



# DOUGLAS EASTERLY

Associate Professor

[www.douglasteasterly.com](http://www.douglasteasterly.com)

[douglas.easterly@vuw.ac.nz](mailto:douglas.easterly@vuw.ac.nz)

## Profile

My professional career as an artist/designer/educator started around 1995. During this journey I have delved into nearly every aspect of creating with new and traditional media: bronze casting, welding, drawing, painting, digital animation, web design, and computer programming. Computer programming has become a central approach in my studio practice, as I have grown to appreciate these methods for their core ability to deal with generative content. Recently I have become critical with the ease with which such computational methods are output to screen and inkjet printers, and as such, I am researching approaches that bridge computer programming and traditional painting.

As an educator I have consistently integrated my practice with classroom instruction, while constantly looking for new ways to improve the learning experience for students and the general research environment of the university. Over the years I have sparked many initiatives to achieve this sentiment: writing grants; authoring cross-disciplinary experiences, courses and degree programs; organising conferences; retooling curricula and departmental structure; and more recently, bridging connections with industry partners. What I hope to facilitate through all of these activities is the advancement of knowledge, creative expression, and communication between students, teachers, scientists, artists, designers, business leaders and other stakeholders within the broader community.

## Experience

### **DEPUTY HEAD OF SCHOOL, VICTORIA UNIVERSITY OF WELLINGTON -- 2012 - PRESENT**

I assist, and sometimes assume, the duties of the Head of School for the School of Design. This ranges from providing input into faculty and university-wide upper level management meetings, to presiding over official presentations to staff, students and stakeholders in the industry and government. In particular, I have undertaken the project of increasing our international presence while looking to strengthen international enrolments.

### **PROGRAM DIRECTOR OF MEDIA DESIGN, VICTORIA UNIVERSITY OF WELLINGTON -- 2007-2012**

I managed the Media Design program, which has over 100 students and 7 staff. I spearheaded a complete overhaul of the curriculum while starting a cross-disciplinary course with computer science and also developing our Media Design and Computer Graphics masters programs.

### **ASSOCIATE PROFESSOR OF COMPUTER ART, SYRACUSE UNIVERSITY -- 2001-2007**

I designed and integrated computer gaming courses into the curriculum and was successful in creating the first cross-disciplinary course ever taught in the Department of Transmedia. In 2006 I was successful in my application for tenure while being promoted to Associate Professor.

### **ASSISTANT PROFESSOR OF DIGITAL ART, SOUTHEASTERN LOUISIANA UNIVERSITY -- 1998-2001**

I assisted the creation and development of the Digital Art program while being active on a variety of committees. I was also largely responsible for the management of the computer facilities.

## Education

University of Texas, Austin -- MFA, 1998

University of Dallas -- MA, 1993

## **Awards**

Best Networked Art Piece of the Year, Postcapes.com - Internet of Things, Colorado, USA, 2012  
Second Prize, Festival de Artes Electrónicas y Video - Transito MX 04, Mexico City.  
1st Prize, Digital Language -- File Prix Lux, São Paulo, Brazil, 2010  
Honorable Mention -- VIDA 12.0, Art and Artificial Life, Madrid, Spain, 2009  
1st Prize -- VIDA 7.0, Art and Artificial Life, Madrid, Spain, 2004

## **Writing**

### **BOOKS**

Best Practice: The Pros on Flash -- Thomson Delmar Learning, ISBN 1418050415, 2007

### **CONFERENCE PAPERS AND JOURNAL ARTICLES**

Working With Weta, Design Principles and Practices, Tokyo, 2013  
Tardigotchi: considerations on pets and digital simulations -- TEI'11 Proceedings, 2011  
Evolution and Digital Game Studies -- DiGRA Proceedings, 2009  
UbiBall: A Ubiquitous Computing Game for Children -- MindTrek Proceedings, 2009  
APedagogical Framework for Designing Urban Games to Promote Sustainability -- CHI Nederland Proceedings, 2009  
Exploring the Metahuman through Inverse Biotelemetry -- ISEA2008 Proceedings, 2008  
Bio-Fi: Inverse Biotelemetry Projects -- ACM MM, 2004

### **Reviews, Publications, Interviews, Citations**

'To Save Everything, Click Here' — by Evgeny Morozov, Public Affairs, 2013  
'Adversarial Design' — by Carl DiSalvo, MIT Press, 2012  
'A Touch of Code' — by R. Klanten, S. Ehmann, V. Hanschke, Gestalten, 2011  
'Art + Science Now' -- by Stephen Wilson, Thames and Hudson, ISBN9780500238684, 2010  
'Feeding the Tardigotchi' -- by Regine Debatty, We Make Money Not Art, 2010  
'What on earth is a Tardigotchi?' -- by Olivia Solon, Wired/UK, 2010  
'Una mascota virtual combina vida biológica y digital' -- by Roberta Bosco, El País, November 5, 2009  
'Information Value' -- by Alessandro Ludovico, Neural #31, 2008  
'Device Art: Coming to America?' -- by Carla Diana, Core77.com, 2007  
'Mass Communication' -- by Jacob Ward, ReadyMade Magazine, 2005

### **Exhibitions**

Talk to Me -- The Museum of Modern Art, New York, 2011  
Human+ -- Science Gallery, Dublin, Ireland, 2011  
MyWar -- Edith Ruß Haus für MedienKunst, Oldenburg, Germany & FACT, Liverpool, UK, 2010  
FILE Prix Lux -- FILE, São Paulo, Brazil, 2010  
Fire Sale - MIC Toi Rerehiko Gallery, Auckland, New Zealand, 2009  
Market Forces, -- Piemonte Share Festival Exhibition, Torino, Italy, 2009  
Subtexts, Multimedia Gallery, University of the Arts, Philadelphia, PA, 2009  
Second Life -- VideoTage, Hong Kong, 2008  
ISEA2008, Singapore, 2008  
SIGGRAPH, San Diego, 2007  
INPORT, Tallinn, Estonia, 2006  
404 International Festival of Electronic Art, Rosario, Argentina, 2006  
Art Tech Media -- Bilbao CCCB, Barcelona, Spain, 2006  
7th Bienal De Video Y Nuevos Medios De Santiago, Santiago, Chile, 2005  
iDMAa, Orlando, USA, 2005  
International Art Fair, ARCO, Madrid, Spain, 2005

FILE Electronic Language International Festival, São Paulo, Brazil, 2005  
Forest City Gallery, London, Canada, 2005  
DNA Exhibition -- USF Contemporary Art Museum, Tampa, FL, 2004  
2nd International Festival of Film Art, Balchik, Bulgaria, 2004  
Art:Word/Word:Art -- Kuhn Fine Arts Gallery, Ohio University, Athens, OH, 2004  
Darklight Digital Film Festival, Dublin, Ireland, 2004  
WRO, International Biennial, Wroclaw, Poland, 2003

#### **Lectures, Presentations and Workshops**

Working With Weta — Tokyo, Japan 2013  
Techniques with the Arduino -- Spanish Cultural Center, Santiago, Chile, 2010  
Artificial Life -- Instituto Cervantes, São Paulo, Brazil, 2010  
Creating Agency through Telepresence -- VideoTage, Hong Kong, 2008  
Social Transduction through Inverse Biotelemetry -- ISEA, Singapore, 2008  
Pedagogical Directions in Digital Design -- ANZAAE, Wellington, New Zealand, 2007  
Pros on Flash -- book launch lectures: Fort Worth, Los Angeles, New Orleans, Wellington, 2007  
Current Issues in New Media Art and Design -- CAA, Boston, MA, 2006  
Wearable Technology -- guerilla studios, SIGGRAPH, Boston, MA, 2006  
eTech author -- SIGGRAPH, Los Angeles, CA, 2005  
Spectrum – Symposium on Design Processes -- School of Architecture, Syracuse University, NY, 2004  
Mixed Reality Exchange -- Università di Firenze, Florence, Italy, 2002  
Horizone:Augmented Reality Concepts -- FILE, São Paulo, 2002

#### **Skills**

##### **COMPUTER PROGRAMMING AND SCRIPTING**

Arduino, C, CSS, Flex, HTML, JAVA, MySQL, PHP, Processing, Python (with PIL, SCIPY and NUMPY),  
Physical Computing

##### **SOFTWARE APPLICATIONS**

Adobe Creative Suite, Blender, Eagle Cad, Final Cut Pro, Maya, SketchUp

##### **OTHER**

traditional and digital fabrication tools, electronics (circuit design and troubleshooting), drawing, painting,  
model making, sculpture and metal work

#### **References**

Heath Hanlin, Professor - Syracuse University  
[hahanlin@syr.edu](mailto:hahanlin@syr.edu)

Kevin Jones, Associate Professor - Tulane University  
[kevinhjones@hotmail.com](mailto:kevinhjones@hotmail.com)

Matthew Kenyon, Associate Professor - Michigan State University  
[mattckenyon@gmail.com](mailto:mattckenyon@gmail.com)