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## PERSONAL

Born 1979, Washington, DC.

## EDUCATION

- 2007 Master of Fine Arts, University of California, San Diego, La Jolla, CA.  
2001 Bachelor of Science, Yale University, New Haven, CT. Majors in Art and Biomedical Engineering.

## EXHIBITIONS

- 2010 Compact Space, Los Angeles, CA. (upcoming)  
Saks Fifth Avenue, San Diego, CA. (upcoming)
- 2009 Social Climbing, Luis De Jesus Seminal Projects, San Diego, CA.  
Heavy Weight, The Body Firm, Pasadena, CA.  
Natural Language, Four Walls Gallery, San Diego, CA.  
World Picture Machine, Oceanside Museum of Art, Oceanside, CA.
- 2008 Natural Love, Sixteen:One Gallery, Santa Monica, CA.  
Inside the Wave: Six San Diego / Tijuana Artists Construct Social Art (w. Particle Group), San Diego Museum of Art, San Diego, CA.  
COCKED! The Possessed Male: Object of Desire, Luis De Jesus Seminal Projects, San Diego, CA.
- 2007 Seven Segment Display, MFA Thesis Show, Gallery@California Institute for Telecommunications and Information Technologies(CalIT2)), La Jolla, CA. (catalog)  
Compass 2007: New Art from the University of California's MFA Programs, Sweeney Art Gallery and California Museum of Photography, Riverside, CA. (catalog)  
MFA07 @ The Egyptian, University Art Gallery, University of California, San Diego, La Jolla, CA. (catalog)  
Smash and Tickle, Sixteen:One Gallery, Santa Monica, CA.  
Origin is the Goal, Los Angeles Contemporary Exhibitions, Los Angeles, CA.
- 2006 Where, Sun Down Salon, Los Angeles, CA.  
Father-Daughter Art Show, Marcuse Gallery, San Diego, CA.  
How Stuff Is Made (w. xDesign Lab), International Society of Electronic Arts 2006, San Jose, CA.
- 2005 Community Built Display module for SpecFlic 1.0, CalIT2, La Jolla, CA.  
Fresh: New Art from the University of California, San Diego, Museum of Contemporary Art San Diego, San Diego, CA.  
AxS: At the Intersection of Art and Technology (w. xDesign Lab), Armory Center for the Arts, Pasadena, CA. (dvd catalog, interview)  
Que Traes, Estacion Tijuana, Tijuana, BC, Mexico.  
Feral Robotic Dogs (w. XDesign Labs) at O'Reilly E-Tech Conference, San Diego, CA. (demonstration)  
Outer Space, Sixth College, La Jolla, CA.
- 2001 Senior Show, Yale School of Art Gallery, New Haven, CT.  
1999 Art Class, Salon Q, Tucson, AZ.

## BIBLIOGRAPHY

- 2009 Breaking Language Barriers, San Diego City Beat, March 10, Exhibition Review  
[http://www.sdcitybeat.com/cms/story/detail/the\\_to\\_do\\_list/7842/](http://www.sdcitybeat.com/cms/story/detail/the_to_do_list/7842/)
- 2007 Stephen Hepworth, MFA07 @ The Egyptian, Exhibition Catalog.  
Tyler Stallings and Ciara Ennis, Compass 2007, Exhibition Catalog.

- 2005 AxS: At the Intersection of Art and Science, DVD Catalog. (artist interview)  
1999 Art Class, Tucson Weekly, June 24, (show announcement) <http://www.tucsonweekly.com/tw/06-24-99/l-art.htm>

### TALKS & PAPERS

- 2009 Not Me: Collaboration and Co-production with Language Processing Systems, Digital Arts and Culture (DAC) conference, 2009, Irvine, CA. (proceedings + invited talk)  
2007 Procedural Subjectivity, TreeHouse New Media Lounge, University of California, San Diego, La Jolla, CA. (invited talk)

### TEACHING

Lecturer in the Visual Arts Department, University of California, San Diego:

- 2010 Time and Process Based Digital Media II.  
Electronic Technologies for Art.  
2009 Electronic Technologies for Art II.  
2008 Electronic Technologies for Art II.

Teaching Assistant in the Visual Arts Department, University of California, San Diego:

- 2008 Electronic Technologies for Art. (instructor of record)  
2007 Electronic Technologies for Art. (instructor of record)  
2006 Introduction to Computing and the Arts. (instructor of record)  
Introduction to Art-making: 3d. (instructor of record)  
2005 Computer Programming for the Arts.

### RESEARCH POSITIONS

- 2009-7 Experimental Game Lab, Center for Research in Computing and the Arts, under Sheldon Brown. Development of ultra-high resolution (4k) stereo 3d animation, immersive CAVE space, 3d projector setup for Scalable Cities project, acquisition of 3d models with laser range-finder, structured light, and photogrammetry technologies, fabrication of modeled geometry with CNC mill, router, and 3d printing technologies. (<http://crca.ucsd.edu> and <http://scalablecity.net>)  
2006-4 Experimental Design Lab, New York, NY under Natalie Jeremijenko. Hardware and software design for autonomous robotic environmental sensors (Feral Robotic Dogs), computer vision algorithm and hardware design for crowd count aerial protest survey, platform development for open-information How Stuff Is Made wiki, robotic communication interface and architectural design for OOZ project. (<http://xdesign.nyu.edu>)  
2004-2 Center for the Study of Learning, Georgetown University, Washington, DC under Guinevere Eden. Acquisition of 3d structural and functional scans, statistical methods for analysis of brain function, internal structure, and surface topology, investigation of the neurological basis of visual perception, reading, and language acquisition. (<http://csl.georgetown.edu/about/>)

### AWARDS, GRANTS & RESIDENCIES

- 2007 Humanities Center Grant, University of California, San Diego, La Jolla, CA.  
2006 Russel Grant, Visual Arts Department, University of California, San Diego, La Jolla, CA.  
2005 First Year Artist Prize, awarded by Osvaldo Sanchez (curator of inSite 2005), Visual Arts Department, University of California, San Diego, La Jolla, CA.  
2004 Advanced Painting Study, Corcoran College of Art and Design, Washington, DC.  
Artist Residency, Fellowship, Vermont Studio Center, Johnson, VT.  
2001 Artist Residency, Chautauqua Institute, Chautauqua, NY.

- 2000 Grant Recipient, Sudler Fund for the Creative and Performing Arts, Yale University, New Haven, CT.  
1999 Grant Recipient, Sudler Fund for the Creative and Performing Arts, Yale University, New Haven, CT.  
Painting Study, Lorenzo De'Medici Institute, Florence, IT.

## TECHNICAL EXPERTISE

### PROGRAMMING.

C, C++, Java, PHP, Python, SQL, OpenFrameworks, Processing, HTML, JavaScript. Particular expertise in Natural Language Processing (NLP), Computer Vision (CV), image processing, and interactive graphics.

### ELECTRONICS.

BasicStamp, AVR, and Arduino microprocessors. EagleCAD design and fabrication of circuits. Knowledge of high level computer interfacing, analog and digital circuit design, signal analysis, electronics theory.

### CNC DESIGN + FABRICATION.

Rhino, 3D-Studio, Solidworks, MasterCAM. 3 years experience with design and fabrication of sculptures and installations with CNC tools. Fabrication with Hurco mill, Techno-CNC router, as well as traditional mold-making, wood shop, and metal shop techniques.

### 3D IMAGING.

Model acquisition with MRI imager, laser range finder, and structured light scanner. Post-processing 3d meshes and models for use in neuroscience research, computer animation, and material fabrication domains.

### VIDEO AND COMPUTER GRAPHICS.

Maya, Mentalray, MEL scripting, After Effects, Final Cut. Ultra-high resolution (4k) stereo animation of 3d cinema, design and fabrication of 3d projection apparatus, DVD mastering, interactive graphics, custom-programmed video processing applications.