

CURRICULUM VITAE
2025

BIOGRAPHY

Scott Snibbe is a new media artist, author, and meditation teacher whose work dissolves the illusion of separateness—between self and other, art and audience, body and nature. His pioneering interactive art, held in the collections of New York MoMA and the Whitney Museum of American Art, has been exhibited worldwide in museums, public spaces, concert tours, and immersive installations. He has collaborated with Björk, Philip Glass, Beck, and James Cameron, creating innovative intersections of art, music, and technology.

Snibbe has received the Webby and Ars Electronica awards and grants from the National Science Foundation, the Ford Foundation, the National Endowment for the Arts, and the Rockefeller Foundation. He holds over 30 patents and has served as an advisor to The Institute for the Future and The Sundance Institute. He has held teaching and research positions at UC Berkeley, NYU's Courant Institute of Mathematics, San Francisco Art Institute, and California Institute for the Arts.

As a leading figure in digital interactivity, Snibbe produced several groundbreaking art apps, including the world's first "app album," Björk: Biophilia. He was an early developer of Adobe After Effects and spent years at Paul Allen's Interval Research Corporation researching interactive music, video, computer vision, and haptics.

A longtime student and teacher of Tibetan Buddhism, Snibbe is the executive director of the nonprofit *Skeptic's Path to Enlightenment* and hosts its widely followed meditation podcast. In 2024, he released his first book, *How to Train a Happy Mind*, featuring a foreword by the Dalai Lama. His work bridges ancient wisdom with cutting-edge technology, shaping new forms of engagement with consciousness, ritual, and community.

BORN: August 20, 1969, New York City, New York

LIVES AND WORKS: Berkeley, California

GROUP EXHIBITIONS

- 2022 *Never Alone: Video Games and Other Interactive Design*, Museum of Modern Art, New York City, September, 2022 - August, 2023
SWARM, Science Gallery Melbourne, 2022
- 2019 *Mobile Art*, Modern and Contemporary Art Fund of Montluçon, Paris, France, April - June 2019
- 2017 *Mobile Art*, Parisian Art Fair Art Elysees, October, 2017
- 2016 *Digital Abstractions*, House of Electronic Arts Basel, April - May, 2016
Art of the App, Louisiana State University, February - March, 2016
This Is for Everyone: Design Experiments for the Common Good, The Museum of Modern Art, New York, February 2015 - January, 2016
- 2016 *Digital Abstractions*, House of Electronic Arts Basel, April - May, 2016
Art of the App, Louisiana State University, February - March, 2016
This Is for Everyone: Design Experiments for the Common Good, The Museum of Modern Art, New York, February 2015 - January, 2016

- 2015 *Björk*, The Museum of Modern Art, New York, March – May, 2015
NEAT: New Experiments in Art and Technology, Contemporary Jewish Museum, October – December, 2015
Digital Revolution, Onassis Cultural Center, Athens, Greece, October – December, 2015
- 2014 MoogFest, April 2014
Poetic Codings, San Jose Museum of Art, September May – September, 2014
Digital Revolution, Barbican Institute, London, July – September 2014
- 2013 *Sound in Space*, The Museum of Modern Art, New York, October – November, 2013
 Sonar Festival, June 2013
Poetic Codings, Fellows of Contemporary Art Curators, Los Angeles, March 2013
- 2012 Los Angeles International Airport
- 2011 Björk *Biophilia* Concert Tour visuals
 Björk *Biophilia* App Album
Future/Canvas, San Francisco, February, 2011
 Arizona State University, March, 2011
 FILE Festival, Sao Paolo, Brazil, 2011
- 2010 *Action! Design over Time*, Museum of Modern Art, New York, February, 2010 - January, 2011
 Art Rock 2010. St. Brieuc, France. May, 2010
 San Francisco Fine Art Fair, with Zero1 Art and Technology Network. May, 2010
- 2008 *Act React*. Milwaukee Art Museum. October, 2008 – April, 2009
 Art Rock 2008. St. Brieuc, France. May, 2008
Design and the Elastic Mind. Museum of Modern Art. New York, NY. February-May, 2008
Digital Art & Magic Moments. Shanghai eARTS Festival, 2007
- 2007 *Metalandscapes*. Miró Foundation, Mallorca, Spain, October 2007
From Mind to Hand: Artists and Graphology. Triple Base. San Francisco, California. May, 2007
Our Distance From Things. Telic Arts Exchange. Los Angeles, California. March, 2007
Play Innovation. Kitakyushu Innovation Gallery. Kitakyushu City, Japan. April-July, 2007
- 2006 South Korea Media Art Biennial. October, 2006
 International Symposium on Electronic Art / Zero One Festival. San Jose, California. August, 2006
 Global Economic Forum. San Jose, California. August, 2006
Thread. Artspace New Haven, Connecticut. June, 2006
Art & Technology Zone. Tokyo Intercommunications Center. May, 2006
 Israel Museum. Jerusalem, Israel. May, 2006
- 2005 *L'ombre a la portée des enfants: Ombres et lumière*. Cite des sciences et de l'industrie. Paris, France. October, 2005
Hybrid Creatures and Paradox Machines. Ars Electronica 2005
 California Institute of the Arts. April, 2005
Artefact. Belgium. February, 2005
Tilt. Perpignan, France. February, 2005
- 2004 *Ars Numerica*. Montbeliard, France. December, 2004
Reactive. Rx Gallery. San Francisco. November, 2004
 MAIS: Exposition d'Installations Interactives. Brussels, Belgium. October, 2004
Art Life. The Exploratorium. San Francisco. October, 2004
 Le Channel, scène nationale de Calais. France. September, 2004
 Villette Numerique. La Villette. Paris, France. September, 2004

- Institute of Modern Art. Brisbane, Australia. October, 2004
Biennale of Electronic Arts Perth. Fremantle, Australia. September, 2004
 Eastern Illinois University. September, 2004
Social Construction. Southern Exposure. San Francisco, CA. May 2004 (curator)
 Art Rock 2004. Brittany, France. May, 2004
Dreaming Butterfly: Digital Playground. Nabi Art Center. Seoul, South Korea. April – August, 2004
 Contemporary Arts Services Trust. Tasmania, Australia. April, 2004
The Art of Digital Resistance. Version >04. Chicago, Illinois. April, 2004
- 2003 *Uijeongbu International Digital Art Festival*. South Korea. October, 2003
Ars Electronica 2003. Linz, Austria. September, 2003
House of Tomorrow. Experimenta. Victorian Arts Centre, Australia. September 2003
Dialogue with Light and Shadow. Toki Messe. Nigata, Japan. April 2003
Reactive Art, San Francisco Media Arts Coalition, San Francisco Museum of Modern Art. January 2003
- 2002 *Legends of Interactivity*, The Kitchen, New York City. November 2002
Carnivore, Eyebeam, New York City. October, 2002
NewFangle, GenArtSF, San Francisco. October – December, 2002
Time Share, Art Interactive, Cambridge, Massachusetts. September, 2002
911+1: The Perplexities of Security, Watson Institute for International Studies. Providence, RI. September, 2002
Ars Electronica 2002, NetArt 2002 exhibition. Linz, Austria. September, 2002
CODEDOC, Whitney Museum Artport. September, 2002
Arte Digital IV, Havana, Cuba. June – July 2002
Innaugural Exhibition, Shizuoka Arts Center, Tokyo, Japan. March, 2002
Refresh. Institute of Contemporary Arts, London. February – March, 2002
New Frontiers. Art Association Gallery, Jackson Hole, WY. January, 2002
- 2001 *bienalle.net*. Jeffrey Deitch Projects, Brooklyn, NY. November 5-7, 2001
Mathematica. The Exploratorium, San Francisco, California. October 6, 2001 - May 5, 2002
Tirana Biennale. Tirana, Albania. September 1 - October 15, 2001
Only The Lonely. Foro Artistico, Hanover, Germany. August 31 - September 23, 2001
LifeLike. New Langton Arts, San Francisco. June 27 - July 28, 2001.
- 2000 *Refresh: The Art of the Screen Saver*. Cantor Center for the Visual Arts, Stanford University. October 12 – November 26, 2000
Transmediale 2000. In conjunction with the Berliner Filmfestspiele. February, 2000. Berlin, Germany.
- 1999 *Adding Media / Subtracting Signs*. NTT Intercommunications Center (ICC). Tokyo, Japan. 22 June - 20 July, 1999
Organic Information: Work from the Aesthetics and Computation Program at the MIT Media Laboratory. Art Directors Club Gallery. New York City. May 6-27, 1999
Interaction '99. International Academy of Media Arts and Sciences (IAMAS). Ogaki City, Gifu, Japan. March 5-14, 1999
- 1998 *Inaugural Exhibition*. Center of the Edge Gallery. The Tech Museum. San Jose, California. October 98 - April 99
Ars Electronica 98. Cyberarts 98 exhibition. Linz, Austria. September, 1998
Motion Phone Urban Installation. Stuttgart Filmwinter 98. Germany. March, 1998
- 1997 *WRO '97*. Wroclaw, Poland. March, 1997
Vienna Global Village '97. Vienna, Austria. April, 1997
- 1996 *Ars Electronica 96*. Cyberarts 96 exhibition. Linz, Austria. September, 1996

1995 *SIGGRAPH 95 Interactive Communities*. Los Angeles, CA. August 1995

SOLO EXHIBITIONS

- 2008 *Falling Girl*. Berkeley Art Museum. Summer, 2008
- 2006 *Body, Space and Cinema*. London Institute of Contemporary Arts. May, 2006
Deep Walls. Brown University. March, 2006
- 2005 *Visceral Cinema: Chien*. Telic. Los Angeles, CA. September, 2005
Body Language. Art Interactive. Boston, MA. April, 2005
Blow Up. Yerba Buena Center for the Arts. San Francisco, CA. January, 2005
- 2004 *Presence/Absence*. Tarble Arts Center. Eastern Illinois University. October, 2004
Interdependence. Arizona State University. January, 2004
- 2003 *Screen Series*. Beall Center for Art & Technology. Irvine, CA. November, 2003

COMMISSIONS

- 2010 "Transit", for the Los Angeles International Airport Arrivals Terminal
- 2007 "Women Hold Up Half the Sky", for Mills College. Oakland, California
"Social Light", for London Science Museum
- 2006 "Cabspotting", for The Exploratorium / National Endowment for the Arts
"Shadow Mosaic 5x4", for Yahoo Corporation, Sunnyvale, CA
- 2005 "Outward Mosaic #1", for Amelia Chenoweth
"Central Mosaic", for Cité de Sciences, Paris, France
"Blow Up", for Yerba Buena Center for the Arts. San Francisco, CA
- 2004 "You Are Here", for New York Hall of Science. New York City
"Near", for New York Hall of Science. New York City
- 2003 Computerfinearts.com, Doron Golan. New York City
- 2002 "Shadow", for *Art Interactive*. Boston, MA
"Fuel", for *Carnivore* as part of the Radical Software Group. New York City
"Tripolar", for *CODEDOC*, The Whitney Museum of American Art. New York City
- 2001 "It's Out", for *Tirana Biennial*. Tirana, Albania
- 1999 "Emptiness is Form", for *Refresh: The Art of the Screensaver*. Stanford University, California

PERMANENT INSTALLATIONS AND COLLECTIONS

Museum of Modern Art, New York
Whitney Museum of American Art, New York
Arizona State University Museum of Art
Tokyo Intercommunications Center
Mills College. Oakland, California
London Science Museum

Phaeno Museum. Wolfsburg, Germany
Cité de Sciences, Paris, France
Yahoo! Corporation, Sunnyvale, California
Private collections

BOOKS

Architecture in the Age of Human–Computer Interaction. Eric Sauda, Alireza Karduni, Donna Lanclos. Routledge, 2024

Electronic Visual Music: The Elements of Audiovisual Creativity. Dave Payling. Bloomsbury Academic, 2023

Contagious Architecture: Computation, Aesthetics, and Space. Luciana Parisi. MIT Press, 2022

Code as Creative Medium: A Handbook for Computational Art and Design. Golan Levin, Taga Brain. MIT Press, 2021

Euphoria and Dystopia: The Banff New Media Institute Dialogues. Sarah Cook, Sara Diamond. MIT Press, 2020

The Digital Interface and New Media Art Installations. Phaedra Shanbaum. Routledge, 2019

Experimental Animation: From Analogue to Digital. Miriam Harris, Lilly Husbands, Paul Taberham. Routledge, 2019

Graphic Design: A New History, Third Edition. Stephen J. Eskilson. Yale University Press, 2019

Digital Art, Aesthetic Creation: The Birth of a Medium. Paul Crowther. Routledge, 2018

The Oxford Handbook of Algorithmic Music. Alex McLean, Roger T. Dean. Oxford University Press, 2018

Teaching Computational Creativity. Michael Filimowicz, Veronika Tzankova. Springer, 2017

New Media: Culture and Image. Kelli Fuery. Palgrave Macmillan, 2017

A Companion to Digital Art. Christiane Paul. Wiley, 2016

Walking and Mapping: Artists as Cartographers. Karen O'Rourke. MIT Press, 2016

Interface Cultures: Artistic Aspects of Interaction. Christa Sommerer, Laurent Mignonneau, Dorothée King. transcript Verlag, 2015

Abstract Video: The Moving Image in Contemporary Art. Gabrielle Jennings. University of California Press, 2015

The Oxford Handbook of Sound and Image in Digital Media. Amy Herzog, John Richardson. Oxford University Press, 2015

Art and Politics: A Small History of Art for Social Change. Claudia Mesch. I.B. Tauris, 2014

Re-collection: Art, New Media, and Social Memory. Richard Rinehart & Jon Ippolito. MIT Press, 2014

The Imaginary App. Paul D. Miller (DJ Spooky) & Svitlana Matviyenko, eds. MIT Press, 2014

The Permanence of the Transient: Precariousness in Art. Camila Maroja, Caroline Menezes, Fabrizio Poltroniere. Routledge, 2014

Electronic Music. Nick Collins, Margaret Schedel, Scott Wilson. Cambridge University Press, 2013

Mobile Digital Art: Using the iPad and iPhone as Creative Tools. David Scott Leibowitz. Taylor & Francis, 2013

Interactive Art and Embodiment: The Implicit Body as Performance. Nathaniel Stern. Gylphi Limited, 2013

Aesthetics of Interaction in Digital Art. Katja Kwastek. MIT Press, 2013

Walking and Mapping: Artists as Cartographers. Karen O'Rourke. MIT Press, 2013

Sounding the Gallery: Video and the Rise of Art-Music. Holly Rogers. Oxford University Press, 2013

New Media as Performance in Site-specific Art. Airiti Press. Shih-yun Lu, 2013

Digital Art and Meaning. Roberto Simonowski. University of Minnesota Press, 2011

The Origins of Media Arts. Itsuo Sakane. Kousakusha, 2011

A Philosophy of Computer Art. Dominic McIver Lopes. Routledge, 2010

The Recovery of Meaning Through the Reading of Digital Arts. Roberto Simonowski. University of Minnesota, 2010

MEDIACITY. Situations, Practices and Encounters: Situations. Frank Eckardt. Bauhaus-Universität Weimar, 2008

New Media in the White Cube and Beyond: Curatorial Models. Christiane Paul. University of California Press, 2008

The Art of Participation. Rudolf Frieling. Thames & Hudson, 2008

Processing: A Programming Handbook for Visual Designers and Artists. Casey Reas, Ben Fry. MIT Press, 2007

Architectural Design Special Issue: 4dsocial: Interactive Design Environments. Lucy Bullivant. Wiley & Sons, 2007

Human Creation Between Reality and Illusion, Anna-Teresa Tymieniecka. Springer Netherlands, 2006

Responsive Environments. Lucy Bullivant. Victoria & Albert Press, 2006

Going Aerial: Air, Art, Architecture. Monika Bakke. Rodopi, 2006

ARt & D: Research and Development in Art. Joke Brouwer. V2 Publishing, 2005
Visceral Cinema: Chien. Exhibition Catalog, Telic Gallery, Los Angeles, California, 2005
Creative Code. John Maeda. Thames & Hudson. 2004
Aspect: The Chronicle of New Media Art. Issue 2: Artists of the West Coast. Commentary by George Fiffeld. 2003
Digital Art. Christane Paul. Thames and Hudson, 2003
Code: The Language of Our Time. Gerfried Stocker, Christine Schöpf. Springer, 2003
CyberArts 2003: International Compendium Prix Ars Electronica. Leopoldseder & Schöpf, ed., Springer-Verlag, 2003
Information Arts. Stephen Wilson. MIT Press, 2001
The Computer In the Visual Arts. Anne Morgan-Spalter. Addison-Wesley, 1999
Cyberarts 98: International Compendium Prix Ars Electronica. Stocker & Schöpf, ed., Springer-Verlag, 1998
Prix Ars Electronica 96: International Compendium of the Computer Arts. Leopoldseder & Schöpf, ed. Springer-Verlag, 1996

PRESS AND MEDIA COVERAGE

The Ampersand Manifesto Podcast with Scott Snibbe, New Media Artist and Meditation Teacher, August 14, 2024
BE HERE NOW podcast with Scott Snibbe, July 26, 2024
Everyday Buddhism 109 – How to Train a Happy Mind with Scott Snibbe, May 21, 2024
Bitcoin through Buddhism, What Is Money? podcast, April 5, 2024
Tibetan Buddhist Practices for Finding Joy in Life, Spirituality & Practice, March 2024
Paths to Here with Scott Snibbe, February 5, 2024
A Skeptic's Path to Enlightenment with Scott Snibbe, Everyday Buddhism, September 23, 2021
Scott Snibbe The App Inventor, Sennheiser Bluestage, August 2015
Scott Snibbe on Bloomberg Businessweek, April 28, 2015
This App Lets You Make Professional-Looking Fan Videos With Your Smartphone, Carey Dunne, FastCo Design, April 20, 2015
The Dawn of the Musical Selfie: A Mission to Make Music Interactive, Courtney Balestier, Wondering Sound, September 19, 2014
Apps are the New Canvas, Dots Magazine, 2014
BG 332: Empty Art, Buddhist Geeks Podcast, 2014
MoMA Acquires Björk's Trippy Interactive App-Album "Biophilia", Ainsley O'Connell, FastCo Design, June 12, 2014
Björk's Biophilia Becomes The First App To Appear At MoMA, Zach Sokol, The Creators Project, June 11, 2014
Biophilia, the First App in MoMA's Collection, Paola Antonelli, MoMA, June 11, 2014
Roundtable discussion with Damian Kulash of OK Go, Future of StoryTelling, February 24, 2014
It's Almost Impossible to Make Bad Music With This App, John Pavlus, FastCo Design, December 9, 2013
Sound that wants to be touched: UK premiere of Scott Snibbe's new short film, Ruby Munson-Hirst, Wired Insider, September 6, 2013
Sound That Wants to Be Touched, Future of StoryTelling, September 6, 2013
Where Dharma Meets Technology Meets Art, Mandala Publications, April–June 2013
Behind The Release: Philip Glass Rework, Justin Colletti, SonicScoop, January 24, 2013
Rework (Philip Glass Remixed) app by Snibbe Studio, Bruce Sterling, Wired, December 13, 2012
Rework (Philip Glass Remixed) by Snibbe Studio, Filip Visnjic, Creative Applications, December 13, 2012
Exploring Scott Snibbe's New App Album for Philip Glass' Rework, featuring Beck, Amon Tobin, Nosaj Thing, and more, Abdullah Saeed, The Creators Project, December 13, 2012
A Magical App for Exploring a Philip Glass Remix by Beck, Mark Wilson, FastCo Design, December 12, 2012
Interview: Scott Snibbe, interactive media artist, Submarine Channel, September 3, 2012
Q&A With Scott Snibbe, Designer of Passion Pit's New Interactive App, Sheena Lonnais, Toronto Standard, August 2, 2012
Passion Pit's Beautiful Gossamer App Is Worthwhile for Fans, Eliot Van Buskirk, Evolver.fm, July 25, 2012
Remix This Band's Latest Album, Using Their iPad App, Mark Wilson, FastCo Design, July 25, 2012
Scott Snibbe and Passion Pit collaborate on the newest "App EP", Indie-Music.com, July 22, 2012
Passion Pit Releases an "App EP" for Gossamer, Julia Kaganskiy, The Creators Project, July 19, 2012
Artist Scott Snibbe Discusses Björk, Passion Pit and the Future of the MP3, Katherine Brooks, Huffington Post, July 18,

2012

Passion Pit: Gossamer – New interactive music app by Scott Snibbe Studio, Filip Visnjic, Creative Applications, June 19, 2012

Interactive Music, Hollywood 2.0 Podcast, May 27, 2012

Meet Interactive Artist Scott Snibbe and Watch Him Create Visuals for Passion Pit's Webby Performance, The Creators Project, May 22, 2012

Interview with Scott Snibbe, Maranda Pleasant, Origin Magazine, May 10, 2012

Nature's digitizer, Jascha Hoffman, Nature, May 10, 2012

AMA with Scott Snibbe, Reddit, 2012

Meeting Scott Snibbe, THITH, 2012

Interactive Artist Scott Snibbe Gives Us The Scoop On Björk's Biophilia Apps, Julia Kaganskiy, The Creators Project, February 21, 2012

CNN The Next List TV Feature on Snibbe, CNN The Next List, December, 2011

Scott Snibbe talks Björk's Biophilia, apps and interactive music, The Guardian, October 21, 2011

Apps can help us fall in love with music again, Scott Snibbe, CNN The Next List Blog, December, 2011

Playing the New Björk Album, and Playing Along, With Apps, Seth Schiesel, The New York Times, October 24, 2011

Björk's "Biophilia": Interactive Music, Pushing Boundaries, NPR Morning Edition, October 10, 2011

The Aesthetics of the iPad, Virginia Heffernan, New York Times Magazine, July 4, 2010

Art in Your Pocket 2: Media Art for the iPhone and iPod Touch Graduates To The Next Level, Jonah Brucker-Cohen, Rhizome.org, May 26, 2010

Art Experience. Monterey County Herald, April 20, 2009

Into Another Dimension: Art Installations find Fertile Ground in Science Centers, Julia Klein, New York Times, March 17, 2009

Don't Just Stand There. Brown Alumni Monthly, January/February 2009

Useless Programs, Useful Programmers, and the production of Social Interactive Artworks, Dichtung-Digital Nr. 36, 2006.

Scott Snibbe's Deep Walls: A Close Reading. Roberto Simanowski, Dichtung-Digital Nr. 36, 2006.

Vapor Travails: Total cabbie awareness: Eloquence and error in tracking San Fran taxis. The Village Voice. April 17, 2006.

By Invitation Only. Jan Belson, Interior Design Magazine. May, 2006.

Spark #301: Scott Snibbe. Documentary. Premiered January 19, 2005 KQED, San Francisco.

Best of Boston: Year brought prolific creativity, cultivated and raw. Cate McQuaid, Boston Globe, December 30, 2005.

Interactive works capture interplay of shadows, light. Cate McQuaid, Boston Globe, June 24, 2005.

Cyberart combines art and computers, Rachel Rawlins, BBC News Service, May 7, 2005.

Art That Puts You in the Picture, Like It or Not. Sarah Boxer, New York Times, April 27, 2005.

Art Rock Soigne Son Image. Bruno Masi. Liberation. May 31, 2004

Scott Snibbe at UC Irvine's Beall Center. Collette Chattopadhyay, Artweek, February, 2004

Shedding a light on art: Cinematographer and artist Scott Snibbe creates art without boundaries. Roberta Carasso, Irvine World News, November 20, 2003.

Getting Into the Art. Boston Phoenix. November 28, 2002

Technology Sparks Interactive Exhibit. Boston Herald, November 24, 2002

Secrets of Digital Creativity Revealed in Miniatures. New York Times, September 16, 2002

It's Out, web art per la mente estetica. Neural Online. June 2002

Who Let the Ducks Out? Net Art News. Marisa Olson. June 2002

Hotlist. John Ippolito. Artforum. Summer 2002

New Frontiers. Byron Clercx, Splash Magazine. Winter, 2002

Better Living through Chemistry, San Francisco Examiner, November 8, 2001

Screen Savers as Artists' Medium, New York Times, November 23, 2000

Portrait of Artist as Businessman, Wired News, November 3, 2000

Ones to Watch, Interview Magazine, April 2000

Interaction '99. NHK National News Broadcast. Tokyo, Japan. March 12, 1999

Bored, Broken, and Beautiful. The Stranger. Seattle, WA. February 14, 1996

Declaring Their Independence. Washington Free Press. Feb – March 1996

WRITINGS AND PUBLICATIONS

How to Train a Happy Mind: A Skeptic's Path to Enlightenment. Scott Snibbe. Watkins Publishing (UK), Penguin Random House (US), 2024

Early Influences. Catalog Essay. Uijeongbu Digital Art Festival. South Korea, October, 2003

Body, Screen and Shadow. San Francisco Media Arts Council (SMAC) Journal. January, 2003

Computation and Improvisation. ICC Journal. Tokyo, Japan. November, 2002

TALKS AND LECTURES

2024

The Battery, San Francisco, with NPR's Laura Sydell; The Rubin Museum of Art, New York, with DJ Spooky; Tibet House, New York, with Robert Thurman; Tibet House, New York, with Laurie Anderson; Gyuto Foundation, California, with sujatha baliga; CODAME Art + Tech Festival, San Jose; Medicine for Nightmares, San Francisco, with Tenzin Chogkyi; Book Passage, Mill Valley, California, with Derek Fagerstrom

2022

U.C. Santa Barbara

2021

Brown University, California Institute of the Arts, DIA Festival, Cambridge University

2020

U.C. Berkeley Jacobs Institute

2019

International Design Education Expo and Conference

2018

U.C. Berkeley

2017

Sundance Institute

2015

South by Southwest, Designers and Geeks, Bloomberg Design, Manifesto, Gray Area Foundation for the Arts, Stanford University, Sundance Institute, New Museum

2014

Sundance Institute, Americans for the Arts, MoogFest, Future of Storytelling, The Museum of Modern Art, California College of the Arts

2013

Foo Camp, Sundance Institute, The Museum of Modern Art, Future of Storytelling, California College of the Arts, Alt WWWDC, EYEO Festival, TEDx Monterey, Sundance Film Festival

2012

SciFoo, California College of the Arts, Stanford University, Leaders in Software and Art, PICNIC Festival, EYEO Festival, The Museum of Modern Art, Apple Store Covent Garden, Creator's Project, Survival of the Beautiful, UC Berkeley

2011

TEDx London; Nature Publications; SciFoo 2011; Amsterdam Dance Event; Music & Bits; Science Gallery Dublin; PICNIC Amsterdam; Arizona State University; Placemaking 2.0; San Jose Tech Museum / IDEO, SciFoo, AlphaVille Festival, California College of the Arts, Pop Up Magazine, U.C. Santa Barbara

2010

Stanford University; Future/Canvas; Arizona State University

2009

UX Week, San Francisco; IMC Symposium, New York; CHI 2009; Stanford Seminar on People, Computers, and Design; The York School, Monterey, CA;

2008

MIT Media Lab Colloquium; American Film Institute; IDEO San Francisco; San Jose SIGGRAPH; San Francisco Art Institute; Milwaukee Art Museum; Berkeley Art Museum; Pratt Institute

2007

UC Berkeley; San Francisco Cinematheque

2006

London Institute of Contemporary Art; Brown University; Chelsea Art Museum; Harvestworks Interactive Media Festival, Eyebeam, New York; Teacher Institute in Contemporary Art, Art Institute of Chicago. The York School

2005

TELIC Gallery; UC Santa Cruz; San Francisco Art Institute; California Institute of the Arts; Stanford University; Yerba Buena Center for the Arts, San Francisco, CA

2004

Wesleyan University; New York University; Stanford University; Nabi Art Center, Seoul, South Korea; Yerba Buena Center for the Arts, San Francisco, CA; San Francisco Art Institute; Arizona State University; UC Irvine

2003

San Francisco Art Institute; University of Oregon; UC Santa Barbara; San Francisco Museum of Modern Art; The Kitchen, New York, NY; Collision Collective, Boston, MA

2002

Stanford University Art Department; UC Berkeley

2001

Stanford University; Banff New Media Institute; IDEO San Francisco; The Exploratorium

2000

Banff New Media Institute; UC Berkeley; Non-Photorealistic Rendering and Animation Conference, Annecy, France

1999

Brown University; NTT Intercommunications Center (ICC), Toyko, Japan; New York University Interactive Telecommunications Program

1998

MIT Media Lab Colloquium; Stanford University Seminar on People, Computers and Design; Evergreen State University

1997

Pratt Institute; MIT Media Lab Colloquium

1996
Ars Electronica 96, Linz, Austria; ASIFA Northwest, Portland, Oregon

1994
Brown University; Cartoon Network

SELECTED PROFESSIONAL EXPERIENCE

Host, How to Train a Happy Mind podcast, 2020-Present
Executive Director, A Skeptic's Path to Enlightenment. 2020-Present.
Visiting Scholar, New York University Courant Institute of Mathematics. 2007-2008.
Visiting Artist, Wayland Seminar. Brown University. 2006.
Lecturer, Visiting Artist, San Francisco Art Institute Graduate Department, CA. 2005.
Visiting Artist, California Institute of the Arts, Valencia, CA. 2005, 2007.
Artist in Residence, The Exploratorium, San Francisco, CA. June-August 2004.
Visiting Artist, University of Oregon, Eugene, OR. April 2002.
Artist In Residence, The Art Interactive, Cambridge, MA. August-September 2002.
Lecturer, Art Department, UC Berkeley. Summer 2002.
Member, Research Staff, Interval Research Corporation. Palo Alto, CA, 1996-1999.
Computer Scientist, Adobe Systems. Seattle, WA, 1994-1996.
Research Programmer, Computer Graphics Group, Brown University. Providence, RI, 1990-92.
Guest Lecturer, Brown University. 1989-94.
Teaching Assistant, Rhode Island School of Design, 1990-94.

GRANTS AND AWARDS

Best Conference Paper, ACM Computer Human Interface (CHI) 2009
National Science Foundation Small Business Innovation Grant, 2008
National Science Foundation Small Grant for Experimental Research, 2007
National Video Resources Technical Assistance Grant, 2005
Rockefeller New Media Fellowship, 2004
Honorable Mention for Interactive Art. *Prix Ars Electronica*, 2003
Golden Nica, *Prix Ars Electronica*, 2002. (As part of the Radical Software Group's Carnivore)
Honorable Mention for Interactive Art. *Prix Ars Electronica*, 1998
Honorable Mention. *FANTOCHE Animation Festival*, 1998
Award of Distinction for Interactive Art. *Prix Ars Electronica*, 1996
Official Selection, *Stuttgart Trickfilm-Festival*, 1996
Bronze Animation Award, *New York Expo of Short Film & Video*, 1995
Director's Citation, *Black Maria Film Festival*, 1995
Graduate Research Fellowship. *Brown University*. Providence, RI. 1993, 1994
Regional Finalist, *Student Academy Awards*, 1991.
Artists Project Grant, *NEA/Rhode Island State Council on the Arts*, 1992
Best student film award, *ASIFA EAST*, New York, 1990
Student Film Award. *Stuttgart Trickfilm-Festival*, 1992
Best Drawn Animation, *U Festival of Student Film*, 1991
Undergraduate Research Fellowship, *Microsoft Corporation*. Seattle, WA, 1988-90

FILMOGRAPHY

<i>All Futures That Could Possibly Be</i>	Video, 2 minutes, 2007.
<i>Lost Momentum</i>	35mm, 6:20, Hand-drawn, narrative. 1995.
<i>Motion Sketch</i>	Video, 7:00, Abstract improvised computer animation, 1994.
<i>Brothers</i>	16mm, 3:30, Hand-drawn, narrative. 1990.
<i>Ashes</i>	Video, 2:30, Computer animation, experimental. 1989.

Milo's Flight

16mm, 2:00, Hand-drawn, narrative. 1988.

SELECTED SCREENINGS

1995-2003

San Francisco Camerawork Gallery; FANTOCHE (Switzerland); Oberhausen Festival of Short Film (Germany); Charlotte Film and Video Festival (North Carolina); Taos Talking Pictures (New Mexico); Seattle International Film Festival; Mill Valley Film Festival (California); International Trickfilm-Festival Stuttgart (Germany), Official Competition; Hiroshima International Animation Festival (Japan), Best of the World Program; Filmfest Dresden (Germany), Competition Program; Wellington Film Festival (New Zealand); Black Maria Film Festival, Director's Citation.

1990-1995

New York Expo of Short Film & Video, Bronze Animation Award; Shanghai Animation Festival; Wellington Film Festival (New Zealand); Seattle International Film Festival; Holland Animation Festival; Stuttgart Trickfilm-Festival (Germany); Sinking Creek Film Festival (Tennessee); Athens Film Festival (Ohio); Big Muddy Film Festival (Illinois); San Francisco Golden Gate Awards; Student Academy Awards Finalist; Black Maria Film Festival, Director's Choice.

PROFESSIONAL AND COMMUNITY SERVICE

Board Member, Tibet House, 2024-Present

Advisor, Institute for the Future, 2012-Present

Member, Academy of Digital Arts and Sciences

Advisory Board, California Institute for the Arts Center for Integrated Media. 2005-Present

Board of Directors, Vajrapani Institute for Wisdom Culture. Boulder Creek, CA. 2008-2015

Advisor, National Science Foundation Nanoscience Informal Science Education Network, 2006-2007

Chair, Board of Directors, Tse Chen Ling Center for Tibetan Buddhist Studies. San Francisco, CA. 2003-2006

RESEARCH PUBLICATIONS

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EDUCATION: 1992-1994 M.Sc., Computer Science, Brown University.
1987-1991 Bachelor of Arts, Computer Science, Brown University, Magna Cum Laude.
1987-1991 Bachelor of Fine Arts, Brown University, Magna Cum Laude.
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