

SHAWN A. VAN EVERY

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ACADEMIC EXPERIENCE:

9/2022 - Present	Chair
9/2017 - 8/2022	Director of Undergraduate Studies
9/2020 - Present	Associate Arts Professor
9/2018 - 8/2020	Assistant Arts Professor
9/2013 - 8/2018	Teacher
9/2008 - 8/2010	Teacher
9/2010 - 8/2013	Adjunct Assistant Professor of Communication
1/2005 - 8/2008	Adjunct Assistant Professor of Communication

Interactive Telecommunications Program (ITP) / Interactive Media Arts (IMA), Tisch School of the Arts, NYU

As Chair, oversee a department with 3 individual degree granting programs with more than 500 full time students total. This includes recruitment, admissions, scholarship, fundraising, curricular oversight and development, budgeting, faculty recruitment, administrative hiring and oversight, advisement, conduct, DEI, cross-departmental and cross-school coordination and collaboration, and so on.

Teach and have developed a variety of courses in new technology and emerging media. Area head for courses in web and mobile technologies. Perform student advisement and participate in admissions. Also perform school-wide committee work; in particular, was the Chair of the school's Faculty Welfare and Governance Committee which was charged with redrafting the school's By-Laws.

Managed ITP's Experiments in Storytelling effort, a multi-year research effort undertaken with support from Google Research. This included grant making to student and faculty project groups, management of researchers and student workers, organization of annual showcases, equipment purchasing, and budgeting.

During the 2017-2018 academic year undertook the role of Director of Undergraduate Studies for our new undergraduate program IMA (Interactive Media Arts). Worked closely with administration and the department Chair to promote, structure, and run it.

Courses developed and taught have included:

Connect! (Spring 2021)

This online asynchronous course (due to Covid-19 pandemic) introduces the fundamentals of building "full stack" web applications. It focuses on modern, client- and server- side web technologies and provides practical methods for approaching web

development for creative and functional applications. The core technologies used in this course are HTML5, JavaScript, Node.js with the Express framework, and MongoDB database. Students learn to design, develop, and deploy web applications and gain the necessary skills to extend and explore web development independently. The course consists of a series of online videos, other online resources such as a class website with notes, feedback, forums/chat (discourse, slack, discord), as well as live office hours and/or help sessions with the professor and GAs.

Veillance (Spring 2019, Spring 2020)

This course which has a title that references the root of “surveillance” and “sousveillance”, watching from above and watching from below respectively, seeks to help students understand the new forms of surveillance that are enabled as digital media becomes a greater part of our everyday lives.

We look at how this technology works, the policies that govern its use, what its benefits are, and what we are giving up by embracing it. Finally, we look for ways that it can be harnessed for creative, educational, and possibly subversive purposes.

Networked Media (Spring 2017, Summer 2017, Spring 2019, Spring 2020, Spring 2021)

This hybrid theory and technology course is half project driven technical work and half theory and discussion. The technical work utilizes JavaScript as both a client and server side programming language to build creative systems on the web. Technical topics include server and client web frameworks, such as Express, HTML, CSS, templating, and databases. The theory portion of the course includes reading and discussion of past and current media theory texts that relate to the networks of today; included in this will be works by Marshall McLuhan, Wendy Chun, Lev Manovich, Philip Agre, and Tiziana Terranova.

Live Web (Fall 2008, Fall 2009, Fall 2013, Fall 2014, Fall 2015, Spring 2016, Fall 2016, Fall 2017, Fall 2018, Fall 2019, Fall 2020, Summer 2021, Spring 2022, Spring 2023, Fall 2023)

Through this course students are presented and explored the technology involved in live online communication such as chat, instant messaging, streaming audio/video and conferencing. Conceptually the course seeks to help students create new and more interactive uses for such technology than traditional broadcasting. Students develop "shows" and other online experiences that use live media in conjunction with WebRTC, Node.js and WebSockets (Previously with Flash Media Server, JavaScript/AJAX/PHP, Jabber, QuickTime and MP3 streaming).

Always On, Always Connected (Spring 2013, Spring 2014, Spring 2015, Spring 2016, Spring 2017)

In this class, students examined the current state-of-the art in mobile technology with a focus on developing applications which leverage the built-in sensors and media

capabilities. They also studied a new breed of accessories such as the Pebble Watch as well as new forms of mobile devices such as Google Glass. Finally students learn how to create their own connected accessories with Arduino and Bluetooth (BLE). Students utilize iOS or Android devices with PhoneGap/Cordova. (Previously Android devices and built application with Eclipse and the Android SDK).

Mobile Media (IMA Shanghai J-Term 2016)

Undergraduate course examining the current state-of-the art in mobile technology and smart devices with a focus on creating apps as well as exploring how mobile devices have changed the way we interact and communicate with one another and what effects this is having on society both within China and globally.

Communications Lab: Networked Media (Fall 2014)

A redevelopment of Communications Lab: Web, this course introduces students to both client and server side web development. Students learn to develop web applications using HTML5, CSS, and JavaScript with p5.js and servi.js.

Surveillance Documentary (Spring 2014, Spring 2015)

This course comprised of half students from NYU's ITP department and half from Grad Film and co-taught with Carol Dysinger from Grad Film, introduced students to the tools and technologies used in modern day surveillance, CCTV cameras, hidden cameras, microphones, network tracking, packet sniffing, remote access software and more. These tools were then harnessed for use in creative ways, re-imagined for use in film and interactive applications.

Live Experimental Interactive Television (Spring 2010, Fall 2011)

Through this course, students developed live 2-screen interactive television (shows and applications). These shows were broadcast in Manhattan on public access Television (Manhattan Neighborhood Network). The central concept of the course was that for interactivity to work with traditional broadcasting, it needed to be woven into the fabric of the shows. With that in mind, the shows were developed from scratch with technology to support the audience interaction. Students utilized: PHP, JavaScript, SMS, Web Services, Chat, AJAX, Flash Media, Max/MSP/Jitter among other technologies.

Introduction to Computational Media on the Web (Fall 2009)

New take on an existing foundation course (Introduction to Computational Media) using primarily web technologies to teach the fundamentals of computer programming in a client server model. Students developed web applications utilizing PHP, JavaScript, HTML and CSS.

Mobile Me(dia) (Spring 2008, Spring 2009, Spring 2010, Fall 2010)

This course presented and explored concepts involving media production, distribution and interaction on mobile phones. Conceptually it dealt with the innate social and

communicate aspects of the device as well as expressing identity through creating and sharing media. Students developed applications using Android, Mobile Web and SMS (Previous technologies have included Mobile Processing, PHP and MySQL.)

Redial: Interactive Telephony (Fall 2006, Fall 2007, Spring 2009)

This course explored the use of the telephone with voice and touch tone in interactive art, performance, social networking and multimedia applications. It utilized VoIP technologies, speech recognition, speech synthesis along with an open source system telephony system (Asterisk) to enable students to develop applications that worked over traditional telephone networks.

Producing Participatory Media (Spring 2005, Spring 2006, Summer 2006, Spring 2007)

This course drew heavily on emerging technologies and practices for delivery and interaction with media on the internet, including video blogging, podcasting, VoIP, chat and instant messaging, streaming, peer to peer and interactive television.

Also taught:

Dynamic Web Development: Server (Fall 2018)

Students in this course utilize JavaScript as both a client and server side programming language to build creative systems on the web. Topics include HTTP, DNS, Express, HTML, CSS, templating, AJAX, and databases.

Creative Computing (Tisch/NYU Open Arts Summer 2015 in Berlin, Summer 2018, Fall 2022)

Undergraduate study abroad course introducing students to building creative applications using physical computing and programming with Processing.

Introduction to Computational Media (Fall 2005, Fall 2006, Fall 2015, Fall 2016, Fall 2017, Fall 2018)

Foundation course which introduced students to the fundamentals of computer programming utilizing the Processing environment and more recently p5.js. This course has a heavy emphasis on development of interactive multimedia applications.

Communication Lab: Web (Fall 2013)

Foundation course which introduces students to web development technologies and techniques.

12/2012 - 8/2013

Research Scientist

Interactive Telecommunications Program, Tisch School of the Arts, NYU

Initiated research and development of live mobile streaming software. Built prototype platform for location based live streaming.

Development of departmental infrastructure to enable creation of educational video content in support of various classes. Research and development of infrastructure to support live video streaming of events.

1/2012 - 6/2012 **Visiting Assistant Professor of Interactive Media and Technology**
New York University Abu Dhabi

Spent the Spring 2012 semester teaching at NYU's new campus in Abu Dhabi. Taught undergraduate courses in the Interactive Media and Technology concentration and participated in service work. Was the committee chair for the end of year showcase of student work in the Art and Humanities department.

Communications and Technology (Spring 2012)

Through this writing intensive course, students examined the use of technology to aid communications throughout human history. The main topics included writing and the alphabet, optical telegraphs, the electric telegraph and morse code, broadcast media (television and radio) and the internet. Co-taught with James Savio, Visiting Writing Instructor, NYUAD

Mobile Media (Spring 2012)

In this course, students explored technology that enables consumption and production of media on mobile devices with an eye toward how that media could be used in conjunction with their original social and communicative purposes. Students created mobile applications that explored new forms of social media creation and consumption.

9/2005 - 9/2008 **Media Researcher**
Interactive Telecommunications Program, Tisch School of the Arts, NYU

Responsibilities included research and development on emerging and participatory media practices and technology. Kept faculty and students apprised of ongoing developments in new platforms for media creation, delivery, consumption and interaction. Developed departmental infrastructure to support said technology and to enable students to quickly learn and utilize such.

Research projects involved enabling interaction and social participation in all aspects of media from creation and production through consumption and generally fit under the titles Mobile and Participatory Media.

Developed and managed technology and infrastructure for video streaming of yearly thesis presentations.

Industry relationships formed and managed with a variety of companies including Reuters, Nokia, Digium and many startups/smaller companies. Gifts of equipment and research financing procured from Reuters and Nokia.

9/2004 - 9/2005 **Resident Researcher**
Interactive Telecommunications Program, Tisch School of the Arts, NYU

Responsibilities included teaching workshops for students and faculty relating to development involving emerging technologies. One on one student consultation relating to student projects and help with programming in general.

Further responsibilities involved development of departmental technology resources, internal websites and the development of software to support current student project trends.

Research projects revolved around decentralized media production and delivery, involving live interactive television production, video blogging, podcasting, peer to peer technologies and set top boxes. Other projects involved media creation utilizing mobile phones and VoIP as production tools.

Development of a database and associated website for organization and presentation of student projects.

MEMBERSHIPS AND APPOINTMENTS:

5/2019 - 8/2019 Google Summer of Code Mentor, Processing.org

8/2016 - 7/2018 Faculty Welfare and Governance Committee Chair, Tisch School of the Arts, NYU

8/2015 - 7/2016 Faculty Welfare and Governance Committee Member, Tisch School of the Arts, NYU

5/2016 - 8/2016 Summer Internship Mentor, Processing.org

5/2015 - 8/2015 Google Summer of Code Mentor, Processing.org

5/2012 - 8/2012 Google Summer of Code Mentor, Processing.org

3/2011 - 12/2011 Vice Chair of the Board, Manhattan Neighborhood Network

3/2008 - 3/2011 Board Member, Manhattan Neighborhood Network (<http://www.mnn.org>)

- 1/2008 - 9/2010 Advisory Committee Member, OEDN, OCAP/EBIF Developer Network
- 9/2007 - 6/2008 Board of Advisors, Science Now, Science Everywhere initiative, Liberty Science Center
- 6/2006 - 11/2007 Board Member, Konscious Media

GRANTS, FELLOWSHIPS AND AWARDS:

- 2011 AAM MUSE Award 2011, Silver, Mobile Applications category: "MoMA Mobile"
- 5/2008 David Payne Carter Award for Teaching Excellence, Tisch School of the Arts, NYU
- 4/2008 Grant from Reuters for work on Media Search (vlinkr) research project
- 3/2008 - 3/2009 Forum Nokia Champion
- 10/2006 Grant from Nokia for work on various research projects
- 9/2004 - 9/2005 Resident Researcher, Interactive Telecommunications Program, NYU

CONFERENCE ORGANIZATION ACTIVITIES:

- 3/2017 Co-organizer of ReFest 2.0; A day of demonstrations, workshops, and panels on issues surrounding live media online in partnership with CultureHub and WITNESS. ITP, NYU
- 11/2013 Co-organizer of Google Glass Design Sprint at ITP, NYU
- 5/2012 Chair, "Journeys" Showcase of Arts and Humanities student work NYU Abu Dhabi, Abu Dhabi.
- 4/2008 Co-organizer, iPhoneDevCamp NYC, Brooklyn Polytechnic, Brooklyn, NY
- 4/2007 Reviewer, SIGCHI 2007
- 3/2007 Co-organizer, Digital Storytelling Workshop, Xavier University, New Orleans, LA
- 2/2007 Organizer, ITP student demonstrations, O'Reilly Emerging Telephony, San Francisco, CA

- 5/2006 Co-organizer, Beyond Broadcast, Harvard University, Cambridge, MA
- 1/2006 Organizer, ITP student demonstrations, O'Reilly Emerging Telephony, San Francisco, CA
- 10/2005 Lead co-organizer, Open Media Developers Summit, New York University, New York, NY

PUBLICATIONS:

- 9/2017 Author, "More Computer Science Isn't the Answer", Makezine.com, <https://makezine.com/2017/09/22/computer-science-isnt-answer/>
- 9/2017 Author, "As We May (Still) Think", Adjacent The ITP & IMA Journal of Emerging Media, <https://itp.nyu.edu/adjacent/issue-1/blog/2017/08/06/as-we-still-may-think/>
- 12/2010 Author, "Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets", Apress, <http://apress.com/book/view/9781430232674>
- 12/2008 Chapter in "Strategic Mobile Design: Creating Engaging Experiences" by Richard Ting and Joseph Cartman
- 2/2007 Chapter, "How to Make Your Own Local Report", with Hans Christoph Steiner, Robert Whitman Local Report, Experiments in Art and Technology
- 6/2006 "Exploring Mobile Videoblogging" chapter, Videoblogging by Jay Dedman and Joshua Paul
- 10/2004 "Interactive tele-journalism: low cost, live, interactive television news production", October 2004 MULTIMEDIA '04: Proceedings of the 12th annual ACM international conference on Multimedia, New York, NY

PRESENTATIONS AND WORKSHOPS:

- 6/2019 Workshop Instructor, "Building/Remixing Server-side Applications using Glitch.com" ITP Camp, NYU, New York, NY.
- 6/2019 Workshop Instructor, "Live Communication in the Browser" ITP Camp, NYU, New York, NY.
- 6/2019 Workshop Instructor, "Fun with Surveillance Cameras" ITP Camp, NYU, New York, NY.

- 6/2019 Workshop Instructor, "Live Audio/Video Conferencing for the Web" ITP Camp, NYU, New York, NY.
- 10/2017 Workshop Instructor, "Intro to p5 and the Kinectron" ITP Workshops for High school teachers, NYU, New York, NY.
- 6/2017 Workshop Instructor, "JavaScript 101 with p5.js" ITP Camp, NYU, New York, NY.
- 6/2017 Workshop Instructor, "Building/Remixing Server-side Applications using Glitch.com" ITP Camp, NYU, New York, NY.
- 6/2017 Workshop Instructor, "Bodies in the Browser" ITP Camp, NYU, New York, NY.
- 6/2016 Workshop Instructor, "JavaScript 101 with p5.js" ITP Camp, NYU, New York, NY.
- 6/2016 Workshop Instructor, "Bodies in the Browser" ITP Camp, NYU, New York, NY.
- 6/2016 Workshop Instructor, "Fun with Surveillance Cameras" ITP Camp, NYU, New York, NY.
- 11/2015 - 3/2016 Workshop Series Co-Organizer with Sam Gregory (WITNESS), "Mobil-Eyes Us: A Prototyping Workshop on Live Video + Social Justice Action", NYU
- 10/2015 Presenter, "Live Interactive Storytelling", SeoulArts/CultureHub, New York, NY
- 9/2015 Workshop Instructor, "Live Interactive Storytelling", NYC Media Lab Annual Summit, New York, NY
- 6/2014 Workshop Instructor, "Server-side Web Development 101 with Servi.js" ITP Camp, NYU, New York, NY.
- 1/2013 Workshop Instructor, "HTML 5 Media and Popcorn.js" during Teach Yourself JavaScript Together Week at ITP, NYU, New York, NY.
- 10/2012 Guest Speaker, "Local Report 2012" for Open Source Studio, California Institute for the Arts, Los Angeles, CA
- 9/2012 Workshop Instructor, "PhoneGap for Android" for SUNY Buffalo Department of Media Study's New Media Landscapes class.

4/2012 Workshop Instructor, "Mobile Media" at The Emirates Korean Film Festival

11/2011 Workshop Instructor, "Mobile Development for Smartphones (Android)" at NYUAD International Hackathon for Social Good in the Arab World

11/2011 Team Leader at NYUAD International Hackathon for Social Good in the Arab World

6/2011 Workshop Instructor, "Hello Android" at ITP Camp 2011, NYU, New York, NY

6/2011 Workshop Co-Instructor with Tom Igoe, "A+A (Android plus Arduino)" at ITP Camp 2011, NYU, New York, NY

3/2011 Workshop Instructor, "Developing Media Applications on Android", AnDevCon I, San Francisco, CA

6/2010 Workshop Instructor, "Hello Android" at ITP Camp 2010, NYU, New York, NY

6/2010 Workshop Instructor, "Hello JavaScript" at ITP Camp 2010, NYU, New York, NY

3/2010 Panelist, "Academic Outreach: Planting Seeds for the Future of Interactive TV App Concept and Design", TV of Tomorrow Conference, San Francisco, CA

2/2010 Panelist, "MediaNYC 2020: Next generation video production and post-production", Center for Economic Transformation, NYCEDC, New York, NY

11/2009 Workshop Instructor, "Interactive Telephony for New Media Arts", Mobile Art & Code at CMU, Pittsburgh, PA.

9/2009 - 11/2009 Workshop Co-Organizer and Instructor, "Acting and the Digital Expansion of Theatre Space" at NYU, New York, NY

7/2009 Workshop Instructor, "Interactive Television Development" at NYU in coordination with OEDN.net.

12/2008 Panelist, "Video Content in a Mobile World", Digital Breakfast NY, Gotham Media Ventures, New York, NY

8/2008 Lecture, "Interactive Telecommunications and Participatory Media", Seoul National University GLA Program, Entertainment and Media Business at NYU's Stern School of Business, New York, NY

12/2007 Speaker and Panelist, "ITP Mobile Projects and Courses",
Art and Technology Video Conference, MobileFest, Sao Paulo Brazil

10/2007 Speaker, "Participatory Media", Digital Media Workshop, Xavier University,
New Orleans

10/2007 Presenter, "ITP Mobile Projects and Courses", Nokia Games Summit,
Academic roundtable, Lisbon, Portugal

3/2007 Speaker, "Participatory Media", Digital Storytelling Workshop, Xavier
University, New Orleans, LA

11/2006 Guest lecturer, "Documentary in an Interactive Context",
Documentary Research, Film and Television, Tisch School of the Arts, NYU

9/2006 Guest lecturer, "Participatory Media", Documentary Workshop, Film and
Television, Tisch School of the Arts, NYU

7/2006 Panel member, "Digital Content Distribution for the Producer", Alliance for
Community Media Boston, Boston, MA

6/2006 Speaker, "Interactive Video Blogs" and "Brainstorming the Future" panels,
Vloggercon, San Francisco

5/2006 Speaker, "Participatory Media", Witness.org, Brooklyn, NY

1/2006 Speaker, "ITP Telephony Projects", O'Reilly Emerging Telephony, San
Francisco, CA

10/2005 Presenter, "Video Comments", Open Media Developers Summit, New York
University, New York, NY

4/2005 Panelist, "Future Trends in Photo and Video Blogs", IMC Expo

10/2004 Speaker, "Independents in Action", New York Film/Video Council

10/2004 Demonstration, "Interactive Tele-Journalism", Technical and Art
Demonstrations, ACM conference on Multimedia, New York, NY

7/2004 Demonstration, "Interactive Tele-Journalism", Strong Angel ||, Kona, Hawaii

2/2004 Speaker, "Interactive Tele-Journalism", O'Reilly's Emerging Technology conference, San Diego, CA

PRESS:

9/2019 "A Live, Intelligent Web: How Will We Design for It? Part One", by Lisa Jamhoury, Adobe Machine Intelligence Design
<https://medium.com/adobe-machine-intelligence-design/a-live-intelligent-web-how-will-we-design-for-it-part-one-21ab0f4a25e1>

9/2019 "A Live, Intelligent Web: How Will We Design for It? Part Two", by Lisa Jamhoury, Adobe Machine Intelligence Design
<https://medium.com/adobe-machine-intelligence-design/a-live-intelligent-web-how-will-we-design-for-it-part-two-1878533b4616>

2/2018 "Tech and Creativity Fuse in New Tisch Program", by Amelia McBain, Washington Square News
<https://www.nyunews.com/2018/02/11/2-12-features-ima/>

3/2010 "Your Next Class Project: A Boxee or FiOS App?", by Janko Roettgers, NewTeeVee.com
<http://newteevee.com/2010/03/04/your-next-class-project-a-boxee-or-fios-app/>

3/2007 "ETel Coverage: The Future of Telephony", by Jim Van Meggelen, ETel Blog
http://www.oreillynet.com/etel/blog/2007/03/etel_coverage_the_future_of_te.html

7/2006 "Tools and Tech for Interactive Video Blogging", by Christine Herron, Christine
http://www.christine.net/2006/07/tools_and_tech_.html

11/2005 "How will you consume your open media?", by Michael Sharon, Tectonic
<http://www.tectonic.co.za/wordpress/?p=683>

7/2004 "Interactive Telejournalism", Dan Gillmor, We the Media
http://wethemedia.oreilly.com/archives/2004/07/interactive_tel.html

8/2004 "Teleperiodismo interactivo", by Juan A Las, Periodistas 21
<http://periodistas21.blogspot.com/2004/08/teleperiodismo-interactivo.html>

3/2004 "Situated Software", by Clay Shirky, Clay Shirky's Writings About the Internet
http://www.shirky.com/writings/situated_software.html

PERFORMANCES AND EXHIBITIONS:

5/2016 Distant Witness, Experiencing Computational Media, Sugar City, Buffalo, NY

10/2012 Local Report 2012, Eyebeam, New York, NY (with Robert Whitman)

1/2006 Local Report, PaceWildenstein (with Robert Whitman and Hans-Christoph Steiner)

12/2005 Local Report, Guggenheim New York (with Robert Whitman and Hans-Christoph Steiner)

8/2005 Local Report, Northampton Crossing, Easton, PA

8/2005 Local Report, Kingston Center, Kingston, NY

8/2005 Local Report, Liberty Square Center, Burlington, NJ

7/2005 Local Report, Kohl's Plaza, Holmdel, NJ

7/2005 Local Report at Hawley Lane Plaza, Trumbull, CT

11/2004 Producer, Konscious Election, Live Interactive Television Program, MNN, New York, NY

9/2004 CoDECK, Democracy is Fun?, Whitebox Gallery, New York, NY

9/2004 CoDECK, Ask The Robot, Robot Nautical Convention, New York, NY

8/2004 Producer, Konscious Convention Episode 2, Live Interactive Television Program, MNN, New York

8/2004 Producer, Konscious Convention Episode 1, Live Interactive Television Program, MNN, New York

7/2004 CoDECK, Alt.Coffee, New York, NY

MEDIA APPEARANCES:

7/2016 "Robert Whitman – Episode 36 – The Oxford Comment", The Oxford Comment
<https://blog.oup.com/2016/07/art-performance-oxford-comment/>

9/2014 Interview, TheCommunication(R)evolution, Online Documentary
<https://vimeo.com/106946731>

2/2013 Google Glass commentary, The Situation Room, CNN

EDUCATION:

PhD (in progress), Media Study, State University of New York at Buffalo

MPS, Interactive Telecommunications, New York University, 5/2004

BA, Media Study, concentration in Film, State University of New York at Buffalo, 2/1998

VOLUNTEER PROJECTS:

6/2016 - 8/2016 Technical lead, WITNESS Mobil-Eyes Us Initiative, Pilot in Rio Brazil during Summer Olympics

3/2016 - 4/2016 Technical Consultant, The Argus Project, Multi-Camera Live Streaming for TFI Storyscapes Exhibit

9/2006 - 5/2007 Technical Producer, PoliticalVideo.org, Political Video Archive

4/2006 - 9/2006 Webcast Producer, Built Green TV, Green Ground Zero, New York, NY

3/2005 - 3/2005 Technical Producer, Lower East Side Tenement Museum, Confino Living History Program, Live Interactive Distance Learning Program, New York, NY

9/2004 - 11/2004 Producer, Unmediated Weekly Show, Live Interactive Webcast, New York, NY

1/2004 - 12/2007 Contributing Editor, Unmediated.org, Group Reblog

RESEARCH, DEVELOPMENT AND ART PROJECTS:

p5LiveMedia (<https://github.com/vanevery/p5LiveMedia>) - 2020 - Current

A free and open-source library for p5js which enables the live streaming of audio, video, data, or canvas elements between users.

Mobil-Eyes Us (https://lab.witness.org/portfolio_page/introduction-to-mobil-eyes-us/)- 2016 - 2019

In collaboration with WITNESS, lead development on an open source software system which enabled remote live video viewers to provide support (translation, context, guidance, presence) to live streaming activists.

Distant Witness (https://github.com/vanevery/distant_witness) - 2016

Development of an open source software system which connects an individual mobile “copwatch” activist via realtime video with a remote partner or distant witness.

Kinectron (<https://github.com/vanevery/kinectron>) - 2016 - 2018

Desktop application that streams data from the MS Kinect to browsers on the internet using WebRTC DataChannels. (Continued development lead by Lisa Jamhoury.)

p5.serial (<https://github.com/vanevery/p5.serialport>) - 2015 - Current

Serial Port API and Server for p5.js. Continued development in collaboration with Jiwon Shin and others.

p5.serialcontrol (<https://github.com/vanevery/p5.serialcontrol/releases>) - 2016 - Current

GUI application for p5.serialport. Continued development in collaboration with Wenqi Li, Jiwon Shin and others.

Micro-Stories Live (<https://itp.nyu.edu/fos/micro-stories-live/>) - 2014-2015

Supported by a grant from Google, Micro-Stories Live is a series of live interactive storytelling experiments involving small audiences at a distance to test the hypothesis that online storytelling will function best with small, highly engaged audiences that can interact directly with performers.

Servi.js (http://itp.nyu.edu/~sve204/commlabnetworkedmedia_fall2014_2/week5.html) - 2014-2015

Servi is an easy to use open source JavaScript micro-framework for developing Node.js based web servers. I initiated and worked with Sam Lavigne (primary developer) to develop it in support of web development related classes taught at NYU.

Location Based Streaming (<http://www.mobvcasting.com/>) - 2012-2013

An in-development, open source, live location based mobile streaming platform. It allows users with Android devices to automatically report their location and volunteer to send live streams on-demand to internet viewers.

Local Report 2012 (<http://www.whitmanlocalreport.net/2012/>) - 2012

Technical Director and Software Developer for a performance featuring live audio and video from global participants mobile devices. This project was commissioned by CreativeTime Reports and was performed at Eyebeam in October 2012. All of the software, Android application, iPhone application

Vlinkr - 2009-2010

An experimental research website dedicated to increasing the findability of online media. It consists of an automatic recommendation engine that ties together individual and group behavior to recommend videos based on search terms and previous user behavior.

Video Comments

(http://www.walking-productions.com/itp.nyu.edu_research_site_participatory_media/itp.nyu.edu/research/areas/participatory-media/) - 2005-2008

A series of research and development projects in the realm of participatory media. All projects are systems where viewers' comments on a video (live or recorded) are tied to a specific point in time in the video. This allows for automatic production of metadata associated with the video. This metadata is used to allow for better searching and browsing of online media.

QuickTime Embedding Plugin, QuickTime Audio/Video Posting Plugin, Windows Media Embedding Plugin (<http://www.mobvcasting.com/wp/?cat=5>) - 2006-2007

A popular series of open source plugins supporting audio and video in the WordPress content management system. These plugins have garnered many mentions in popular blogs that list useful WordPress plugins including "Video, Music, Podcasts, Audio, and Multimedia WordPress Plugins" by lorelle on Wordpress

(<http://lorelle.wordpress.com/2007/02/17/video-music-podcasts-audio-and-multimedia-wordpress-plugins/>) and "50 Tools to Use or Embed Videos in Your WordPress Blog" by Social Networking Articles Blog

(<http://www.socialnetworkingarticles.com/2007/11/02/50-tools-to-use-or-embed-videos-in-your-wordpress-blog/>)

Video and Image Moblogging with a Camera Phone

(<http://walking-productions.com/parseMailScript/>) - 2005:

Article and Open Source software enabling MMS to blog posting for audio, video, text and images. Used on many websites including an experimental open video blog that I created Open MobVCasting Vlog (<http://openvlog.mobvcasting.com/>) and my personal video blog mobvcasting (<http://www.mobvcasting.com/>).

Whitman Local Report (<http://www.whitmanlocalreport.net/>) - 2005:

Developed a video capture and upload program for mobile phones and a video sequencing application in collaboration with Hans-Christoph Steiner in support of performances by Robert Whitman. Participated in performances through August and September 2005. Project inducted into the Guggenheim permanent collection.

Interactive Tele-Journalism (<http://www.walking-productions.com/itj/>) - 2003-2005:

ITJ is a software and hardware platform that supports live interactive television production in a very low cost manner. This project utilizes open source software and low cost hardware along with broadband wireless access to capture and send live video to a television studio for mixing and rebroadcasting. Furthermore it allows viewers of the program the means to interact directly with the in the field "tele-journalist".

ITJ has been used for several live television events; most notably in coverage of the Republican National Convention as part of Konscious Convention (<http://www.konscious.tv/convention.php>).

This live two part show featured "tele-journalists" inside the convention as well as outside covering protesters among other locations around NYC. These "tele-journalists" fielded questions from viewers and passed them along to the individuals they were interviewing.

CoDECK (<http://www.codeck.net/> <http://codeck.artgeek.org/>) - 2003:

A platform for sharing and discussing video-based content. Using it, people can upload, view, and discuss video anonymously. The CoDECK is rooted in a physical device (a 1970's era Betamax VCR) and is on display in ITP's lounge. The CoDECK is a group project, created in collaboration with Dan Melinger, Ami Wolf and Mark Argo.

PROFESSIONAL EXPERIENCE:

1/1996 - Present **Media Consultant**
Walking Productions

Walking Productions has and continues to provide multimedia, mobile and internet based software development and technical consulting.

Clients have included NYU, MoMA, WITNESS, Estee Lauder, Morgan Stanley, Lehman Brothers, Yahoo, NetRoadShow, Google, Qwest, Group Commerce, Socialight, Dodgeball, Manhattan Neighborhood Network, Area/Code, The United Nations, The Smithsonian, Centre Pompidou, 19 Entertainment and Disney.

Select Projects have included:

**Isabella Stewart Gardner Museum with Artists Teri Rueb and Ernst Karel -
Weathering**

Developer of location based sound walk application for Android and iOS.

Guardian Project - Architect and Developer - Courier/Secure Reader

(<https://guardianproject.info/apps/courier/>)

Architect and developer of open source secure and private news reading application.

Group Commerce - Developer - Boston Deals

Ported Boston.com Boston Deals app from iPhone to Android

NYU Medical School - Developer - microCME

Developer of a prototype site for indexing, searching and presenting of Continuing Medical Education videos online.

Guardian Project/WITNESS - Lead Developer - Obscura Cam

(<https://guardianproject.info/apps/securecam/>)

Lead developer of open source secure camera application for Android mobile phones. Developed out of a collaboration between WITNESS and The Guardian Project.

Museum of Modern Art - Teacher - Developing Android Applications

Developed and taught 24 hour course to employees in MoMA's Digital Media department

Museum of Modern Art - Android Application

(<http://www.moma.org/explore/mobile/androidapp>)

Development of MoMA's Android application

Robert Whitman - Point to Point Video Streaming Platform

(https://www.diaart.org/media/_file/brochures/whitman-robert-passport-2.pdf)

In support of Whitman's theatrical piece, Passport; development of video platform for live simultaneous performances at Alexander Kasser Theater, Montclair State University, Montclair NJ and Riverfront Park, Beacon, NY

East Village Radio - Streaming Player (<http://www.eastvillageradio.com/>)

Developed backed Flash and PHP for EVR's Live and On-Demand audio players.

Barker DZP - Estee Lauder - Ascent Mobile

iPhone/iPod Touch application to perform personalized fragrance readings of customers in store.

19 Entertainment - If I Can Dream (<http://www.ificandream.com>)

Specification and development of infrastructure for an innovative live online streaming entertainment venture.

Cutcaster (<http://www.cutcaster.com>)

Development of prototype site and technical infrastructure for an auction based online media marketplace.

Exhibit Research - Centre Pompidou

Development of phone based audio tour and message recording system for exhibitions.

Submersible Design - Smithsonian Ocean Portal

Detailed outline of requirements for a technical infrastructure of a large multifaceted online exhibition site.

Endai - Canada Tourism Commission

Development of photo taking software with background substitution for a public kiosk (Bryant Park Skating Rink).

Red Cent

Development of system for the creation and management of SMS and MMS advertising campaigns.

United Nations

Content management system for easy updates of a comprehensive site featuring policy relating to disarmament and rehabilitation of countries around the world.

Brownstone Listings

Content management system for developing real estate websites with sophisticated listing management and workflow.

SS+K - Qwest Communications - ConQwest

Application for SMS and MMS message retrieval and parsing, including support for all of the major US mobile providers.

Lehman Brothers

Application for message recording, notification and retrieval utilizing a large graphical display for notification

Morgan Stanley

Intranet site and a series of tools for rapid updating of streaming audio and video content. The site features searchable archives indexed by speaker, date and topic and features both live and on-demand content.

Heavyweight Internet Group

Code library to support the development of dynamically updated web based graphs for a company providing research and data on hedge funds.

ABC Radio

Detailed technical survey of solutions for customized ad insertion for use in streaming radio.

11/1998 - 8/2000

Director of Streaming Technologies

Streamedia Communications, New York, NY

Responsible for the setup and maintenance of various in-house streaming servers, relationships with third party content distribution networks as well as research and development on a variety of new streaming applications and platforms.

Major initiatives involved the specification, design and development of a complex workflow based media asset management system, a content syndication platform and a streaming ad insertion platform.

4/1998 - 11/1999

Senior Webmaster

ABC Radio Networks, New York, NY

Responsibilities included the management of a team of developers, designers, producers and third party companies to create and support several websites for radio stations, syndicated programs and on-air personalities. Management of technical infrastructure for several 24x7 streaming radio stations and production of daily streaming content from syndicated programs.

Provided consulting services to groups within the Walt Disney company in support of major streaming media initiatives. Involved in the development of new business plans, writing technical proposals and performing due diligence on a variety of third party solutions.

Major initiatives involved the development of automated solutions for seamless insertion of streaming media advertisements into repurposed traditional broadcast media.

COMPUTER AND TECHNICAL SKILLS:

Programming Languages: Java, PHP, Perl, ActionScript, JavaScript, Objective C, and C

Web Development: Node.js, Express, HTML5, JavaScript, WebSockets, WebRTC, AJAX, HTML, CSS, Flash, XML, RSS, REST, SOAP, XML-RPC, JSON, Drupal, and Wordpress

Online Media: WebRTC, Flash Audio/Video, HTML5 Audio/Video, SMIL, HTML+TIME, Flash Media Server, Wowza Media Server, QuickTime/Darwin Streaming Server, RealServer, Windows Media Server, QuickTime for Java, FFmpeg, QuickTime, MPEG-4, H.264, AAC, MP3

Telephony: Asterisk (AGI), SIP, VoIP, IAX, SMS

Mobile: Android and Google Glass, iPhone/iOS, J2ME, Processing, PhoneGap/Cordova, Mobile Web, Location Based Services, Media Capture and Playback, Flash, WAP, MMS, SMS, Mobile Web

System Administration: MacOS X, Linux (RedHat and Debian derivatives CentOS, Ubuntu), Apache, Shell Programming (CSH, BASH, TCSH)

Database Development: MySQL, SQLite, Mongo, NeDB, Firebase, and Oracle

Desktop Development: Node-Webkit, Electron, Flash/Flex, Java Swing and AWT

Embedded Development: Arduino, PIC

iTV Development: Java, EBIF, TVWorks XDK

Other Competencies: New and traditional media production, shooting, editing, encoding, management and delivery including broadcast, cable, podcasting, vlogging, video on demand, IPTV, and streaming.