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### Education

- 2007-2009** **Pratt Institute** Brooklyn, NY  
Continuation of M.F.A. in Digital and Emerging Arts. Cumulative GPA of 3.8
- 2006-2007** **Syracuse University (School of Visual and Performing Arts)** Syracuse, NY  
M.F.A. began in Computer Art. Cumulative GPA of 3.9
- 2002-2006** **Syracuse University (School of Visual and Performing Arts)** Syracuse, NY  
B.F.A. in Computer Graphics and B.F.A. in Philosophy  
-Graduated in May 2006 *magna cum laude*

### Instruction Experience

- 2008 (Fall)** **Visiting Artist & Review in Wearable Technology & Physical Computing, Syracuse University**
- 2008 (Summer)** **Adjunct Instructor for Design 500: Interaction & Physical Computing, Syracuse University**
- 2008 (Sp & Fl)** **Graduate Assistant for Digital Arts 587: Robotics and Physical Computing, Pratt**
- 2007 (Fall)** **Graduate Assistant for Digital Arts 500: Interactive 3D at Pratt Institute, Pratt**
- 2007** **Taught the Interaction Studio at Syracuse University, Industrial and Interaction Design**  
-Responsible for teaching Arduino, Flash, and ActionScript through a semester long workshop.
- 2007** **Graduate Assistant for Computer Art 530: Game Production, Syracuse University**  
-Responsible for preparing and delivering lectures and assignments, and assist students.
- 2006** **Co-taught Computer Art 530: Physical Computing, Syracuse University**
- 2006** **Graduate Assistant for Design 121: Design Odyssey, Syracuse University**  
-Responsible for assisting in lectures, aiding students, and grading.
- 2005- 2007** **Registered Tutor at the Syracuse University Learning Resource Center**  
-Approved to tutor students in six different Computer Art classes: Physical computing, OpenGL, 3D animation, web design, Flash for web and game development, and 2D imaging.
- 2004** **Assistant Director of The Summer Computing Workshop, Carnegie Mellon University, and**
- (2001-2004)** **Instructor at Summer Computing Workshop, Carnegie Mellon University**  
-Primarily working with students with Autism.  
-Program is a joint educational and research driven endeavor.  
-Designed curricula in robotics, photography, video production, and game development.  
-Recommended action to Program Director, regarding student and instructor needs.  
-Hired and trained new instructors.  
-Presented the program's structure and goals to funders, school districts, instructors, and parents.  
-Maintained open communication on teaching strategies with other instructors and the Director.  
-Taught two morning sessions, and afternoon workshops, working in a 1:1 student to teacher ratio.
- 1999-2001** **Instructor at summer pilot program RoboCamp at The National Robotic Engineering Consortium (NREC) of Carnegie Mellon University**  
-Designed curricula in a team setting.  
-Developed presentations to NREC Engineers about technology in education.  
-Taught introductory robotics, web design, and teamwork concepts to students ages seven to fourteen, in a 1:4 teacher to student environment.

### Employment and Freelance Experience

- 2009- Present** **Junior Software Engineer, Apple Inc.**  
-Computer Graphics and Rendering Engineer.
- 2007-2009** **Graduate Assistant Researcher, Digital Arts Lab**  
-Developing low cost stereo vision motion capture, multi-touch technology, and other projects.
- 2007-2009** **Lead Programmer on Ecology System Simulation, Pratt Institute**  
-Programming simulation and visualization for a system of prairie dog interactions. C++ and OpenGL.
- 2008-2009** **Administrator for Emerging Technology, ACM SIGGRAPH**
- 2008** **Freelance Data Visualization and Database Management for Melanie Crean**

- 2008**      **Administrative Support to New Tech Demos, ACM SIGGRAPH 2008**  
 -Providing logistic support to contributors, the New Tech Director, and the Program Chair.  
 -Employed by Talley Management Group, conference management.
- 2008**      **Motion Graphics for Ballet Academy East, for integration with live performances of Coppélia**
- 2007-2008**      **Research Scientist at Brooklyn College Cuneiform Forensics Project**  
 -Responsible for running 3D scanning facilities at Brooklyn College and scanning project artifacts.
- 2007**      **Visiting Scientist at Mitsubishi Electric Research Laboratories**
- 2004-2007**      **Developed and Released *Raphael to the Rescue*®**  
 -Freelance 3D Artist and Programmer; Requested by 4Kids Productions to create a game using the Teenage Mutant Ninja Turtles intellectual property. Sold in February, 2007 to 4Kids Productions.
- 2005-2008**      **Webmaster and Server Maintenance for Young Preservationists Association**  
 -Update content, manage file system, extend system as needs arise, maintain backups of content, and manage front end of the server. Time volunteered to YPA.
- 2000**      **Freelance Graphics Artist and 3D modeler for NREC educational project**  
 -Modeled and rendered a series of 3D models of robotic components for an educational website.

#### Publication Experience

- 2009**      **Abstract for Prairie Dog Simulation Accepted in Ecological Society of America**
- 2008**      ***Fields* included in annual iDMAa Catalogue.**
- 2007**      **Coauthor of *Illumination Sensitive Dynamic Virtual Sets*.**  
 -An Emerging Technologies submission, accepted by ACM SIGGRAPH, and to be presented this year.  
 -Collaborative efforts with Mitsubishi Electric Research Laboratories, working under Ramesh Raskar.  
 -Contributions include leading the administration of the Emerging Technologies Exhibit
- 2007**      **Coauthor of *High Speed Scene Point Capture***  
 -An ACM SIGGRAPH research paper, presented in 2007 in San Diego.  
 -Also a collaborative effort with Mitsubishi Electric Research Laboratories, under Ramesh Raskar.
- 2007**      **Author of *Exploring and Advancing the Kinetic Input Paradigm***  
 -Unpublished, continuing thesis work
- 2007**      **Contributing Author and Technical Editor for *Best Practice: The Pros on Flash***  
 -Thomson-Delmar Publishing, Author: Douglas Easterly

#### Conference and Presentation Experience

- 2009**      **Presentation to be given at Ecological Society of America in August**
- 2009**      **Presentation of Physical Computing works given at BarCampNYC 4, at NYU**
- 2008**      **Formal Presentation of *Meros* given in iDMAa Papers Presentations, Savannah, Georgia**
- 2008**      **Formal Presentation of *Meros* given in ACM SIGGRAPH 2008, Informal Forum Sessions**
- 2008**      ***Meros* Installation included in ACM SIGGRAPH 2008, Art Gallery; Additional Artist's talk**
- 2007, 2008**      **Tertiary Paper Reviewer for ACM SIGGRAPH 2007 and 2008 Papers Committee**
- 2007**      **Presenter in Paper Proceedings, ACM SIGGRAPH 2007**
- 2006**      **Presenter at ACM SIGGRAPH 2006 in the Guerrilla Studios**  
 -Produced content and presented in a second workshop on wearable computing, data mining, and basic electronics. Presented concepts of "do-it-yourself" human-computer interaction.
- 2005, 2006**      **Visiting Artist / Special Topic Lecturer on Game Development in Macromedia's Flash**  
 -Prepared and delivered a one hour workshop on ActionScripting and game development to forty students, with open forum question and answer for a second hour.

#### Exhibition Experience

- 2009**      **Completed Thesis, *Meros* Shown at the Manhattan Center, May 12th-16th, 2009**
- 2009**      **Completed Thesis, *Meros* Installed at the Museum of Computer Art, Brooklyn NY, April 2009**
- 2008**      **Thesis in Progress, *Meros* Included in IDEAS, iDMAa Art Gallery, Savannah, Georgia.**
- 2008**      **Thesis in Progress, *Meros* Digital Images included in ACM SIGGRAPH 2008, Art Gallery**
- 2007**      ***Fields* shown at IDMAA Conference 'IDEAS: Beyond Boundaries', Philadelphia**
- 2007**      **Emerging Technologies, ACM SIGGRAPH 2007: *Illumination Sensitive Dynamic Virtual Sets***  
 -Project Lead, responsible for designing, constructing, and programming hardware; coordinating

shipping, set up, tear down, and other group members; and presenting exhibit to the public.

- 2006** **Physical Computing work *Changing Room* shown at the MOST**  
-Museum of Science and Technology, Syracuse, New York.  
-Collaboratively created with Michael McAllister and Michael Lutin.
- 2006** **Live Solo Audio Performance at Hendrick's Chapel, Syracuse, New York**  
**2004, 2005** **Live Audio Performances**

-In 2005, at Hendrick's Chapel, Syracuse, New York, and  
-In 2004, at *Merissa's Fortress of Beauty* art gallery, downtown Syracuse, New York.  
-Performed jointly with Clint Hartzel, working with real time audio in Max/MSP.  
-Used custom electric hardware to create and control sound, as well as conventional instrumentation.

### Software Experience

- 2D / 3D Imaging** Maya, LightWave 3D, Modo, Photoshop, Imageready, Motion, After Effects, Illustrator, Geomagic.  
**Audio / Video** Final Cut Pro, DVD Studio Pro, Avid, Logic Pro, Max/MSP/Jitter  
**Web** Flash, Dreamweaver, Director, MySQL  
**Programming** Processing, XCode IDE, Interactive-C Microprocessor IDE, AVR Tool Chain, Arduino, PICs.  
Nodebox, and now starting Field.  
**General Use** iLife Suite, AppleWorks, Microsoft Office, OmniGraffle, Open Office, Pages, Keynote, Numbers, etc.  
**Languages and APIs:** C, C++, Objective-C, Processing, ActionScript, php, MySQL API, Cocoa API, OpenGL API, OpenAL, OpenCV, Assembly for AVR Microcontrollers, Maya Embedded Language, Python.  
\*Additionally, printed circuit board fabrication with CadSoft's Eagle software;  
3D scanning and 3D Printing, manual Lathe experience, and Mill experience

### Achievements and Certifications

- Professional:** College Reading and Learning Association (CRLA) Top Level (III) Certification for Tutoring (2006);  
National Occupational Competency Testing Institute (NOCTI) Certification in Electronics (2002); and  
Manchester Craftsmen's Guild Apprenticeship (2001).  
**Academic & Service:** Dean's List (2002-2007); National Society of Collegiate Scholars (2003);  
National Honor Society (2001-Present); and American Technology Honor Society (2001-Present).

### Service

- 2011** Subcommittee member of Art Gallery, ACM SIGGRAPH  
**2010-2011** Sessions Chair for technical papers talks, ACM SIGGRAPH  
**2008-2010** Subcommittee member of Emerging Technologies, ACM SIGGRAPH  
**2005-2007** Elected to and served on the Syracuse University Faculty Senate as a full Senator  
**2006-2007** Served on the Committee on Instruction, reporting to the Syracuse University Faculty Senate  
**2006-2007** Served as a Senator to the Syracuse University Graduate Student Organization  
**2006-2007** Transmedia Representative to the Syracuse University Graduate Student Organization  
**2005-2006** Served on the Diversity Committee, reporting to the Syracuse University Faculty Senate  
**2005-2006** Served on the Undergraduate Student Caucus Voting Bloc in the Syracuse University Faculty Senate