

Curriculum Vitae

Education

2010 Master of Fine Arts in Electronic Arts
Rensselaer Polytechnic Institute, Troy, New York

2006 Bachelor of Fine Arts (Biology Minor) – Magna Cum Laude
Northeastern Illinois University, Chicago, Illinois

Professional Experience

2020 – Current	Senior Technical Experience Designer, Electronic Arts/Industrial Toys
2017 – 2020	Senior User-Centered Designer, NASA Jet Propulsion Lab
2015 – 2016	Experience Director, Blitz Agency
2013 – 2014	Technology Director, Blitz Agency
2008 – 2012	Executive Advisory Board, VII Photo Agency
2008 – 2012	Technology Lead Consultant, Element79 / Omnicom Group
2005 – 2008	VP, Director of Technology, Element79 / Omnicom Group
2003 – 2005	Chief Technology Officer, Tractiv, LLC
2000 – 2003	VP, Director of Technology, chemistri / Leo Burnett

Teaching Experience and Faculty Advising

2021 - Current	Associate Professor, Design California State University, San Bernardino, San Bernardino, CA
2013 – 2013	Adjunct Instructor, Motion Graphics with After Effects Digital Media Arts Dept., Orange Coast College, Costa Mesa, CA
2012 – 2013	Adjunct Instructor, History of New Media Digital Media Arts Dept., Orange Coast College, Costa Mesa, CA
2008 – 2009	Teaching Assistant, Prof. Igor Vamos, Electronic Arts Dept., Rensselaer Polytechnic Institute, Troy, NY

2002 – 2006 Faculty Advisor – MFA Studio, Sculpture Department,
School of the Art Institute, Chicago, Illinois.

NASA JPL Student Mentorship/Supervision

JPL Undergraduate Research Assistants

Summer 2019 Calvin Phung, Computer Science – Massachusetts Institute of Technology
Summer 2019 Moses Oh, Computer Science – University of California, San Diego
Summer 2018 Ted McDonald, Human-Centered Design and Engineering – University of
Washington

JPL Masters Research Assistants

Summer 2018 Gray Crawford, Human-Computer Interaction – Carnegie Mellon University

Doctoral Students

Summer 2019 Michael Walker, Computer Science – University of Colorado Boulder

Exhibitions, Screenings, & Performances

2021 New Move Copy Trash, video collaboration with Debbie Chachra for
Environmental Racism is Garbage Virtual Conference and Art Symposium,
Queen's University – Kingston, Ontario, Canada
2016 The Sound of Dying L3m0n5, LOTworks – Miami, FL
2015 Susurrati, collaboration with Deborah Stratman, Florasonic – Chicago, IL
2013 Movement Ear Lung! performing as AUGH!
Side Street Projects – Pasadena, CA
2013 Evening of Various Wonders – South Kortright, NY
2013 TransX Symposium (courtesy of Radius experimental radio),
Deep Wireless Festival – Toronto, CA
2013 Highland Park Branch, Reanimation Library – Los Angeles, CA
2013 Socialized Media, Texas State University Gallery [1], San Marcos, TX
(courtesy of Temporary Services)
2013 Sociacusia radio program (courtesy of Radius experimental radio),
UDG 104.3FM – Guadalajara, MX
2013 Radius: Sketchpad broadcast WXGC 90.7/FREE103POINT9 – Acra, NY
2012 Conflux Festival, New York University – New York, NY
2012 Artist Services, Fashion District Arts Festival – New York, NY
2012 Power Play, Southern Queens Park Association – Jamaica, NY
2012 I Love Presets performance, GLI.TC/H 2012 Festival, MB Labs –

- Chicago, IL
- 2012 Range: Local, Distant, Fringe, Radius experimental radio – Chicago, IL
 - 2012 Is It What? (collaboration with What It Is), Hinge gallery – Chicago, IL
 - 2012 Improbable Objects, What It Is gallery – Chicago, IL
 - 2011 GLI.TC/H 2011 Festival, PLANETART – Amsterdam, Netherlands
 - 2011 GLI.TC/H 2011 Festival, MB Labs – Chicago, IL
 - 2011 I Love Presets performance, Nightingale Theater – Chicago, IL
 - 2011 Tracing Mobility Symposium, Haus Der Kulturen Der Welt – Berlin, DE
 - 2011 MDW Art Fair – Chicago, IL
 - 2011 SXSW Interactive – Austin, TX
 - 2011 Social Mobility, Block Museum of Art – Evanston, IL
(courtesy of Temporary Services)
 - 2011 Daisy Chain, Antena gallery – Chicago, IL
 - 2011 TWEEN, The Octagon – Chicago, IL
 - 2011 ASCII, California Clipper – Chicago, IL
 - 2011 I Love Presets The Nightingale Theater – Chicago, IL
 - 2011 Channel TWo, Gallery 400 Chicago, IL
 - 2010 Bike Box, Devotion Gallery – Brooklyn, NY
 - 2010 Abandon Normal Devices Festival, Grizedale Forest – Cumbria, UK
 - 2010 I Love Presets – performance, Starlight Theater, University of Wisconsin,
Madison – Madison, IL
 - 2009 “Moles Not Molar” reading series – Philadelphia, PA
 - 2009 “art.tech”, The Lab – San Francisco, CA
 - 2009 “(re)load”, Antena Gallery – Chicago, IL
 - 2009 “Without You I Am Nothing”, Green Lantern gallery – Chicago, IL
 - 2009 “SEED:BIN” exhibition, AVA Center – Chattanooga, TN
 - 2008 VONZWECK at The Barn – Chicago, IL
 - 2008 I Love Presets – performance, SAIC “Conversations at the Edge” series
Gene Siskel Film Center – Chicago, IL
 - 2008 I Love Presets – performance, Chicago Underground Film Fest –
Chicago, IL
 - 2008 I Love Presets, performance at DEADTECH – Chicago, IL
 - 2007 “High Impact”, DEADTECH – Chicago, IL
 - 2007 “Interstitial”, Zhou Brothers Art Center – Chicago, IL
 - 2005 Abyezyana, collaboration with Deborah Stratman, VONZWECK Gallery– Chicago, IL

Audio Releases

- 2012 RANGE: Local, Distant, Fringe, Radius Experimental Radio – Chicago, IL
- 2004 Despite Sweeping remix for TV Pow. “Burned Bridges and Lost Loves” CD
Bottrop Boy Records
- 2003 Snake Charm – “Boojie Throbber” CD – Crippled Intellect Productions
- 2002 Snake Charm – “Godfather Part 4” on Noise Brunch Sampler Plate CD
Crippled Intellect Productions
- 2001 “Circumvention Device” CD – Deadtech recordings

Lectures, Presentations, & Workshops

- 2021 Visiting designer presentation “Freakout-Centered Design,”
User-Centered Collaborative Design Class,
Olin College of Engineering – Needham, MA
- 2020 Interview the Interviewer panelist, Design and Media Arts
UCLA – Claremont, CA
- 2019 Visiting artist lecture, Computational Photography Class, Media Studies
Scripps College – Claremont, CA
- 2019 Visiting artist lecture “Getting Lost on Purpose” at CLUI Wendover, Nevada
Land Arts of the American West, Texas Tech University, – Lubbock, TX
- 2017 Visiting artist workshops collaboration with Jen Hofer
“Bikes, mobility and interoperability” Critical Making, Caltech – Pasadena, CA
- 2015 Artist presentation “A History of the Future of Solarpunk Ham Radio Club”
Radical Networks Conference, NYU School of Engineering – Brooklyn, NY
- 2012 “Into the Wild: Electronic Art and the Great Outdoors” lecture, ISEA 2012:
Machine Wilderness Conference – Albuquerque, NM
- 2012 Visiting artist lectures, Program in Art and Technology, California Institute
of the Arts – Valencia, CA
- 2012 Graduate critiques, Program in Design and Media Arts, UCLA – Los Angeles, CA
- 2012 Graduate critiques, Program in Art and Technology, California Institute of
the Arts – Valencia, CA
- 2011 “One Hour Utopia” Graduate Workshop, Program in Art and Technology,
California Institute of the Arts – Valencia, CA
- 2011 “Strange Sounds in Strange Places: Thinking About and Creating
Interactive Electronic Art Outdoors,” Abandon Normal Devices (AND)
Festival – Manchester, UK

- 2010 “Into the Wild: Electronic Art and the Great Outdoors” Lecture, Program in Art and Technology, California Institute of the Arts – Valencia, CA
- 2010 “Into the Wild: Electronic Art and the Great Outdoors” Lecture, Digital Media Arts and Design, Orange Coast College – Costa Mesa, CA
- 2009 “Into the Wild: Electronic Art and the Great Outdoors” Lecture, art.tech Festival – San Francisco, CA
- 2009 “Bucky’s Animal Spirit” Lecture, art.tech Festival, San Francisco, CA
- 2009 “Into the Wild: Electronic Art and the Great Outdoors” Lecture, Dorkbot Chicago – Chicago, IL
- 2009 “Solar Power Your Art” workshop. Dorkbot Chicago – Chicago, IL
- 2008 I Love Presets presentation, SAIC “Conversations at the Edge” series Gene Siskel Film Center – Chicago, IL
- 2007 “Exhibiting New Media Art” lecture, Interactive Arts and Media, Columbia College – Chicago, IL
- 2007 Undergraduate critiques, Interactive Arts and Media, Columbia College – Chicago, IL
- 2007 “Power Tools 2: Interchangeable Bits, Independent & Collaborative Practices” workshop, School of the Art Institute Chicago – Chicago, IL
- 2007 “Conversations on Creativity” public conversation with Martin Atkins, Chicago Cultural Center – Chicago, IL
- 2006 “Light and Shadow/Form and Structure” lecture, Graduate Lighting Lab, School of the Art Institute Chicago – Chicago, IL
- 2006 DEADTECH: an artist run center, lecture and panelist, [FRAY] conference, School of the Art Institute Chicago – Chicago, IL
- 2006 Work vs. Work, lecture and panelist, The Entrepreneurial Spirit, School of the Art Institute Chicago – Chicago, IL
- 2003 Wardriving for Newbies workshop, DEADTECH – Chicago, IL
- 2002 Critical Reverse Engineering and the GET REV.ENGe Project lecture, Version02 Festival – Chicago, IL
- 2001 Out of the Studio into the World panelist, School of the Art Institute Chicago – Chicago, IL
- 2001 Nomads and Homesteaders panelist, School of the Art Institute Chicago – Chicago, IL

Curatorial Projects & Editing

- 2019 – 2020 OpsBlab! Bi-weekly design and technology lecture series, NASA Jet Propulsion Laboratory – Pasadena, CA

- 2015 – Current Contributing Editor, Emergency INDEX, an annual document of performance practice
- 2009 – 2012 Arts Editor, Drunken Boat online journal, drunkenboat.com
- 1999 – 2008 Founding Curator, DEADTECH art and technology center – Chicago, Illinois
- 2002 – 2008 Chicago Dorkbot lecture series, DEADTECH – Chicago, Illinois
- 2002 – 2007 Chicago Pure Data (PD) monthly meetup, DEADTECH – Chicago, Illinois

Published & Self-Published Writing and Audio

- 2017 – Current Co-host, Opposable Thumbs podcast
- 2015 EXTREME WEATHER, published by Altered Means
- 2012 RANGE: Local, Distant, Fringe, Radius Experimental Radio
- 2011 Strange Sounds in Strange Places: Thinking About and Creating Interactive Electronic Art Outdoors. – self-published Abandon Normal Devices Festival commission
- 2010 I Love Resets, Issue #2 INCITE Journal of Experimental Media & Radical Aesthetics
- 2008 Political Song for Justin Timberlake to Sing, self-published
- 2008 Technopolitic: Afrofuturism, Utopias and Rental Subwoofers, self-published
- 2006 On the Being of Being an Artist (2006), edited by Mary Jane Jacob, School of the Art Institute of Chicago

Interviews and Appearances in Print and Online Media

- Bamanya, Brain “Modular synths, NASA and Ventilators with Rob Ray” 60 Cycles podcast, 06/30/2020
- Grosse, Darwin “Podcast 299: Rob Ray (Deadtech)” Art + Music + Technology podcast, 10/20/2019
- Reaves, Kelly “Dormant Art: an Interview with Rob Ray of Deadtech” Art and Culture in Chicago, 3/21/2009
- Reaves, Kelly “You Can’t Please Everyone: The Dubious Relationship between Logan Square and it’s Bohemian Inhabitants” Art and Culture in Chicago, 8/8/2009
- Castellano, Laura “Dork City – Dorkbot Hits Logan Square” NewCity Chicago, 12/4/2007
- Robertson, Cory “Portrait of the Gallerist – Rob Ray” NewCity Chicago, 12/4/2007
- Glisson, James “High Impact” – TimeOut Chicago, 9/27/2007
- Viera, Laura “The New Geeks” – TimeOut Chicago, 8/4/2005
- Viera, Laura “Real Geniuses,” TimeOut Chicago, 1/23/2005
- Johnson, Chris “Interview w/ Deadtech” Citylink, 3/3/2002

Residencies

2011 Abandon Normal Devices Festival, Manchester, United Kingdom

2009 Center for Land Use Interpretation (CLUI), Wendover, Utah

Technical Abilities

New Media, Web Design & Development

- Web Programming: Javascript D3 and React, Python, HTML, Sass/CSS
- Animation, Video and Motion Graphics: Adobe Premiere CC, Adobe After Effects CC, digital stop-motion
- Design: Photoshop CC, Illustrator CC
- Application Frameworks and Content Management Systems: D3, React, Drupal, Django, Wordpress
- Audio: Adobe Audition CC, Audacity, Ableton Live Studio 11 (performance and sound design) Max/MSP/Jitter, Pure Data (pd)

Extended Realities, Creative Computing & Electronics

- Extended Reality design and development: Augmented Reality with Microsoft Hololens 2 Unity 2020, Virtual Reality with Oculus Quest and Unity.
- Embedded Systems and Hardware Interfacing: Arduino/Wiring, Raspberry Pi 3, Digi Xbee, digital and analog sensor interfacing, USB/serial, Eagle and Kicad PCB layout, DC motor control, pneumatic and small scale hydraulic actuation, digital and analog electronics circuit design, 802.11a/b/g/n WiFi communications and TCP/IP protocol packet analysis (Wireshark)

Building and Fabrication

- 3D Fabrication: 3D printing, CNC routing, mold making, woodshop, hand routing, drill press, table saw, band saw, hand tools.
- Metal Fabrication and Welding: MIG and oxy-acetylene welding, brazing, structural soldering, hand shear, pneumatic shear, hydraulic metal punch, grinding.

Web Servers, Databases, & Cloud Computing

- nginx, Apache Web Server 2, Apache Solr, Postgres, MySQL, MS SQLServer
- Linux: Centos, RedHat Enterprise Server, Ubuntu
- Cloud Environments: Google App Engine, Amazon S3 and Glacier, Amazon EC2, Amazon Route 53 DNS