

## CURRICULUM VITAE

### SHAWN A. VAN EVERY

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#### EDUCATION:

- 5/2004 **MPS, Interactive Telecommunications, New York University**  
2/1998 **BA, Media Studies, concentration in Film, State University of New York at Buffalo**

#### ACADEMIC EXPERIENCE:

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

Development and teaching the first courses in Interactive Media and Technology offered at NYU Abu Dhabi. Courses include:

**Communication and Technology** (Spring 2012)

Through this course, students examine the use of technology to aid communications throughout human history. Main topics include writing and the alphabet, optical telegraphs, the telegraph and morse code, broadcast media (television and radio) and the internet.

**Mobile Media** (Spring 2012)

In this course, students explore the technology that enables consumption and production of media on mobile devices with an eye toward how that media can be used in conjunction with their original social and communicative purposes. Students create projects that utilize the available technology to explore new forms of social media creation and consumption.

- 9/2010 - Present **Adjunct Assistant Professor of Communication**

9/2008 - 9/2010 **Teacher**

1/2005 - 9/2008

**Adjunct Assistant Professor of Communication**

Interactive Telecommunications Program, Tisch School of the Arts, New York University

As a teacher, developed and taught a variety of a courses in new technology and emerging media. Was area head for courses in mobile and media technologies. Performed student advisement and participated in admissions.

Courses developed and taught have included:

**Live Experimental Interactive Television** (Spring 2010, Fall 2011)

Through this course, students are developing live 2-screen interactive television (shows and applications). These shows will broadcast in Manhattan on public access in April. The concept is that for interactivity to work with traditional broadcasting, it needs to be woven into the fabric of the shows. With that in mind, the shows are being developed from scratch as is the technology to support the audience interaction: PHP, JavaScript, SMS, Web Services, Chat, AJAX, Flash Media, Max/MSP/Jitter and so on.

**Introduction to Computational Media on the Web** (Fall 2009)

New take on 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.

**Live Web** (Fall 2008, Fall 2009)

This course presents and explores technology involved in live online communication such as 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 the Flash Media Server, JavaScript/AJAX/PHP, Jabber, QuickTime and MP3 streaming.

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

This course presents and explores concepts involving media production, distribution and interaction on mobile phones. Conceptually it deals with the innate social and communicate aspects of the device as well as expressing identity through creating and sharing media. Students develop 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 explores the use of the telephone with voice and touch tone in interactive art, performance, social networking and multimedia applications. It utilizes VoIP technologies, speech recognition, speech synthesis along with an open source system telephony system (Asterisk) to enable students to develop applications that work over traditional telephone networks.

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

This course draws heavily on emerging technologies 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:

**Introduction to Computational Media** (Fall 2005, Fall 2006)

Foundation course which introduces students to the fundamentals of computer programming utilizing the Processing environment. This course has a heavy emphasis on development of interactive multimedia applications.

- 9/2005 - 9/2008

**Media Researcher**

Interactive Telecommunications Program, Tisch School of the Arts, New York University

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 of 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, New York University

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:**

- 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 (interactive television industry)
- 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:**

- 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, Tisch School of the Arts, New York University

**CONFERENCE ORGANIZATION ACTIVITIES:**

- 4/2008 Co-organizer, iPhoneDevCamp NYC, Brooklyn Polytechnic, Brooklyn, NY
- 4/2007 Reviewer, SIG CHI 2007
- 3/2007 Co-organizer, Digital Storytelling Workshop, Xavier University, New Orleans, LA
- 2/2007 Organizer, ITP student demonstrations, O'Reilly Emerging Telephony conference, San Francisco, CA
- 5/2006 Co-organizer, Beyond Broadcast, Harvard University, Cambridge, MA
- 1/2006 Organizer, ITP student demonstrations, O'Reilly Emerging Telephony conference, San Francisco, CA
- 10/2005 Lead co-organizer, Open Media Developers Summit, New York University, New York, NY

**PUBLICATIONS:**

- 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:**

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, "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 II, Kona, Hawaii

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

#### **PRESS:**

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](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](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](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](http://www.shirky.com/writings/situated_software.html))

**PERFORMANCES AND EXHIBITIONS:**

- 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, Kosncious 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, Kosncious Convention Episode 2, Live Interactive Television Program, MNN, New York, NY
- 8/2004 Producer, Kosncious Convention Episode 1, Live Interactive Television Program, MNN, New York, NY
- 7/2004 CoDECK, Alt.Coffee, New York, NY

**VOLUNTEER PROJECTS:**

- 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:**

**Vlinkr**

An in-development 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://itp.nyu.edu/research/?page\\_id=9](http://itp.nyu.edu/research/?page_id=9)):

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>):

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/>):

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/>):

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/>):

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/>):

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 WORK 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:

#### **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 - 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>)

Ongoing development of MoMA's Android application

#### **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 in 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 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 and web properties 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 re-purposed traditional broadcast media.

**COMPUTER AND TECHNICAL SKILLS:**

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

**Web Development:** JavaScript, AJAX, HTML, CSS, Flash, XML, RSS, REST, SOAP, XML-RPC, JSON, Drupal and Wordpress

**Online Media:** 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

**Mobile:** Android, iPhone, J2ME, Processing, PhoneGap, Mobile Web, Location Based Services, Media Capture and Playback, Flash, WAP, MMS, SMS, Mobile Web

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

**Database Development:** MySQL and SQLite

**Desktop Development:** Flash/Flex, Java Swing and AWT, Network Client/Server

**Embedded Development:** Arduino

**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.