

Theodore Watson, Overtoom 522 III, Amsterdam 1054KL, The Netherlands, +31 64 367 3501  
theo@muonics.net | www.muonics.net

## Curriculum Vitae

### Education

#### Spring 2005

Undergraduate Degree: Parsons School of Design.  
BFA Design and Technology – Honours Student.

#### Summer 2000

6<sup>th</sup> Form: Latymer Upper School, London. Awarded three A-Levels for Mathematics, Physics and Politics (BBA).

#### Summer 1998

Primary & Secondary: Ibstock Place School, London.  
Awarded ten GCSE's: three A\*'s, six A's and a B.

### Recent Employment and Achievements

#### Summer 2007

Creators Series festival, New York and Los Angeles

For the Creator's Series I was invited to show a new version of Daisies and Vinyl Workout and also give a talk on the subject of social interfaces.

#### Summer 2007

Seminar: 'Designing Interactive Environments', MediaGilde, Amsterdam, Netherlands

Arranged and presented the first in a series of talks at the MediaGilde on designing interactive environments.

#### Summer 2007

Audio Space, Netherlands Institute for Media Art, Amsterdam, Netherlands

The newest iteration of Audio Space was on show for six weeks as part of the '(in)visible sounds' exhibition. This iteration takes a more musical approach and for the first time uses a projection to visualise the sounds floating around the space.

#### Summer 2007

Laser Tag and Projection Workshop, OFFF Festival & Hangar, Barcelona, Spain

During OFFF the Graffiti Research Lab and I put together three nights of Laser Tagging from the GRL mobile projection unit. After OFFF we ran a three day mobile projection workshop at Hangar that addressed all the different challenges of making high impact projection for an urban environment.

#### Summer 2007

Liners Performance, OFFF Festival, Barcelona, Spain

A realtime performance with Zachary Lieberman that takes a scrapbook style approach by dynamically joining movie clips and animations seamlessly together, to tell the story of a never ending line.

#### Spring 2007

openFrameworks, ongoing development, Amsterdam Netherlands.

Working with Zachary Lieberman we have released the first openFrameworks private beta to over 300 artists and students. openFrameworks is a Processing like API for writing creative code in C++ and is what we use for most of our own projects.

**Spring 2007**

Interactive installations, Michel Gondry exhibition, La Colette Paris.

Installed the 'Piano' and 'Eyes' piece for 'The Science of Sleep' DVD launch in the La Colette store in Paris.

**Winter 2007**

Laser Tag and KPN Façade, Graffiti Research Lab, Rotterdam Netherlands.

Working with the Graffiti Research Lab I organised and programmed the Laser Tag system and the animation software for the KPN Façade.

**Winter 2007**

Interactive installations, Michel Gondry exhibition, C'N'C Milan.

Installed and improved the interactive pieces for 'The Science of Sleep' exhibition in Milan.

**Autumn 2006**

Vinyl Workout, Rotterdam Electronic Music Festival, Rotterdam Netherlands.

A brand new work created for the REMF festival in Rotterdam. A large interactive record player that is powered by human movement.

**Autumn 2006**

Daisies, ResFest and Blend Store, Amsterdam Netherlands.

Daisies interactive installation installed during Amsterdam Museum Night at the Blend Magazine concept store. It was also included as part of the Amsterdam ResFest tour 'The Dutch Mix'.

**Autumn 2006**

Interactive installations, Michel Gondry exhibition, Deitch Projects New York.

I built three separate installations for the Michel Gondry 'The Science of Sleep' exhibition. The pieces are all interactive and use physical sensors and cameras combined with custom written software.

**Summer 2006**

Setup and Installation, for Zachary Lieberman and Golan Levin, Tokyo, Hanover.

This summer I got to fly around a bit and help install works for Zach and Golan. I went on their behalf to the Cebit conference in Hanover to setup Messa De Voce. Recently I also flew out to Tokyo to help them install seven of their works for an exhibition at the ICC.

**Summer 2006**

Audio Space v2, Eyebeam Summer Exhibition, New York.

A new version of Audio Space was shown as part of Eyebeam's Summer Exhibition of new work.

**Summer 2006**

openFrameworks workshop, Eyebeam, New York.

Gave a three day workshop with Zachary Lieberman and Evan Roth on a C++ framework we have been developing to help artists write creative code. Topics included animation, particle systems and computer vision.

**Spring 2006 – Autumn 2006**

Production Fellow, Eyebeam, New York.

I am currently working on interactive and multimedia projects at Eyebeam. The work includes real-time data visualization for Preemptive Media's Air (distributed pollution tracking) project, animation software for children and interactive projections as part of the Graffiti Research Lab.

**Autumn 2005 – Spring 2006**

Web development and design, New York.

Web development for servicio-ejecutivo.com, tatianaarocha.com, companystandard.net, zanyparade.com. Web design for muonics.net.

**Autumn 2005**

Dumbo Art Festival, New York.

A video excerpt from my project Architect, was shown in the rule based systems category at the Dumbo\_Video exhibition.

**Summer 2005**

Audio Space, Transmissions Exhibition, ICHIM 05, Paris.

Audio Space was exhibited in Paris amongst some of the best new media art from around the world at the ICHIM conference.

**Spring 2005**

Atari Retro Redux 24 hour game design competition.

My team Club Awesome won Top Game, for the title Ninja Garden. Our game, which was the only two player offering, will be put on Atari's next Flashback console. We received press coverage and were featured in the Arts section of the New York Times.

**Summer 2004**

Ars Electronica, Linz, Austria.

Worked in the Futurelab developing an installation for the museum's multimedia elevator, as well as working with many different artists to coordinate and write software for interactive projections, during the festival.

**Winter 2003 – Summer 2004**

Flavorpill, New York.

Web based applications designer and graphic designer, using PHP and MySQL to create productivity software for the Flavorpill community.