

# JON 9

## Creative Technologist

Immersive Environments, Experiential Media, Digital Display Networks  
Entertainment / Exhibition / Public Art / Architecture / Commerce

### BIO

Jon 9 is a creative and technical innovator in the use of immersive media with over 30 years of experience servicing a broad range of high-end consumer brands, global B2B exhibitions and trade shows, prestigious arts institutions and public art organizations, new forms of immersive entertainment, educational and training applications, and social/hospitality events and environments. Jon has been at the forefront of merging complex narratives with cutting-edge technology and innovative production techniques to yield transformational results.

Jon 9 has devoted decades of R&D and practical experience towards perfecting the innovative use of advanced systems in experiential environments. As a proficient immersive systems engineer who is also a creative production designer/director/editor, post-production producer and staging/installation director, he is able to closely integrate all technical and creative elements of complex installations to achieve optimized results.

### MILESTONES

- 1990 LAUNCH OF WINDOWS 3 – 48-SCREEN VIDEOWALL
- 1992 FIRST DVD-INTERACTIVE VIDEOWALL – LUCENT TECHNOLOGIES
- 1992 VIDEOWALL LAB AT COLUMBIA UNIV GRAD SCH ARCHITECTURE: MEDIA CTR FOR ART HISTORY
- 1993 L.A. MARK TAPER FORUM: TWILIGHT 1992: IMMERSIVE VIDEOWALL SETTING
- 1999 GUGGENHIEM MUSEUM / SOHO, NYC: IMMERSIVE ELECTRONIC CANVAS: 75 SCREENS
- 2000 FOUNDING MEMBR: THUNDERGULCH DIGITAL ARTS INITIATIVE/LOWER MANH CULTURAL COUNCIL
- 2004 EDITED FIRST DIGITAL FEATURE LENGTH FILM IN NATIVE 24-FPS FOR PANASONIC/VARICAM
- 2005 IMMERSIVE VIDEOWALL INSTALLATION FOR CHEFDANCE AT SUNDANCE FILM FESTIVAL
- 2006 CIRQUE DU SOLEIL – BEATLES: LOVE; IN VEGAS – HEAD OF VIDEO DEPT; SYSTEM DESIGN
- 2009 96-SCREEN ART INSTALLATION – LAX/L.A. DEPT CULTURAL AFFAIRS; CONTENT, SYSTEM DESIGN
- 2011 VIDEOWALL INSTALLATION FOR DISNEY INTERACTIVE MEDIA GROUP
- 2013 TEDX CALTECH – THE BRAIN – IMMERSIVE VIDEO ENVIRONMENT
- 2014 JCDECAUX/LAX – TOM BRADLEY TERMINAL – DIR. PRODUCTION/PROGRAMMING (5 YEARS)
- 2017 ERIKSSON - MOBILE WORLD CONGRESS, BARCELONA; IMMERSIVE INTERACTIVE VIDEOWALL
- 2017 VIRTULARIUM® WALLSITE / NEC BOOTH / INFOCOMM / BEST OF SHOW
- 2017 FILING OF PATENTS: WALLSITE® SOFTWARE; VIDEOWALL ENGINE
- 2018 OPENING – VIRTULARIUM® VIDEOWALL GALLERY, EL SEGUNDO
- 2022 CREATION OF *ERTHIIA* – a long-form narrative immersive environment

### CONTACT

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LinkedIn	<a href="https://www.linkedin.com/in/jon9/">linkedin.com/in/jon9/</a>
WEBSITE	<a href="http://jon9.ai">jon9.ai</a>

## EXPERIENCE & EXPERTISE

- IMMERSIVE MEDIA & DISPLAY SYSTEMS
- COMPLEX VIDEO ENVIRONMENTS
- CONTENT PRODUCTION & POST: 4K/8K/XK IMMERSIVE, 360, PANORAMIC, STEREOSCOPIC, AUTO-STEREOSCOPIC, HOLOGRAPHIC
- PROJECTION MAPPING; DOME MAPPING
- INTERACTIVE AR ENVIRONMENTS
- HOLOGRAPHIC PROJECTION
- STEREO HOLOGRAPHIC PROJECTION
- MULTI-PROJECTOR STEREOSCOPIC 3D
- AUTOSTEREOSCOPIC 8K 3D
- VIRTUAL WORLDS / AUGMENTED REALITY
- EXPERIENTIAL ARCHITECTURAL INSTALLATIONS
- MASSIVE DIGITAL PUBLIC ART INSTALLATIONS
- DIGITAL SIGNAGE / VIDEOWALLS

## CAPABILITIES

### PROJECT MANAGEMENT

- SYSTEM CONCEPT AND DESIGN
- PROJECTION STUDIES / PRE-VIZ
- SYSTEM ENGINEERING AND SPECIFICATIONS
- PROCUREMENT MANAGEMENT
- CREATE RFPs / MANAGE RFPs/RFIs
- ARCHITECTURAL INTEGRATION / SITE PREP
- INSTALLATION MANAGEMENT
- SOFTWARE DEVELOPMENT / CONFIGURATION
- CONTENT INTEGRATION: PIPELINE DESIGN
- ONSITE SYSTEM PROGRAMMING:  
INTEGRATION/OPTIMIZATION OF  
SOFTWARE CONTROL & CONTENT
- BEST PRACTICES FOR OPERATIONS,  
MAINTENANCE
- MANAGE SYSTEM EVALUATION, EXPANSION,  
UPGRADES

### INTEGRATED CONTENT DEVELOPMENT/ DESIGN / PRODUCTION / POST-PRODUCTION

- CONCEPT /CREATIVE DEVELOPMENT /PRE-VIZ
- VISUAL DESIGN / VFX / COMPOSITING
- MASTER FILE SPLITTING / ENCODING
- STRATEGIC WORKFLOW MANAGEMENT
- PRODUCTION:  
(2D / 3D / AUTO/STEREO / HOLOGRAPHIC )
  - EDITING
  - COMPOSITING
  - AI PROMPTING, GENERATION
  -
- POST-PRODUCTION
  - MASTERING
  - COLOR GRADING
  - AUDIO POST
  - MULTI-FORMAT SPLITTING / ENCODING /  
REPLICATION / DISTRIBUTION

## APPLICATIONS

- ENTERTAINMENT / EVENT SYSTEMS
- LOCATION BASED ENTERTAINMENT
- DIGITAL SIGNAGE SYSTEMS AND NETWORKS
- DIGITAL ART / MUSEUM DISPLAY SYSTEMS
- 2D / 3D IMMERSIVE ENVIRONMENTS / DOMES
- HOLOGRAPHIC PROJECTION SYSTEMS
- INTERACTIVE VIRTUAL WORLDS
- EXPERIENTIAL MEDIA SYSTEMS
- 3D AUTO-STEREOSCOPIC DISPLAYS
- 3D PROJECTION SYSTEMS / 3D PROJECTION MAPPING
- INTERACTIVE and AUGMENTED REALITY SYSTEMS

## PAST ROJECT HIGHLIGHTS

### 8K RESOLUTION VIDEOWALL



#### Disney Interactive Media Group

Grand Central Creative Campus, Glendale CA  
Permanent Lobby Installation: 18:00 minute loop.  
Designed, produced, programmed by Jon 9

### INFORMATION KIOSK



#### San Diego International Airport

Terminal 2 / Wrote RFP/ Procurement  
Consulting; Content Creation; System Design  
90 MicroTiles; integrated Flight Information

### CIRQUE DU SOLEIL: Beatles LOVE

#### Mirage / Las Vegas

Head VIDEO Department  
28 projectors, 20 Servers  
\$120M production

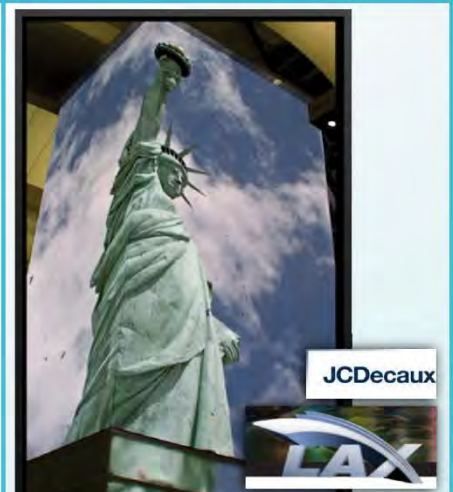


**The IEMS Immersive Media System** at Los Angeles International Airport (LAX) includes over 12,000 sqft of LED video displays, 120 flatscreens, and numerous information and advertising kiosks. A network of media servers and virtualized systems control and schedule play back of the media.

As Director of Production & Programming for the IEMS @ LAX, HOLONYNE managed all content development, production, post-production, encoding, quality control and delivery of all digital assets through the HOLONYNE STUDIO pipeline.



MEGA-HIGH DEF CONTENT:  
VIDEOWALLS, PANORAMAS  
MULTI-CAMERA, 360°, VR  
SIMULATION, IMMERSIVE



**TIME FOR LIBERTY** – designed and produced by JON 9 for LAX-IEMS

**LAX TOM BRADLEY INTERNATIONAL DEPARTURE TERMINAL**  
**DIRECTOR OF PRODUCTION AND PROGRAMMING: 2014-2019**  
**\$50MM IMMERSIVE VIDEO SYSTEM –**

**WALLSITE®**

PROFILE: JON 9 @ LAX

JON 9 - DIRECTOR of PRODUCTION & PROGRAMMING 2013-2018  
 LAX - TOM BRADLEY INTERNATIONAL TERMINAL  
 IMMERSIVE VIDEO ENVIRONMENT  
 - 7 MASSIVE VIDEO STRUCTURES / MEGA-HIGH RESOLUTION  
 - CONTENT CREATION, DESIGN, PRODUCTION, POST, ENCODING  
 - REFORMATTING CONTENT FROM GLOBAL BRANDS  
 - MANAGING ALL POST-PRODUCTION, ENCODING, DELIVERY  
 - 24/7 OPERATION



BURBERRY



TIFFANY & Co.



MARC JACOBS

PIAGET

RALPH LAUREN



TUMI



RICHARD MILLE



BOSS HUGO BOSS



RALPH LAUREN

Salvatore Ferragamo



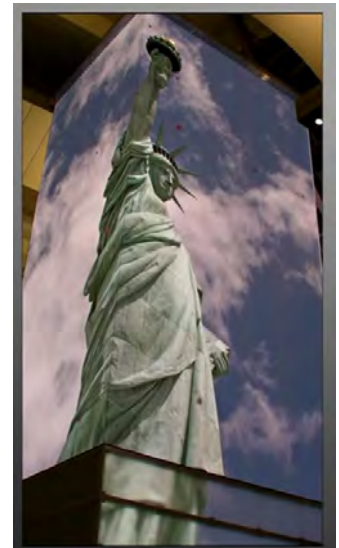
Kiehl's SINCE 1851

CLIENTS @ LAX

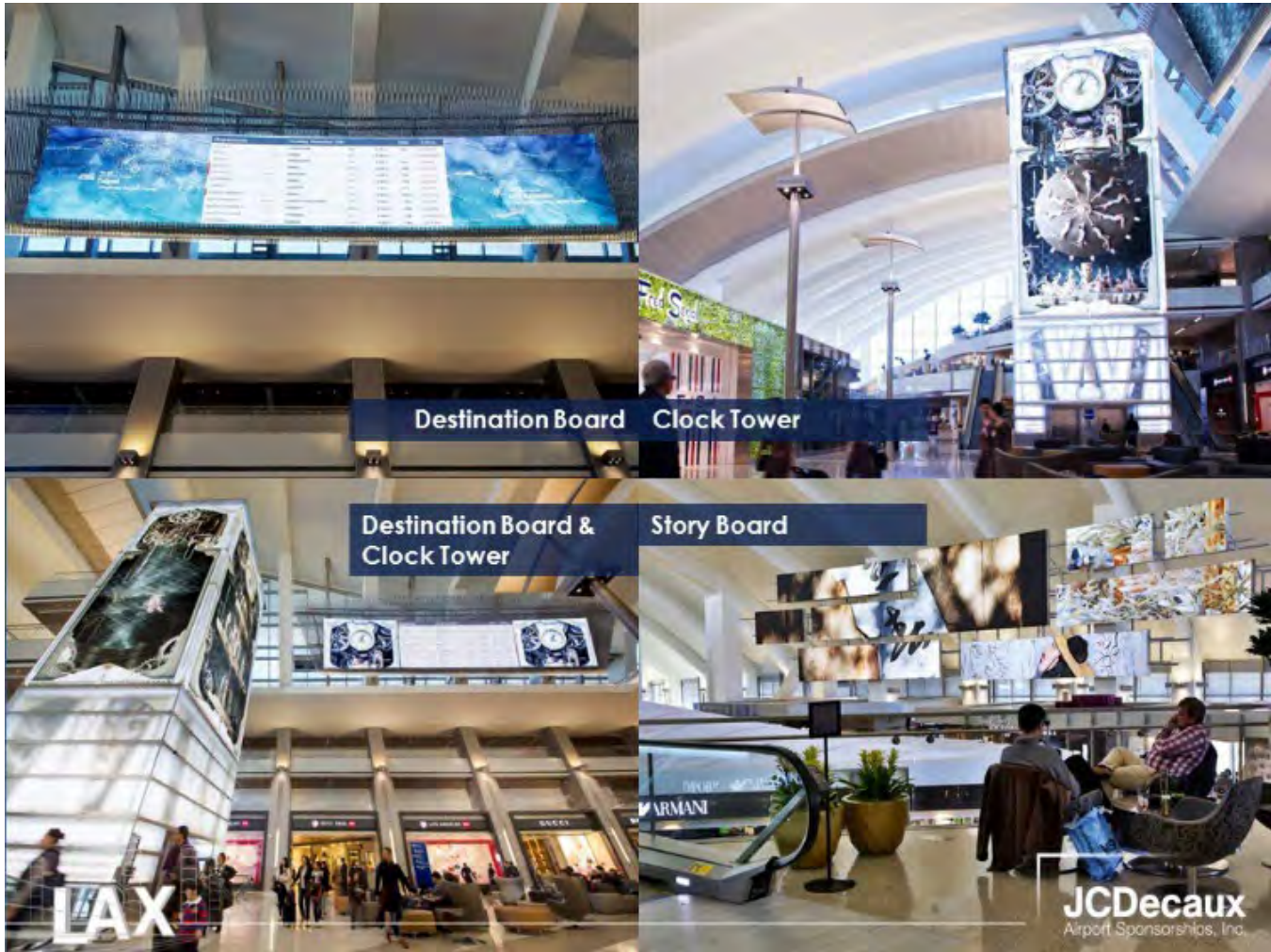


**LIBERTY "Time Tower" campaign: Concept Direction, Editing, Post**

LIBERTY "Time Tower" campaign storyboard showing various shots of the Statue of Liberty and the New York City skyline. Text overlays include: "LIBERTY", "D-DAY JUNE 6", "ICO-AMERICAN UNION IS FORMED... 1876 C", "CONSTRUCTION BEGINS... 1884 STATUE COMPLET", "LAX - IEMS PRODUCTION COMP", "TIME FOR LIBERTY", "CAMPAIGN MODE:", "TIME TOWER STORYBOARD DESTINATION BOARD 01:06:14 03:00 MINUTE CAPSULE", "JCDecaux TMO LAX TERMINAL MEDIA OPERATOR LOS ANGELES WORLD AIRPORT", "JON 9 Production & Programming 310-909-7228".

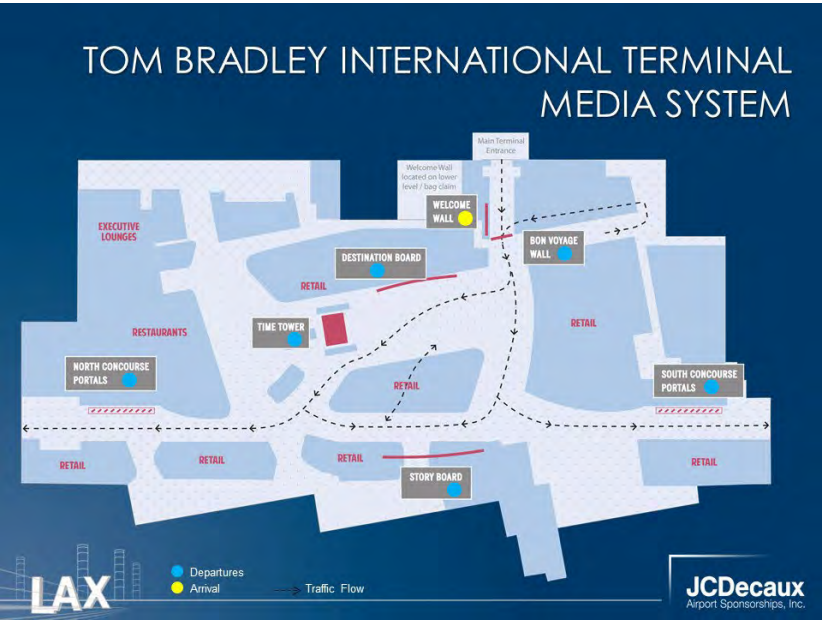
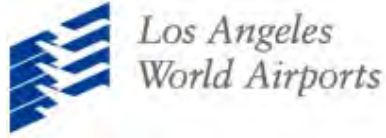


Project	<b>LAX – Tom Bradley International Departure Terminal</b> Digital Display Network (IEMS – Immersive Electronic Media System)
Dates	2013-2019



Services	System / Content Pipeline Development / RFP Consultant Director of Production & Programming – 5 years
Clients	JCDecaux Airports, JCDecaux North America City of Los Angeles: LAX (Los Angeles International Airport) City Los Angeles: Mayor’s Office (2028 Olympic Committee) City of Los Angeles: Department of Cultural Affairs Multiple Global Luxury Brands (advertising clients)
Budget	\$5.5 billion – total airport project budget \$50 million – budget for total video system, content
Scope of Work	MANAGED AND PRODUCED ALL CREATIVE AND COMMERCIAL CONTENT MANAGED AN OPERATIONS CREW THAT SUPPORTED 24/7 CONTROL ROOM INTERFACE WITH BRANDS, AGENCIES, PRODUCTION COMPANIES FROM AROUND THE WORLD.







Dear Jon 9,

On behalf of all of us at LA 2024, we wanted to thank you personally for all the effort you put into the IOC's Evaluation Commission visit a couple of weeks ago. Several Evaluation Commission Members privately told us it was "the best bid" and "the best EC visit" they had ever seen. In truth, all of our partners throughout this great city left such a fantastic impression on the IOC - and it is that impression that makes our bid so strong.

Creating all those different assets in record time created an incredibly memorable experience for not only the IOC and media members, but everyone coming and going through the Tom Bradley International Terminal.

Thank you again for all that you have done as part of our bid process. We look forward to many years of working together, after the IOC decides to Follow the Sun to Los Angeles.

With sincere gratitude, your partners,

Eric Garcetti  
Mayor of Los Angeles

Casey Wasserman  
Chair, LA 2024



**LOS ANGELES**  
CANDIDATE CITY  
OLYMPIC GAMES 2024



LA  
20  
24

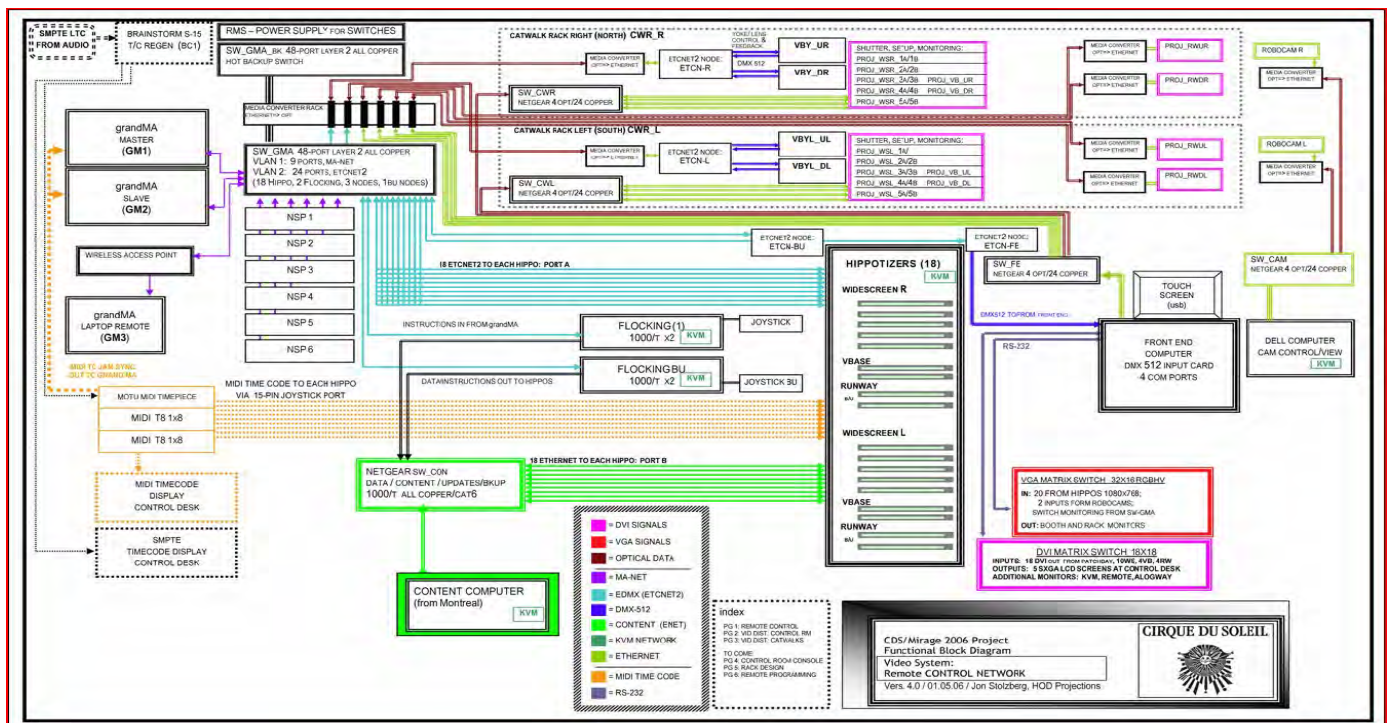
# CIRQUE DU SOLEIL: LOVE (BEATLES SHOW)

MGM-Mirage Casino, Las Vegas

HEAD OF VIDEO DEPARTMENT: SYSTEM DESIGNER, PIPELINE DESIGN, PROJECT/TEAM MANAGEMENT



Created System Design,  
Managed Procurement, Installation, Programming, Operation

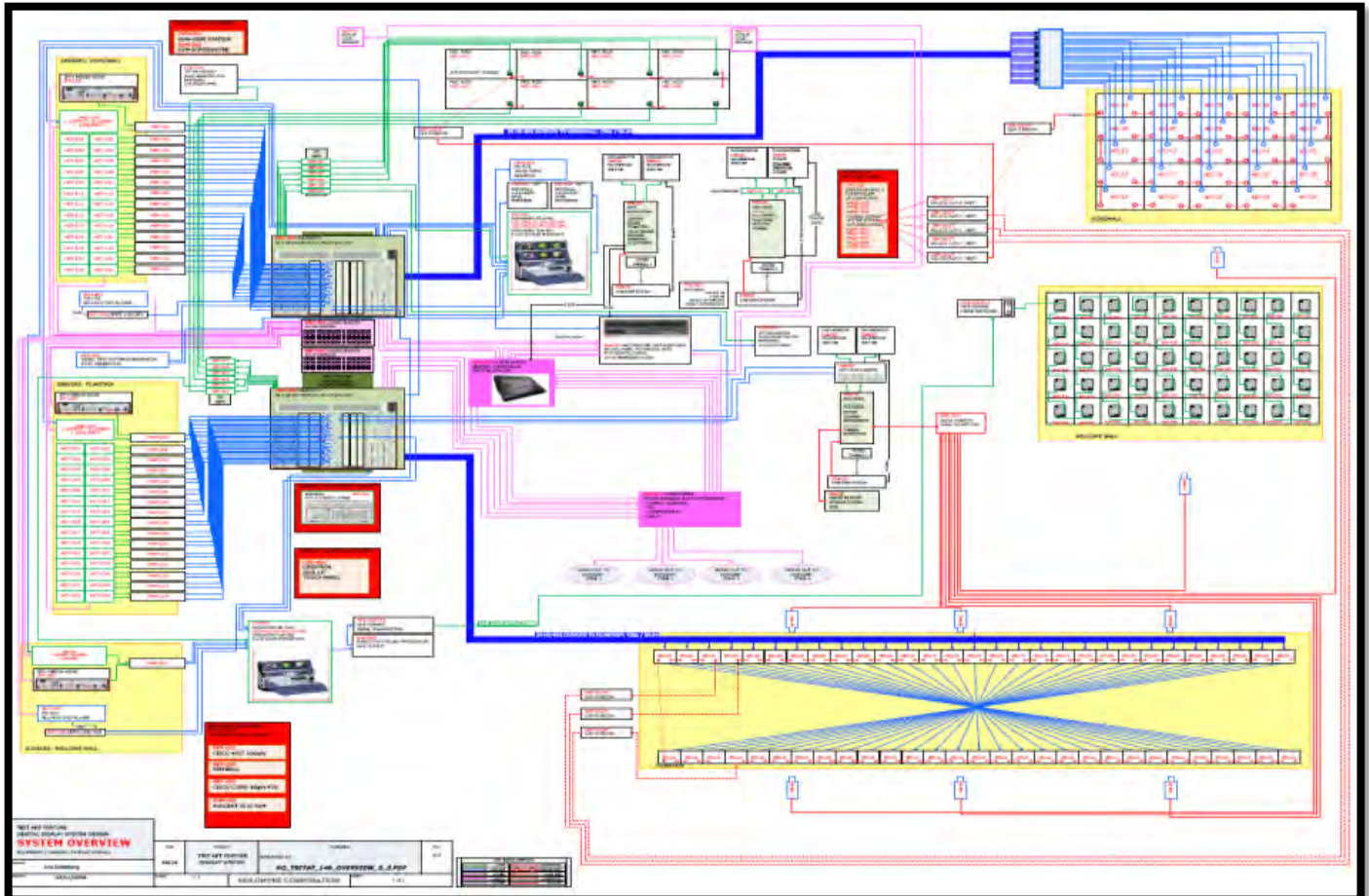




# LAX / LA Dept of Cultural Affairs/Public Art Display System



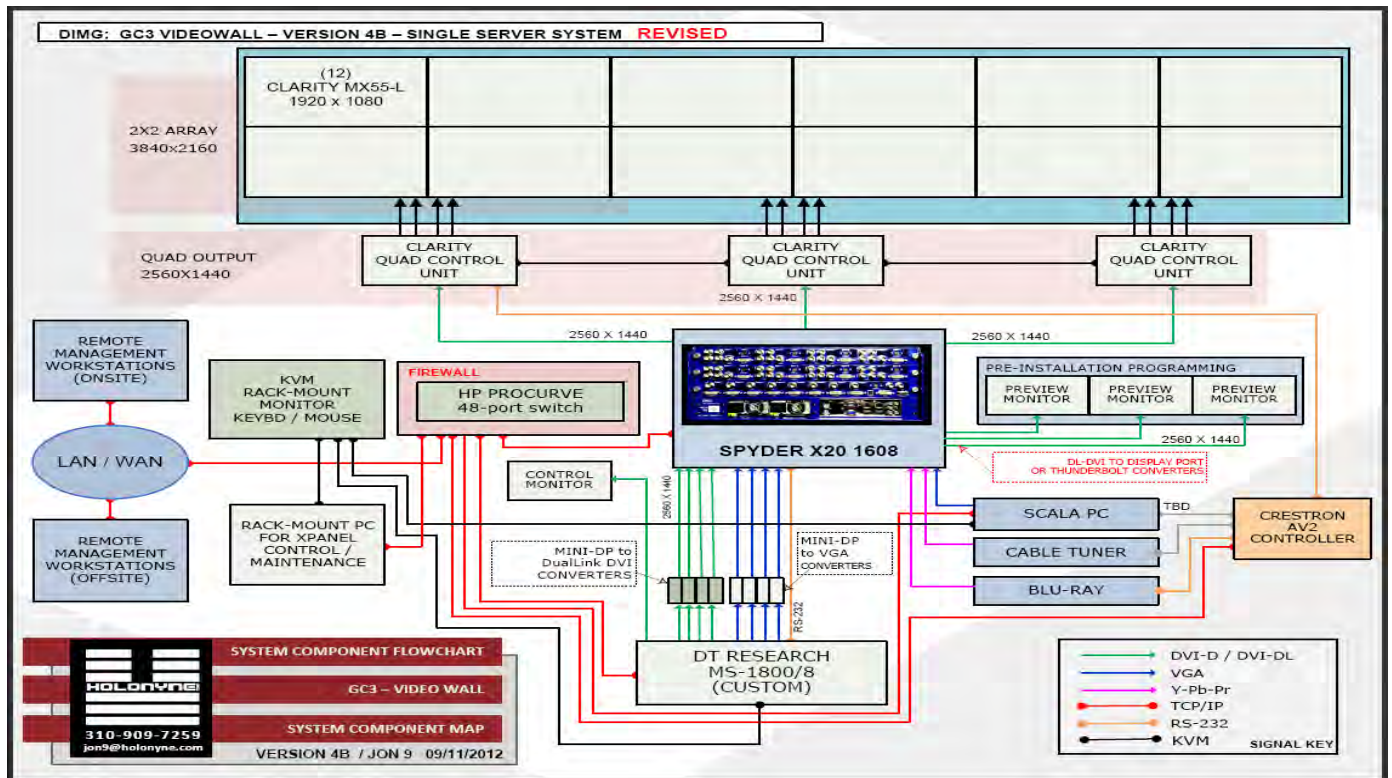
Created System Design, Managed Procurement, Installation, Programming, Operation



# DISNEY INTERACTIVBE MEDIA GROUP

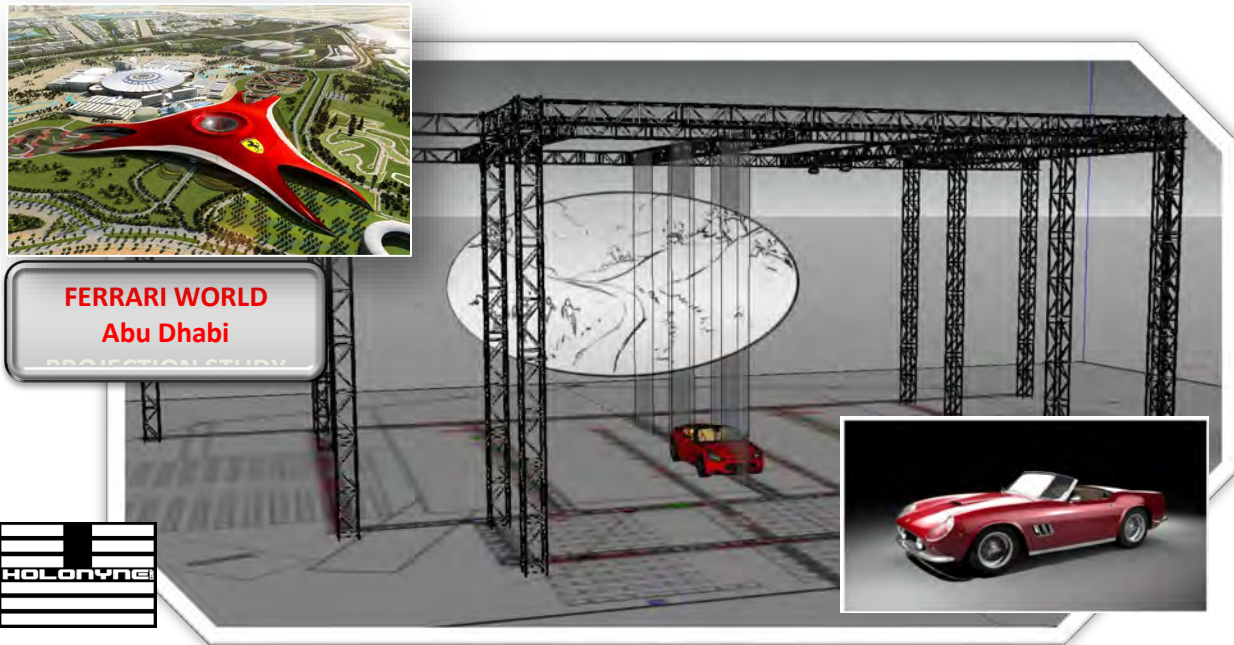


Created System Design, Produced six 03:00 films highlighting each Disney division.  
 Managed Procurement, Installation, Programming, Operation, Content

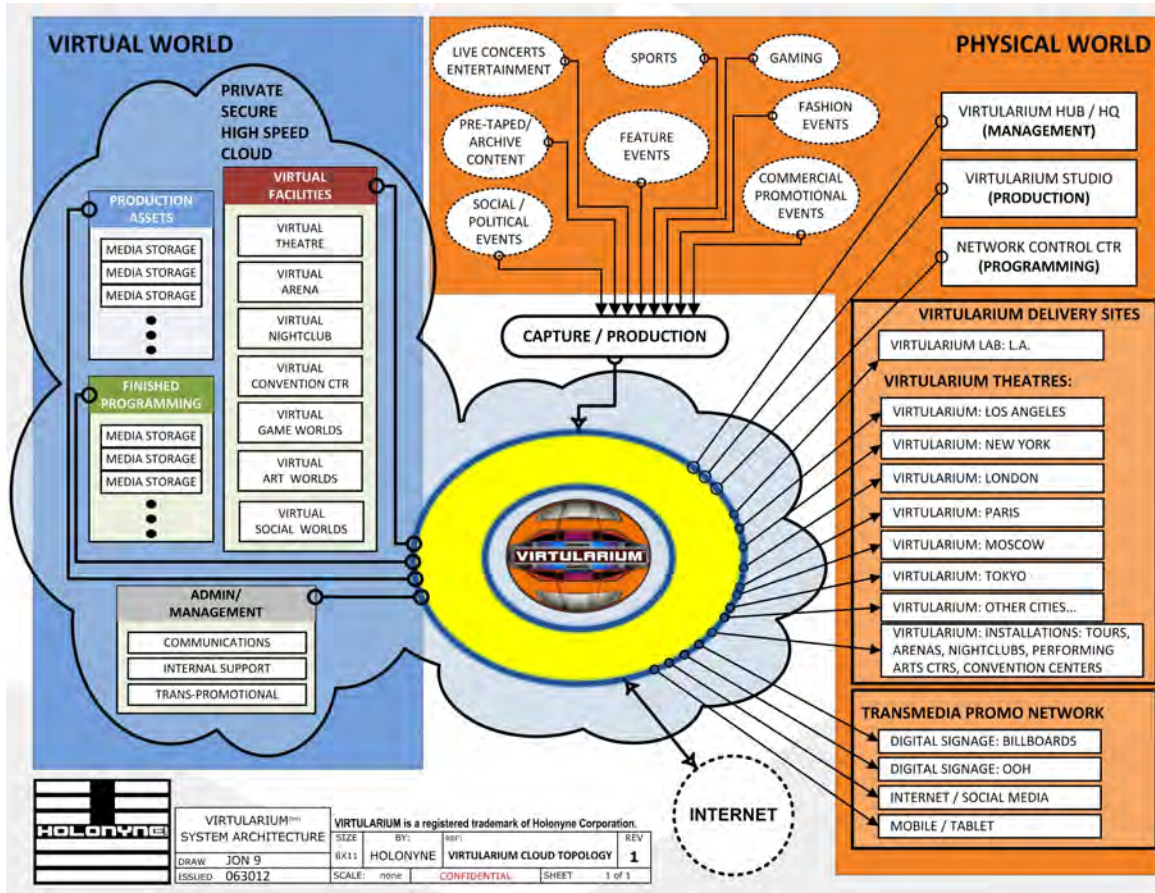


CONSULTING PROJECTS: THINKWELL

Ferrari World – Abu Dhabi: Projection System Design



VIRTULARIUM Cloud Based Imemrsive Theater Network System Design





# TED<sup>x</sup> Caltech

x = independently organized TED event

## Feynman's Vision: The Next 50 Years

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**14 January 2011 • Friday**  
California Institute of Technology  
Pasadena, California

**What is TEDx?**

In the spirit of ideas worth spreading, TED has created a program called TEDx. TEDx is a program of local, self-organized events that bring people together to share a TED-like experience. Our event is called TEDxCaltech, where x = independently organized TED event. At our TEDxCaltech event, TEDTalks video and five speakers will combine to spark deep discussion and connection in a small group. The TED Conference provides general guidance for the TEDx program, but individual TEDx events, including ours, are self-organized.

Stay Updated   

Links  
TEDx  
CALTECH  
MAP



**Jon 9**  
Musical Performance

**TEDxCaltech - Lyle Mays and Friends**




00:00 / 18:43

Jon 9 is a digital artist and technologist who designs and programs complex display networks for art, entertainment, education and commerce. He started programming videowall systems in the 1980's and has continued to aggressively explore the intersection of art and technology. He is currently based in Hollywood where he is developing the Virtularium – an immersive mega-resolution stereoscopic digital theatre.

# TED<sup>x</sup> Caltech

x = independently organized TED event




# THE BRAIN.


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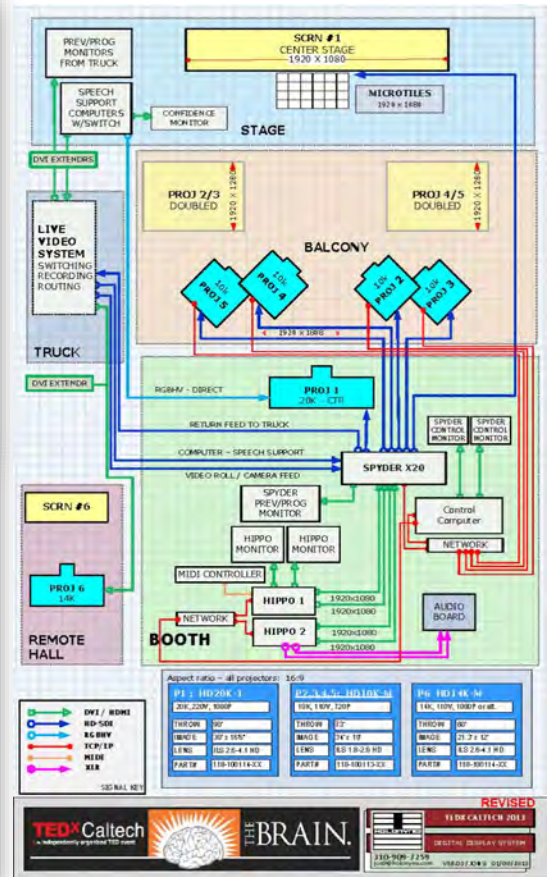
TEDxCALTECH 2011

**18 January 2013 • Friday**  
California Institute of Technology  
Pasadena, California



**Jon 9**





JON 9 speaking at ARIA Conference: Augmented Reality in Action / Leadership Summit at MIT Media Lab, 2019



## ARVW AUGMENTED REALITY VIDEO WALL

### AR app controls videowall through WALLSITE®

1. Videowall displays initial targets on screens
2. AR user scans target with phone— establishes control channel through WALLSITE®
3. Videowall structures and other architectural elements provide positioning geometry for AR app
4. WALLSITE® gesture-based Interactive user interface
5. User accesses personalized content - mapped onto videowall with user's priorities
6. User responds and continues interactive control of WALLSITE® experience through AR interface

## SAMPLE CLIENT PROJECTS

### ENTERTAINMENT MEDIA CONSULTANT / CREATIVE CONSULTANT

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- CIRQUE DU SOLEIL: BEATLES' *LOVE* (Manager, Projections Dept, System Design)
- HARRY POTTER Theme Park, London 2012, for THINKWELL (Projection System, Design Consultant)
- FERRARI WORLD – Theme Park Project – elaborate 3D modeling / projection mapping, ABU DHABI, 2012
- ALLOY MEDIA / GENERATE – 3D “globe” animation for multi-screen projection at NYC branding event
- SAN DIEGO AIRPORT – 90-SCREEN INFORMATION KIOSK – SYSTEM DESIGN / RFP MANAGEMENT
- TedX CALTECH 2011: Live video performance/presentation with Lyle Mays
- TedX CALTECH 2013: Immersive environment on THE BRAIN
- PAUL MITCHELL - HOLOSCOPIC PROJECTION: marketing event, 3000 people, LAS VEGAS
- CLEVELAND INTERNATIONAL INDOOR MARATHON – massive ambient projection system, content
- GUGGENHEIM MUSEUM / SOHO: Electronic Canvas (\$10M) (Art Design, Programmer)
- ALVIN AILEY DANCE COMPANY: David Michalek Installation, NYC
- GUGGENHEIM MUSEUM / BILBAO / Frank Gehry (Videowall System Design)
- CCTV / BEIJING (Lecture / Consulting) Large-Scale Display Systems for TV Production
- BAM (BROOKLYN ACADEMY OF MUSIC) - Multimedia Installation System, BAM Cafe
- UNITHERIUM CENTER (3D visualization system for pharma think tank) Vortex Immersion Media
- SAATCHI & SAATCHI (NY headquarters, resident videowall studio)
- BBDO / BBDO INTERNATIONAL , NY (new media technology consultant; Global Creative Retreat)
- COLUMBIA UNIV GRADUATE SCHOOL OF ARCHITECTURE, *Amiens Cathedral* videowall installation
- COLUMBIA UNIV MEDIA CENTER FOR ART HISTORY, pedagogical videowall system, 1 YEAR residence
- JAKARTA CONVENTION CENTER, Indonesia, videowall installation (2x64 screens)
- NUSA DUA HILTON, Bali, Indonesia, videowall installation

### THEATRE / LIVE PERFORMANCE

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- *SPLASH!* 20<sup>TH</sup> Anniversary, Las Vegas (Riviera, dir. Jeff Kutash)
- *HEADLIGHTS & TAILPIPES*, Las Vegas (Stardust, dir. Jeff Kutash)
- *CARNIVALE*, Las Vegas, (Rio Casino, dir. Blair Fairington)
- *TWILIGHT, LOS ANGELES 1992*. Immersive Videowall; Anna Deveare Smith, Mark Taper Forum
- *ACIS & GALATEA*, Berkshire Opera Company, w/ Maureen Sullivan
- *BOXMAN*, *Edinburg Music Festival: Abstract Videowall music performance/art*

### PUBLIC ART / MUSEUMS / INSTALLATIONS

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- LAX: BRADLEY INTERNATIONAL TERMINAL: 96-screen public art installation w/17 artsits (\$6M)
- GUGGENHEIM MUSEUM / SOHO: New Media Gala, Live Videowall Mixing
- METROPOLITAN MUSEUM: *Temple of Dendur*, videowall pyramid
- BROOKLYN MUSEUM OF ART: *Monet in the Mediterranean*, interpretive videowall
- MASS MoCA, Gala Event: *Love, Love, Love* video art installation; installation for DAVID BYRNE
- NATIONAL PARK SERVICE: interactive videowall installation, Washington DC
- LOWER MANHATTAN CULTURAL COUNCIL / THUNDERGULCH, Resident Videowall Studio
- LUCKY STRIKE LANES, National Video Art Network
- “MODS & HACKERS”, *Self-Portrait*, auto-stereo 3D art, Young Projects Gallery, Pacific Design Ctr.
- “CRISSCROSSING”, *Nude Descending to the Holodeck*, auto-stereo 3D art, Kellogg Gallery, CalState
- PROJECTIONS ON LAKE, Pasadena, Public Art, *Digital Dream in 9 Dimensions*
- EAGLE ROCK MUSIC FESTIVAL - VJ PROJECTIONS

## VIDEO PRODUCTION / BROADCAST / EVENTS

- *TURNING JAPANESE*, music video: Genevieve Mariko Wilson, Benjamin Bertsch, dir.
- *LET THE TRUMPET TALK*, music video: Matt Von Roderick, Kristin Hanggi, dir.
- SUPPERCLUB HOLLYWOOD: opening weekend VJ / video art nightclub installation
- *LE DOME DE PARIS*: immersive environment, Vortex Immersion Media, Center Studios, L.A.
- SUNDANCE: WILLIAM MORRIS PARTY, INTERMEDIA PARTY, "CHEFDANCE" w/Paul Oakenfold
- VOOM/CABLEVISION HDTV SATELLITE NETWORK: *FLO* – original video art broadcast series
- SEVENTEEN MAGAZINE / ARISTA RECORDS, *New Star Showcase*, Event Producer, 10 yrs (NY & LA)
- DIRECTOR'S GUILD OF AMERICA: Emmy Event videowall
- ICON MAGAZINE – EVEL KNIEVAL Tribute, Ace Gallery, NYC
- PREMIERE MAGAZINE – Guggenheim Gala Event, *100 Greatest Filmmakers*
- DAYTIME EMMY AWARDS, live broadcast
- EMMY AWARDS, live broadcast
- JAMIE FOX – Pre-Oscar Party for *RAY*, Gefen Temporary Contemporary
- TV GUIDE – Emmy Party, Los Angeles
- ABC NEWS – International News Fair, Berlin
- VOGUE/VH-1 FASHION AWARDS, MTV Networks, videowall system for JLO performance
- EARTHA KITT, New Year's Eve event, Atlas
- ARETHA FRANKLIN – "THINK" PSA Videoall Installation / U.S. Dept Of Transportation
- PAULA ABDUL – videowall installation, Las Vegas
- MICHAEL JACKSON – videowall installation, Spain
- PINK – Performance Installation: Seventeen Magazine / Arista, Roseland
- MANDY MOORE – Performance Installation: Seventeen Magazine / Arista, Roseland
- USHER – Performance Installation: Seventeen Magazine / Arista, Roseland
- REBA McENTIRE, 32-screen videowall, National Tour

## CORPORATE CLIENTS: Exhibitions, Branding / Trade Events, Sales/Training Events

ADIDAS	HYUNDAI	PFIZER
AT&T	IBM	PIONEER ELECTRONICS
AUDI	INTEL	PROCTER & GAMBLE
BOMBARDIER / LEAR	J.C. PENNEY	SCION
CHRYSLER MOTORS	JEEP/ EAGLE	SHAWMUT BANK
COMPUTER ASSOCIATES	LUCENT TECHNOLOGIES	SHU UEMURA COSMETICS
COTY COSMETICS	MATTEL / HOT WHEELS	SONY INDUSTRIAL VIDEO
ELIZABETH ARDEN	MICROSOFT / WINDOWS	TEXTRON/ PARIS AIR SHOW
FISHER-PRICE	MITSUBISHI MOTORS	XEROX
GENERAL MOTORS	MSNBC	
HBO HOME VIDEO	NIKE	

## MUSEUMS / GALLERIES / ONLINE INSTALLATIONS AND EXHIBITIONS

### Guggenheim Museum, Soho / Electronic Canvas (75-screens, 4 sources)

- Art of the Motorcycle* – exhibition abstract
- China: 5,000 years* – exhibition abstract
- Peggy Guggenheim: A centennial Celebration* – exhibition abstract
- Fabrizio Plessi* – exhibition abstract
- France: New Artists* – exhibition abstract
- Premiere Magazine* -- Vanguard Film Directors, tribute
- 9 Dimensions (Live)* -- installation for New Year's Eve Gala, 1999

### Brooklyn Museum

- Monet in the Mediterranean* - a deconstruction of Monet's work on a 24-screen videowall

### Massachusetts Museum of Contemporary Art

- Mass MoCa* a tribute to the museum and to the community
- Love, Love, Love* Valentine's Day gala installation
- Desire* Installation for David Byrne exhibition

### Metropolitan Museum / Office of Film & Television

- Pyramid of Art* Pyramid videowall installation in the Temple of Dendur

### Thundergulch/ Artist in Residence, Lower Manhattan Cultural Council

- Hand Offs* merging painting and poetry
- Self-Accusation* Peter Handke's words and L.A. surrealist painter Saint Virgin Peter.
- Ceremony #9* a music dance videowall created with composer Lucia Hwong
- Inferno* A Technontological Trip to Hell and Back: Dante's Funhouse
- Inside Beauty* a tribute to Japanese makeup artist Shu Uemura and his NY boutique
- Sex Media* depicting the horrible transmogrification of human flesh into pixels.

### Center Theatre Group/ Mark Taper Forum

- Breakdown* a deconstruction of the L.A. riots of 1992, created for Anna Deveare Smith's *Twilight: Los Angeles 1992*

### Millennium Event, (Leonard DiCaprio) Silver Lake, Los Angeles

- Millennium* a 10-hour dome video art installation for Leonardo DiCaprio's millennium party

### Tech 2000, Museum of Interactivity, Washington DC

- Vision of Nature* a 1-hour video art installation in collaboration with the National Park Service

### ACE Gallery, New York

- ICON* a tribute to Evil Kneivel for First Year Anniversary, ICON Magazine

### The Knitting Factory, New York

- Sex Media* screening at the Video Lounge series in Soho

### The Digital Sandbox

- Installation* for the Lower Manhattan Cultural Council/55 Broad Street

### Edenborough Music Festival

- Boxman* Music / media performance piece for saxophone and two videowalls

### Multi-Media Mind Meld, Los Angeles

- Harpnosis* video performance art by Victoria Looseleaf
- Fear No Art* autobiographical video with L.A. artist Andre Mirapolsky



## AGENCIES

ICM - International Creative Management, Literary/Theatrical Division, NYC  
Assistant to super-agent Mitch Douglas.

SAATCHI & SAATCHI, World Headquarters, Hudson Street, NYC  
In-House Consultant on place-based media systems for global advertising agency.  
Operated a videowall demo center for at the NYC Saatchi headquarters for 1 year

BBDO/NY and BBDO Global, NYC  
Consultant on place-based media systems/new technology for global advertising agency.  
Created hardware installations and content for global creative conference,  
Lake Como, Italy.

## ORGANIZATIONS

### CURRENT:

PGA – Producers Guild of America, Media Council  
SIGGRAPH L.A. /ACM – Member; active in production of SIGGRAPH technology exhibits and film screenings.

### PAST:

IEEE – Institute of Electronic and Electrical Engineers, Past Member  
THUNDERGULCH / Lower Manhattan Cultural Council/Founding Member

## MAJOR TRADE SHOW PRESENTATIONS / PANELS

CES (Consumer Electronics Show) Panel Discussion, 2002  
NAB (National Association of Broadcasters) Panel Discussion, 2001  
LDI (Live Design) Projection Master Class, 2006  
INFOCOMM / Projection Summit, 2007  
ART CENTER COLLEGE OF DESIGN, Pasadena  
Guest Lecturer, *Principles of Effective Videowall Design*

## EDUCATION

Williams College, *cum laude*, B.A.  
National Theatre Institute, Eugene O'Neill Theatre Center  
Columbia University, Digital Design Lab, Graduate School of Architecture  
1-year residency in conjunction with the Media Center for Art History