

Aaron Miller
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PROFESSIONAL GOALS

- To create compelling interactive multimedia
- 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

2007-present

Multimedia/Technology Developer

Monadnock Media, Sunderland, MA

- Produce interactive multimedia for educational museum exhibits
- Manage in-house and freelance creative team for select projects
- Coordinate projects with subcontractors, exhibit designers, and museum staff
- Oversee on-site installations at museums throughout the United States
- Create interactive multimedia with Max/MSP/Jitter, Adobe Creative Suite, Final Cut Studio, Logic Studio, and others
- Create RFPs for technical systems contractors
- Create budget estimates
- Design preliminary technical systems infrastructure specifications
- Write technical performance descriptions
- Create storyboards and animatics in the development of exhibition content
- Create interactive prototypes
- Research innovative technology for content creation and exhibition

Sample Museum Project:

National Maritime Museum of the Gulf of Mexico, Mobile, AL (opens 2010)

<http://www.nationalmaritime.us/>

This museum plans to be one of the most interactive maritime museums in the world and the first of its kind on the Gulf Coast. Responsibilities include:

- Co-writing technical performance descriptions for over 40 exhibits
- Producing and co-producing multiple exhibits
- Coordinating with exhibit designer, technical systems contractor, electrical engineer, exhibit fabricator, and other subcontractors
- Co-writing budget estimate, technical systems infrastructure documents, HVAC requirements, and RFP
- Researching and specifying equipment
- Creating prototypes for exhibits

Sample Exhibit:

CIMIT (Center for the Integration of Medical and Innovative Technology), Boston, MA:

CIMIT Stories (October 2008)

Permanently on display at the CIMIT headquarters and featured at their annual congress, this exhibit highlights some of CIMIT's most successful initiatives including a groundbreaking regenerative ACL treatment and Massachusetts General Hospital's Operating Room of the Future. Using a unique RFID interface, visitors can select from different multi-channel video programs. Responsibilities:

- Co-produced exhibit
- Programmed exhibit software
- Integrated hardware, software, and RFID technology
- Created storyboards and animatics
- Coordinated with exhibit designer, client, and in-house staff

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

Hardware

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