

Curriculum Vitae
Joseph Gray

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Work Experience

March 2011 - Current
911 Media Arts Center, Development Associate: organizational capacity building (web, PR, admin)

July 2010 - Current
projBox.org, Principle: electronics prototyping kit and learning aid (available at Maker Shed)

June 2004 - Current
Grauwald Creative, Principle: Freelance Design/Development, Seattle, WA

Selected Projects:

February - March 2011
Quesinberry: Elliot's Oyster House (Wordpress dev), Seattle, WA

May - October 2010
SuttonBeresCuller: *PanOptos* exhibit at the Henry Gallery electronics and programming, Seattle

July 2010
Exit5: FedEx World Cup Microsite Dev. (AS3/mobile HTML), New York, New York

November - December 2009
Squeaky Wheel Media: Axe Soap/Hangover Movie Microsite Dev. (AS3), New York, New York

April - July 2009
TEAGUE,.: Mobile UI Prototyping (AS3), Seattle, WA

November 2008 - January 2009
Kiha: Mobile UI Prototyping (AS 2 Lite), Seattle, WA

August 2006 - August 2008
Publicis in the West, Senior Interactive Designer, Seattle, WA

June 2003 - June 2004
Seismictch, Graphic/Industrial Designer, Orofino, Idaho

April 2002 - December 2002
LXIS.net, Creative Director, Web Design/Development, Seattle, WA

August 2000 - April 2002
Cornish College of the Arts, Web Design/Development, Seattle, WA

October 1999 - July 2000
Freeinternet.com, Graphic Designer, Federal Way, WA

December 1998 - March 1999
KCTS Channel 9 (PBS), Broadcast Graphics, Seattle, WA

April 1998 - December 1998
Microsoft Studios, Graphic Design/Broadcast Graphics, Redmond, WA

Teaching

March 2011
Processing and Arduino, onsite training; Nordstrom Marketing, Seattle, WA

March 2011
“Processing and Arduino in Tandem: Audio Visualizer”, video course; O’Reilly Media, Sebastopol, CA

February 2011
“Processing and Arduino in Tandem: Video Mixer”, video course; O’Reilly Media, Sebastopol, CA

September 2010
“Processing and Arduino in Tandem”, video course; O’Reilly Media, Sebastopol, CA

April 2010
Processing and Arduino, workshops; Metrix Create Space, Seattle, WA

March-April 2010
Programming with Processing, introductory course; 911 Media Arts Center, Seattle, WA

November 2009
Workshop on Pure Data and visual programming; Cornish College of the Arts, Seattle, WA

July 2009
Workshop on Processing; Frayed Wire Festival; Youngstown Cultural Center, Seattle, WA

April 2007
Workshop on Keyworx; Cornish College of the Arts, Seattle, WA

Education

October 2004-May 2005
SCCTV Internship, N. Seattle Comm. College

September 2004 - June 2005
Coursework in Electronics Design, N. Seattle Comm. College

September 1994-May 1999
BFA, focus in video and sculpture - Cornish College of the Arts, Seattle, WA

June-November 1998
KCTS Channel 9 (PBS) Internship, Seattle, WA

May - June 1998
Microsoft Studios Internship, Redmond, WA

May 1994
High School Diploma - Clarkston High School, Clarkston, WA

September 1993-May 1994
Running Start Program - Walla Walla Community College, Clarkston, WA

Solo Exhibitions

February 2010
S34sc4p3; Digital installation, curated by Barbara Shaiman; SAM Gallery, Seattle, WA

December 2008
Night Rider; Architectural installation, curated by Van Diep; Open Satellite, Bellevue, WA

February-October 2007
Various Monthly Exhibitions; Audio/visual installations; Studio G, Tashiro-Kaplan Building, Seattle, WA

March 2006
Light Paper Sound; Generative audio/visual installation environment; 911 Media Arts Center, Seattle, WA

September 1999
Pentrata; Installation Environment, curated by Meghan Trainor; Trapeze Studio/Gallery, Seattle, WA

Group Exhibitions

June 2010

ACTION!; Curated by Cait Willis and Laurie Kearney; Ghost Gallery, Seattle, WA

August 2009

Kerfuffle; Curated by Lele Barnett and Chris Weber; Bumbershoot 2009, Seattle, WA

May-June 2008

OBVIOUS; Video/digital sculpture, curated by Steven Vroom; 911 Media Arts Center, Seattle, WA

March 2007

Paper Work, curated by Catherine Walworth; Unit B Gallery, San Antonio, Texas

January 2005

Dorkbot "Strange Things"; Sculpture and visual performance; Consolidated Works, Seattle, WA

November 2004

12 Minutes Max; Lobby installation with Gabriel Herbertson; On the Boards, Seattle, WA

September 2004

Moving Digital; Video work, co-curated with Neal Bashor; 1506 Projects, Seattle

May 1999

Quadrata; BFA exhibition at Cornish College of the Arts; Seattle

Spring 1997

Installation-Performance-Interactivity; Curated an audio/visual networked performance series; SOIL Gallery, Seattle; with David Stout, College of Santa Fe, Santa Fe, New Mexico and Cornish College of the Arts, Seattle

1993-1994

Various Exhibitions; James Leslie Gallery, Lewiston, Idaho

Visual Performances (Real-Time Animation)

June 2010

Daughters of Air, multi-media performance with Ivory Smith & Kelli Corrado; On The Boards, Seattle

October 2009

Ivory in Ice World, Kelli Frances Corrado, Secret Codes; The Josephine, Seattle

July 2009

Suite for String Quartet, Composed by Zachary Watkins; The Lab, San Francisco, CA

June 2009

Improvisation with Figeater/Non-Grata; 911 Media Arts Center, Seattle

April 2008

Country Western, Composed by Zachary Watkins; Meridian Gallery, San Francisco, CA

August 2007

Visual and Dance Improvisation with Kelley Bolen; The Landing Pad, Edmonton, Alberta, Canada

June 2007

Sci-Fi Costume Collection Opening with Non-Grata; Skychurch, Experience Music Project, Seattle

September 2006

Decibel Festival with Son of Rose; Broadway Performance Hall, Seattle

June 2002

Exploding Cinema with Non-Grata; Crocodile Cafe, Seattle

Bibliography

Mohammadi, Goli. "Crash Course." Make Magazine Jan. 2011: 79. Print.

Slocum, Mac. "What You Can Do with Processing and Arduino - O'Reilly Answers." O'Reilly Answers. 4 Aug. 2010. Web. 05 Oct. 2010. <<http://answers.oreilly.com/topic/1866-what-you-can-do-with-processing-and-arduino/>>.

Jepson, Brian. "Online Course from O'Reilly on Processing and Arduino." Make: Online. 28 July 2010. Web. 05 Oct. 2010. <http://blog.makezine.com/archive/2010/07/online_course_from_oreilly_on_proce.html>.

Graves, Jen. "Naked Wraiths, a Spouting Crucifix, and an Ill-Fitting Garment at Ghost Gallery." The Stranger [Seattle] 14 July 2010. Print.

Miller, Brian. "Architecture We Actually Like" Seattle Weekly's Blogs - Seattle News, Events, Restaurants, Music from Seattle. 14 July 2009. Web. 06 Feb. 2010. <http://blogs.seattleweekly.com/dailyweekly/2009/07/architecture_we_actually_like.php>.

Miller, Brian. "Night Rider." Seattle Weekly 25 Dec. 2008. Print.

Jennings, Lawrence. "Paperwork, Unit B Gallery." Art Lies Summer 2007: 106. Print.

Vroom, Steven. "Time Bandits: Light_Paper_Sound at 911 Media Arts." The Vroom Journal. 3 Mar. 2006. Web. 07 Feb. 2010. <<http://www.vroomjournal.com/articles/Timebandits.php>>.