

ROBERT TWOMEY

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EDUCATION

- 2016 PhD, Digital Arts and Experimental Media, University of Washington, Seattle, WA (expected April 2016)
- 2007 MFA, Visual Arts, University of California, San Diego, La Jolla, CA
- 2001 BS, majors in Art and Biomedical Engineering, Yale University, New Haven, CT
- 2003 Corcoran College of Art and Design, Washington, DC (advanced painting course)
- 1999 Lorenzo de Medici Institute, Florence, IT (painting and photography courses)

RESEARCH APPOINTMENTS

- 2015 Postdoctoral Researcher, Center for Digital Arts and Experimental Media, University of Washington. PI: Juan Pampin.
- 2014-15 Graduate Research Assistant, Center for Digital Arts and Experimental Media, University of Washington. PI: Juan Pampin.
- 2014 Mechatronic System Design, Henry Art Gallery, Seattle, WA. Artist: Ann Hamilton.
- 2007-10 Programmer / Analyst II. Center for Research in Computing and the Arts, Experimental Game Lab, University of California, San Diego. PI: Sheldon Brown.
- 2004-06 Graduate Researcher, Experimental Design (xDesign) Lab, Yale University and University of California, San Diego. PI: Natalie Jeremijenko.
- 2002-04 Research Assistant, Center for the Study of Learning, Georgetown University, Washington, DC. PI: Dr. Guinevere Eden.

TEACHING

Center for Digital Arts and Experimental Media, University of Washington, Seattle, WA

- 2015 Introduction to Computer Vision for Digital Art*
- 2013 Embedded Systems*
- 2011-13 Sensing and Control Systems for Digital Art*
- 2012 Film Production
- 2011 Mechatronic Art, Design, and Fabrication I
- 2011 Performance Art Reading Group (graduate seminar)*

- 2010-14 Mechatronic Art, Design, and Fabrication I (teaching assistant)
- 2011-14 Mechatronic Art, Design, and Fabrication II (teaching assistant)
- 2011-13 Mechatronic Art, Design, and Fabrication III (teaching assistant)

Visual Arts Department, University of California, San Diego, La Jolla, CA

- 2010 Time and Process Based Digital Media II*
- 2010 Electronic Technologies for Art*
- 2008-09 Electronic Technologies for Art II*

- 2007-08 Electronic Technologies for Art (teaching assistant, instructor of record)
- 2006 Introduction to Computing and the Arts (teaching assistant, instructor of record)
- 2006 Introduction to Art-making: 3d (teaching assistant, instructor of record)
- 2005 Computer Programming for the Arts (teaching assistant)

*self-designed courses

EXHIBITIONS

- 2015 The Serious Business of Children, Gallery 4Culture, Seattle, WA (solo)
- 2015 Rover, Black Box 2.0, Seattle, WA
- 2014 Convex Mirror, Storefronts Seattle, Seattle, WA (solo)
- 2014 Meany Hall for the Performing Arts, Seattle, WA
- 2013 SIGGRAPH Art Gallery 2013, Anaheim, CA (catalog)
- 2012 Push Arts Festival, Seattle, WA
- 2011 Embedding Absence, Jacob Lawrence Gallery, University of Washington. Seattle, WA

- 2010 Here Not There, Museum of Contemporary Art San Diego, La Jolla, CA
- 2010 and the world is ours..., Compact Space, Los Angeles, CA (two-person)
- 2009 Social Climbing, Luis De Jesus Seminal Projects, San Diego, CA
- 2009 Heavy Weight, The Body Firm, Pasadena, CA
- 2009 Natural Language, Four Walls Gallery, San Diego, CA (solo)
- 2009 World Picture Machine, Oceanside Museum of Art, Oceanside, CA (solo)
- 2008 Natural Love, Sixteen:One Gallery, Santa Monica, CA
- 2008 Inside the Wave: Six San Diego / Tijuana Artists Construct Social Art, with Particle Group, San Diego Museum of Art, San Diego, CA
- 2008 COCKED! The Possessed Male: Object of Desire, Luis De Jesus Seminal Projects, San Diego, CA
- 2007 Seven Segment Display, Gallery@CallIT2, La Jolla, CA (solo) (catalog)
- 2007 Compass 2007: New Art from the University of California's MFA Programs, Sweeney Art Gallery and California Museum of Photography, Riverside, CA (catalog)
- 2007 MFA07, University Art Gallery, University of California, San Diego, La Jolla, CA (catalog)
- 2007 Smash and Tickle, Sixteen:One Gallery, Santa Monica, CA
- 2007 Origin is the Goal, Los Angeles Contemporary Exhibitions, Los Angeles, CA
- 2006 Where, Sun Down Salon, Los Angeles, CA (performance)
- 2006 Father-Daughter Art Show, Marcuse Gallery, University of California, San Diego, La Jolla, CA (solo)
- 2006 How Stuff Is Made, with xDesign Lab, International Society of Electronic Arts 2006, San Jose, CA
- 2005 Community Built Display, part of Adriene Jenik's Specflic 1.0, CallIT2, La Jolla, CA
- 2005 Fresh: New Art from the University of California, San Diego, Museum of Contemporary Art San Diego, San Diego, CA

- 2005 AxS: At the Intersection of Art and Technology, with xDesign Lab, Armory Center for the Arts, Pasadena, CA, (dvd catalog)
- 2005 Que Traes, Estación Tijuana, Tijuana, BC, Mexico
- 2005 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 (solo)

AWARDS, GRANTS & RESIDENCIES

- 2015 Artist Stipend. Gallery 4Culture, Seattle, WA
- 2010-15 Pre-Doctoral Teaching Scholarship, Center for Digital Arts and Experimental Media, University of Washington, Seattle, WA
- 2010-15 Research Fellowship, Center for Digital Arts and Experimental Media, University of Washington, Seattle, WA
- 2013 Visiting Artist and Travel Grant, Universidad Nacional de Tres de Febrero, Buenos Aires, C.A., Argentina
- 2007 Humanities Center Grant, University of California, San Diego, La Jolla, CA
- 2006 Russell Foundation Grant, University of California, San Diego, La Jolla, CA
- 2005 First Year Artist Prize, Visual Arts Department, University of California, San Diego, La Jolla, CA (awarded by Osvaldo Sánchez, curator of inSITE 2005)
- 2004 Residency and Grant, Vermont Studio Center, Johnson, VT
- 2001 Residency, Chautauqua Institute, Chautauqua, NY
- 2000 Sudler Fund for the Creative and Performing Arts Award, Yale University, New Haven, CT
- 1999 Sudler Fund for the Creative and Performing Arts Award, Yale University, New Haven, CT

INVITED TALKS AND WORKSHOPS

- 2015 Presentation to 4Culture Public Art Advisory Council, Gallery 4Culture, Seattle, WA, Oct 14.
- 2015 "Robots", Creative Mornings Seattle, Seattle Museum of Art, Seattle, WA, May 8. (talk)
- 2015 "Scoring the Bullroarers", Henry Art Gallery, Seattle, WA, March 7. (talk, workshop)
- 2014 Convex Mirror at 'The Big Draw,' Burke Museum, Seattle WA, October 4. (presentation)
- 2014 "Crafting Code," Seattle Art + Tech Meetup, Seattle, WA, September 29. (talk, panel)
- 2014 "Art + Science = DXARTS", UW College of Arts & Sciences Video Series, June 5, 2014. (video interview)
- 2014 UW Dean's Club Event, Burke Museum, Seattle WA, June 4. (presentation)
- 2014 Stevens Institute of Technology, Hoboken, NJ, April 3. (talk, undergraduate critique)
- 2013 Universidad Nacional de Tres de Febrero, Buenos Aires, C.A., Argentina, September 10. (talk)
- 2013 "Speech Technologies," Universidad Nacional de Tres de Febrero, Buenos Aires, C.A., Argentina, September 21. (masters student workshop)
- 2012 Digital Culture(s) course, Highline Community College, Des Moines, WA, February 4. (talk)

- 2009 Digital Arts and Culture Conference, Irvine, CA, December 14. (paper and talk)
- 2007 "Procedural Subjectivity," Undergraduate Media Arts Organization, University of California, San Diego, La Jolla, CA. (talk)
- 2005 "Feral Robotic Dogs," with xDesign lab, O'Reilly E-Tech Conference, San Diego, CA. (workshop)

BIBLIOGRAPHY / SELECTED PRESS

- 2015 "The Serious Business of Children", The Seattle Times, October 18, 2015. (print and online)
- 2015 "Robert Twomey: the Serious Business of Children", The Stranger, October 2015. (online)
- 2015 Luke Sturgeon, "Data-Fictions: Data and its interface as a cultural artefact", MA Design Interactions, Royal College of Art, 2015. (work cited in MA Thesis)
- 2015 "Artist Robert Twomey explores the intersection of humans and machines", Microsoft News Center, June 18, 2015. (online)
- 2015 Joe Milutis, "Bright arrogance, gallery C: Speed, Erotics, Emergence", Jacket 2, June 24, 2015. (online)
- 2014 Jen Graves, "What Only Artists Can Teach Us About Technology, Data, and Surveillance", The Stranger, December 10, 2014. (print, online)
- 2014 Michael Upchurch, "The UW mixes art and science with worldwide talent", The Seattle Times, March 21, 2014. (print, online)
- 2014 DiVA "Digital, Interactive and Visual Arts", Journal of the Society for Art and Science, Vol. 35 Winter 2014. (print, online)
- 2010 Jennifer Li, "A Show of Their Own", venuszine.com, February 17, 2010. (online)
- 2009 "Breaking Language Barriers", San Diego City Beat, March 10. (online)
- 2007 Stephen Hepworth, "MFA07 @ The Egyptian", (printed catalog)
- 2007 Tyler Stallings and Ciara Ennis, "Compass 2007", (printed catalog)
- 2005 AxS: At the Intersection of Art and Science (dvd catalog) (video interview)
- 1999 "Art Class," exhibition announcement, Tucson Weekly, June 24. (print, [online](#))

PUBLICATIONS

- 2013 "Drawing Machine," Leonardo Journal, Volume 46, Issue 4, 2013 (article)
- 2009 "Not Me: Collaboration and Co-production with Language Processing Systems," Proceedings of the Digital Arts and Culture Conference, 2009, Irvine, CA (paper)
- 2008 "Seven Segment Display," Masters Thesis, University of California, San Diego, La Jolla, CA (book)

TECHNICAL EXPERTISE

- 1993- Programming
Processing, openFrameworks, SuperCollider, Python, OpenCV, SQL, C/C++, Java, PHP, HTML, JavaScript, bash scripting. Particular expertise with Automatic Speech Recognition, Text to Speech Synthesis, Natural Language Processing, Computer Vision, and interactive systems development.

- 1993- Mechatronics and Embedded Systems
Arduino, BasicStamp, and PIC development. PCB design and manufacture. Coursework in analog and digital circuit design, signal processing, electronics theory, extensive experience with networked devices, embedded Linux systems, and mechatronic automation.
- 2006- Solid Modeling and Digital Fabrication
Rhino, RhinoCAM, SolidWorks, MasterCAM, Mach3. Design of sculptural objects and functional machines with CNC tools. Coursework in 3d printing algorithms and techniques. Fabrication with CNC mill, router, laser cutter, 3d-printer and other digital fabrication techniques.
- 2002- Computer Graphics and 3D Imaging:
Ultra-high resolution (4k) animation with Maya, Mental Ray, and Python/MEL scripting. After Effects, Final Cut Pro, and DVD mastering. Design and fabrication of 3d projection apparatus. Volumetric scanning with MRI, laser rangefinder, structured light, and photogrammetric techniques. Post-processing of meshes and models for use in neuroscience research, computer animation, and digital fabrication domains. Programming interactive video systems, GLSL shaders.
- 1997- Traditional Studio Techniques:
Drawing, oil and acrylic painting, printmaking, mold-making, carpentry, basic joinery, mill and lathe operation, MIG and TIG welding, home construction.