Produced all aspects of DVDs including:
 - Authored DVDs
 - Edited final content
 - Designed titles
 - Designed DVD architecture
 - Created DVD ready files in Photoshop
 - Encoded video
 - Restored select video and audio
 - Edited excerpted video
- Co-curated the selection of artists and artwork for the anthology and archive
- Assisted in copy editing catalog
- Collaborated in preliminary research and design development

2007-2009

Multimedia/Technology Developer

Monadnock Media, Sunderland, MA

- Produced interactive multimedia for educational museum exhibits
- Managed in-house and freelance creative team for select projects
- Coordinated projects with subcontractors, exhibit designers, and museum staff
- Oversaw on-site installations at museums throughout the United States
- Created interactive multimedia with Max/MSP/Jitter, Adobe Creative Suite, Final Cut Studio, Logic Studio, and others
- Created RFPs for technical systems contractors
- Created budget estimates
- Designed preliminary technical systems infrastructure specifications
- Wrote technical performance descriptions
- Created storyboards and animatics in the development of exhibition content
- Created interactive prototypes
- Researched innovative technology for content creation and exhibition

2007

Adjunct Lecturer: ART 385 Computer Image Synthesis

The Department of Visual Studies, University at Buffalo, Buffalo, NY

- Taught lecture and studio classes
- Topics covered: the history of electronic image synthesis, video editing, interactive multimedia, and basic physical computing

2006-present

Co-Founder and Software Developer

The Perpetual Art Machine, Brooklyn, NY

www.perpetualartmachine.com

- Developed interactive software for exhibitions
- Exhibited at Scope Art Fair, 2006-2008; ART|BASEL Miami, 2006; Split Film Festival, Split, Croatia, 2006; College of Santa Fe, 2008, and more
- Gave lectures and participated in panel discussions
- Helped create and manage an online community of over 1500 video artists

2004-2007

Technical Producer, Software Developer

Gary Hill Studios, Seattle, WA

- Developed software and hardware for Seattle-based video artist, Gary Hill
- Installed Gary Hill's work in museum exhibitions throughout the United States and Europe including: Centre Pompidou, Paris, France; Louvre Museum, Paris, France; The Coliseum, Rome, Italy; Seattle Art Museum, Seattle, WA; and Musée d'art contemporain de Montréal, Montréal, QC
- Collaborated in performances with Gary Hill at the Louvre Museum and throughout Poland and the Czech Republic.

2002-2007

Freelance Interactive Multimedia Instructor

- Led workshops in Max/MSP/Jitter, physical computing, and video processing at colleges and art centers throughout the United States including: the Georgia Institute of Technology, Atlanta, GA; Alfred University, Alfred, NY; Visual Studies Workshop, Rochester, NY; and the Atlanta College of Art, Atlanta, GA
- Co-directed international summer workshops for students and professionals at the Experimental Television Center, Owego, NY

GRANTS, RESIDENCIES, AND AWARDS

- 2007 Artist in Residence, The Experimental Television Center, Owego, NY
- 2006 Artist in Residence, Institute for Electronic Arts, School of Art and Design, New York State College of Ceramics at Alfred University, Alfred, NY
- 2006 New York State Council on the Arts, Individual Artists Grant
- 2006 Independent Curator Award, The Scope Art Fair, New York, NY

SKILLS

Software

- Expert in: Final Cut Studio, DVD Studio Pro, Logic Pro, Compressor and compression techniques, Photoshop, Max/MSP/Jitter, Microsoft Office, Mac and PC operating systems
- Proficient in: After Effects, Illustrator, and Dreamweaver

Hardware

- Video and audio servers, video recording and display technology, basic electronics, physical computing and sensors, A/V distribution, speakers, amplifiers, and basic acoustics