

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

Teaching Experience and Faculty Advising

2021 - Current Associate Professor, Design (UI/UX, Extended Realities)
California State University, San Bernardino, San Bernardino, CA

Courses Taught

Design Thinking
Digital 3D and Motion
Junior Portfolio
Design Internship
User Interface & User Experience Design
Virtual Reality
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
2003 – 2005	Chief Technology Officer, Tractiv, LLC
2000 – 2003	VP, Director of Technology, chemistri / Leo Burnett

Student Mentorship/Supervision

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

NASA JPL Masters Research Assistants

Summer 2018	Gray Crawford, Human-Computer Interaction – Carnegie Mellon University
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NASA JPL Doctoral Students

Summer 2019	Michael Walker, Computer Science – University of Colorado Boulder
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Exhibitions, Screenings, & Performances

2022	The Changes You Made May Not Be Saved Robert and Frances Fullerton Museum of Art (RAFFMA) California State University, San Bernardino – San Bernardino, CA
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, Panels, & Workshops

- 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 Ragogue
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

- 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

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

- 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

Residencies

- 2011 Abandon Normal Devices Festival, Manchester, United Kingdom
- 2009 Center for Land Use Interpretation (CLUI), Wendover, Utah

Technical Abilities

Extended Realities

- Virtual Reality design and development with Unreal Engine 4.27 and Oculus Quest 2
- Mixed Reality design and development with Microsoft Hololens 2 Unity 2021

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)

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

- 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