

Curriculum Vitae

Rob Ray

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

Upcoming Exhibitions, Screenings, & Performances

- 2025 Politics of the Machine (POM) Conference, Perth, Australia (July, 2025)
Mutually Demurred Construction (MDC), a performance-based installation by KDZU that stages a friendly argument between a human participant and two robotic agents: a ground-based rover and a robotic helicopter, conceptually modeled after NASA JPL's Perseverance and Ingenuity spacecraft dug up from the earth after being buried for 35 years.
- 2025 Road Concerts: Rim of the World Crestline, California (July, 2025)
Basslines from the Broken Earth: Wormhole Transmissions from the Rim of the World is a rogue FM micro-broadcast from a fictional earthen wormhole. Powered by solar panels, salvaged tech, and fungal-root amplifiers, the mobile FM station transmits a mix of electro, Detroit techno, Afrofuturist funk, political manifestos, and ecological poetry.

Exhibitions, Screenings, & Performances

- 2025 Remote Sensing: Explorations into the Art of Detection (opens January 11, 2025)
in collaboration with the Center for Land Use Interpretation (CLUI)
CLUI Desert Research Station, Hinkley, California
as part of Getty's PST ART: Art & Science Collide
- 2022 The Changes You Made May Not Be Saved, solo exhibition for the
Robert and Frances Fullerton Museum of Art (RAFFMA)
California State University, San Bernardino – San Bernardino, CA
- 2021 New Move Copy Trash, invited video keynote in collaboration with Dr. Debbie Chachra
for Environmental Racism is Garbage Virtual Conference and Art Symposium,
Queen's University – Kingston, Ontario, Canada
- 2016 The Sound of Dying L3m0n5, installation artwork for LOTworks – Miami, FL

- 2015 Susurrati, in collaboration with Deborah Stratman,
installation artwork for 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 Abyezyna, collaboration with Deborah Stratman, VONZWECK Gallery– Chicago, IL

Residencies

- 2024 Signal Culture: Toolmaker in Residence, Loveland, Colorado
- 2024 Media Archeology Lab, CU Boulder, Colorado
- 2011 Abandon Normal Devices Festival, Manchester, United Kingdom
- 2009 Center for Land Use Interpretation (CLUI), Wendover, Utah

Lectures, Presentations, Panels, & Workshops

- 2025 Primary Investigator Talk for “Remote Sensing: Explorations Into the Art of Detection”
at the Center for Land Use Interpretation (CLUI) Desert Research Station – Hinkley, CA
- 2024 “Build Your Own Creative Person’s Survival Kit,”
Media Archeology Lab (MAL) University of Colorado, Boulder, April 25, 2024
- 2022 Arroyo Cybernetics: The Comminglings of Space, Place, and Community.
Keynote Speaker, CSUSB ITS Tech Talks Teaching and Learning Conference
California State University, San Bernardino – San Bernardino, CA
- 2022 Panelist “META verse” a conversation with Mihaela Popescu,
Faculty Director - xREAL Lab, and Professor of Communication Studies
California State University, San Bernardino – San Bernardino, CA

- 2022 Artist talk, "The Changes You Made May Not Be Saved"
Robert and Frances Fullerton Museum of Art (RAFFMA)
California State University, San Bernardino – San Bernardino, CA
- 2022 Artist talk, "The Long Trip: Speculative Collectivities and Deep Space Telepresence"
Future Bodies Symposium presented by the New Media Caucus
Virginia Tech San – Blacksburg, VA
- 2022 Panel moderator, "Design, Breaking the Grid"
Future Bodies Symposium presented by the New Media Caucus
Virginia Tech San – Blacksburg, VA
- 2022 Visiting designer presentation, "Freakout-Centered Design,"
Graduate Studio in Art taught by Professor Alison Petty Ragguette
California State University, San Bernardino – San Bernardino, CA
- 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 – Los Angeles, CA
- 2019 Panelist, "Space Innovators: VR/AR/XR - Experiments in Technology & Design"
moderated by David Birnbaum, Design Director, Immersion Corporation
STEM, Space & Hollywood Conference – Los Angeles, 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

2023 – Current	KDZU.org – Los Angeles, CA
2019 – 2020	OpsBlab! Bi-weekly design and technology lecture series, NASA Jet Propulsion Laboratory – Pasadena, CA
2015 – 2018	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

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

Published & Self-Published Writing and Audio

- 2017 – 2021 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

- David Bauer, “Art and Science with Tamara and Rob,” Making Problems to Solve Podcast,
6/28/2023
- Kevin Kelly, “Cool Tools Show and Tell #378: Rob Ray,” Cool Tools Podcast, 8/11/2023
- Bauer, David “Rob Ray and Taylor Hokanson - Curiosity, Creativity and Trying New Things”
Making Problems to Solve podcast, 6/28/2023
- Dawson, Claudia “What’s in my NOW?” newsletter issue #149 12/7/2022
- Cluque, Kelli, “Rob Ray, Associate Professor, Department of Art & Design,” interview for Coyote
Radio 2/2/2021
- 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 its 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

Teaching Experience and Faculty Advising

- 2021 - Current** Associate Professor, Design (UI/UX, Extended Realities)
California State University, San Bernardino, San Bernardino, CA
Courses Taught:
Graduate Studio Critique for the MA and MFA in Studio Art
User Interface & User Experience Design
Virtual Reality
Design Thinking
Introduction to Digital 3D and Motion
Junior Portfolio
Design Internship
Design Independent Study
Art Independent Study
- 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.

Professional Experience

- 2020 – 2023 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

Student Mentorship/Supervision

NASA JPL Doctoral Students

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

NASA JPL Masters Research Assistants

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

NASA 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

Technical Skills

Extended Realities

Virtual Reality design and development with Unreal Engine 5.4 and Oculus Quest 2

Mixed Reality design and development with Microsoft Hololens 2, Unity 2021

New Media, Web Design & Development

Web Programming: Javascript, Python, HTML, Sass/CSS

Game Engine Programming: Unreal Engine Blueprints, Unity C#

Animation, Video, and Motion Graphics: Adobe Premiere CC, Adobe After Effects CC, digital stop-motion and analog stop-motion.

Design: Photoshop CC, Illustrator CC

Audio: Adobe Audition CC, Audacity, Ableton Live Studio 11 (performance and sound design)
Max/MSP/Jitter, Pure Data (pd)

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, bandsaw, 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

Virtualization: Docker

Web/DB Servers: nginx, Apache Web Server 2, Apache Solr, Postgres, MySQL, SQLite

Linux: Ubuntu, Mint, Raspberry Pi OS (Raspian)

Cloud/Edge Environments: Google App Engine, Cloudflare R2, Amazon S3 and Glacier, Amazon EC2, Amazon Route 53 DNS, Cloudflare DNS