

# Jon Meyer

## EDUCATION

### **PhD in Art Practice, Goldsmiths College, London, 2010 – present**

Part time. Thesis topic: Artistic labour and the hand. Degree expected: 2017.

### **MFA in Fine Art, Goldsmiths College, London, 2006 – 2007**

Thesis topic: Touching the Machine, investigating machine-human interactions.

### **MS in Computer Science, New York University, NY, 1996 – 1999**

Special topics: Computer Graphics, Animation, User Interfaces and Distributed Computing. 3.92 GPA.

### **BA Hons Computing and Artificial Intelligence, University of Sussex, Brighton, UK, 1987 – 1990**

Special topics: Cognitive Science, Cognitive Philosophy, Perception, Linguistics. Awarded 2.1.

## EMPLOYMENT

### **President, Lowly LLC, 2007 – present**

Founder and president of Lowly LLC, a software consultancy company specializing in user interface development for business and finance. Clients include Blue Mountain Capital, The Economist, Zumobi and Mediander. Work has included software architecture for UI frameworks, prototyping, rapid user interface development, as well as user testing on a range of user interfaces for the web, desktop and mobile platforms. For Blue Mountain Capital, I contributed to their distributed financial Cell graph framework, creating custom UI controls, inspectors, graph visualizers, debuggers, and profilers. I built the initial infrastructure and user interface templates for the trade booking system, ordering system, market data inspector, and flow monitor. I created an Elasticsearch auto-complete mechanism for identifier name lookup. In addition to user interface work, I worked in the Core team on architecture and system engineering for the Cell graph, including weak collection classes, optimization work, and concurrency support.

### **Senior Engineer, ATTAP, New York, 2004 – 2007**

Lead user interface engineer for a startup creating Web 2.0 applications. I co-developed Jitsu, a JavaScript web framework used to create the front end for the LifeIO suite of personal productivity tools. Jitsu included a templating language, data binding, page compiler, data grid controls, drag and drop support, and a range of custom widgets. ATTAP was unable to secure second-round funding in the 2008 market turndown.

### **Program Manager, Microsoft, Seattle, 2002 – 2003**

Program Manager on the Microsoft Expression Blend team. Coordinated with the Microsoft WPF XAML teams. Created specifications for the design and tooling of custom controls in Microsoft Expression Blend. My focus was on the architecture of the custom controls, states and styles within the tool.

### **Software Consultant, New York, 1999 – 2002**

Freelance software consultant based in Manhattan. Clients included JPMorgan, NASA, New York University, the University of Maryland and Improv Technologies. Work centered on user interface development in Java, notably on “Zoomable User Interfaces” built using the Jazz and Piccolo frameworks.

**Research Scientist, NYU Computer Science Department, New York, 1994 – 1999**

Carried out user interface research at the NYU Media Research Laboratory, under the direction of Professor Ken Perlin. Contributed to two patents, over fifteen academic publications, and numerous live demonstrations at SIGGRAPH, SIGUIST and SIGCHI. Primary areas of research included zooming user interfaces, informal interfaces, and real time interactive responsive characters.

**Software Engineer, Integral Solutions, UK, 1990 – 1994**

Software engineer at a startup company centered on creating an AI programming toolset and data mining toolkits for enterprise use. Created X Windows user interface widgets for “POPLOG”. These were later incorporated into Clementine, a data mining toolkit now sold as IBM SPSS Modeler.

## SKILLS

**Programmer:** Specialist in user interfaces, including framework design, building custom controls, data visualization, developer tooling, rapid prototyping, informal interface testing, writing specifications, and scenario-driven design. Software: C#, WPF, HTML, CSS, JavaScript, ActionScript, C++, PHP, Java, OpenGL, Swing, AWT, WinForms.

**Design:** Adobe Photoshop, Lightroom, Illustrator and InDesign. Created widgets for Macromedia Flash and Microsoft Expression. Some experience with 3D packages including Unreal, Maya, Softimage. Some experience with Avid, Premiere, and Final Cut.

**Photography:** trained in the use of medium format, Digital SLR, and 4x5 large format view cameras, color matching, studio lighting, color printing and black and white printing.

## TEACHING

**Visiting Artist, California College of the Arts, 2009 – 2011**

Joint appointment between Undergraduate Humanities, Graduate Design, and Graduate Fine Art. Conceived and taught science classes to undergraduate art students. Served as a thesis advisor for fine art students, and taught a cross-program course to graduate design and art students. Held a service role on a faculty search committee and on the humanities science curriculum committee. Participated in a curriculum advisory group reporting to the Provost. Created and delivered four courses: (1) *Polymethodology* – a graduate class investigating cross-disciplinary practices for art, design and curating, (2) *Thinking Objects* – a graduate course on the relationship between theory and practice in art and design; (3) *Body & Cognition* – an undergraduate introduction to cognitive science; and (4) *The Human Information Processor* – an undergraduate course on data visualization. Organized the “Research Research Symposium” focusing on the role of research in the arts.

**Sessional Lecturer, Surrey Institute of Art and Design.** Taught animation and Flash to designers on BA Digital Futures module. 2003.

**Adjunct Faculty, NYU Tisch department of Photography.** Taught Advanced Multimedia Projects to Photo majors. 2001.

## PATENTS

US Patent 2006/0192852 A1, Aug 31 2006: System, Method, Software arrangement and computer-accessible medium for providing audio and/or visual information.

US Patent 2003/6627282, Sep 30 2003: Stateless remote environment navigation.

## MULTIMEDIA INSTALLATIONS

Contributed software to **White Island**, by artists Gibson and Martelli. Created a hot air balloon simulator for the Unreal 3D virtual reality environment using the Oculus Rift, 2014.

Contributed software to **Not Ready for Real Time Players** with Ken Perlin and Jon Lippencott, performed at the **Machinima** 2005 festival, New York, 2005.

Contributed software to **Squidball**, a large-scale motion-capture based multiplayer game shown at SIGGRAPH 2004.

Created the software for **Impersonator**, an award-winning public art installation by artist Janet Zweig. Installed in Santa Fe, New Mexico, 2002.

Created the software for **Collected Visions**, a museum installation by artist Lorie Novak. Opened at the International Center for Photography, New York, 2000.

Contributed software to **Sid and the Penguins**, **Botanica Virtual**, and **Virtual Actors**, real-time software performances presented at the SIGGRAPH, 1995-98.

## AWARDS, RESIDENCIES, APPEARANCES

Respondent, **Humboldt University**, Agency and Austerity Conference, Berlin, 2016 (upcoming).

Resident, **Montalvo Arts Center**, Lucas Artists Residency Program, CA, 2014.

Resident, **LoBe**, London Berlin Art Kunst Residency Program, Berlin, 2014.

Invited speaker, **Pecha Kucha**, Berlin, Germany, 2012.

Invited speaker, **California College of the Arts**, Art Science Forum, 2010.

Invited speaker, **Harvestworks**, Digital Media Workshop, New York, 2010.

Invited speaker, **Tate Modern**, The Shortness Symposium, London, 2010.

Fellowship, **NYFA**, Artist's Fellowship Award, New York, 2009.

Artists Registry, **White Columns**, Curated Artists Registry, New York, 2009.

Resident, **Chashama North**, Artists Residency Program, New York, 2009.

Artists Registry, **The Drawing Center**, Viewing Program, New York, 2009.

Magazine cover, **Cluster Arts Magazine**, cover image, London, 2007.

Invited speaker, **ZKM Center for Art and Media**, Karlsruhe, Germany, 2007.

Founder, **Remediality**, New Media Theory reading group based in New York. We read and discussed over sixty papers and articles on cultural and media theory (2003-2004).

Keynote speaker, **Digital Design World** conference, San Francisco 2004.

Invited lecturer at Pratt Institute, University of Maryland, U.C. Berkeley, New York University.

## OTHER ACTIVITIES

I enjoy long distance multi-day offroad journeys on enduro motorcycles – including the Trans America Trail (2011) and New Zealand's North and South Island (2013, 2014).

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## SELECTED EXHIBITIONS

- 2015 Grand Finale, Lady Fitness, Berlin
- 2015 Possibilities of Paper, Montalvo Art Center, California
- 2014 Governors Island Art Fair, New York, New York, with Andrea Lauermannowa
- 2014 LOVE, Montalvo Art Center, California, with Andrea Lauermannowa
- 2012 Smashed, Lobe Gallery, Berlin
- 2011 Manual or Automatic? Solo show at Oliver Arts Center, California College of the Arts
- 2011 Have you Seen This Guy's Work, Soft-Spot.com
- 2011 Portal | The Artist's Process, ICAN, Sydney
- 2011 An Exchange with Sol LeWitt, MASS Moca, MA
- 2010 Error, Fate, Chance, Work Gallery, Brooklyn, New York, New York
- 2010 The business of Aura, Broadway Gallery, New York, New York
- 2010 The business of Aura, Elga Wimmer Gallery, New York, New York
- 2010 Bureaucracy Now!, Parlour 15, San Francisco
- 2009 Overlap, Elga Wimmer gallery, New York, New York
- 2009 Governors Island Art Fair, New York,
- 2009 Will it happen?, Elga Wimmer gallery, New York, New York
- 2009 Viking Mountain Funeral, Brooklyn, New York
- 2009 Celestial Suitcase, Brooklyn, New York
- 2009 After Image, New York, New York
- 2007 MFA Exhibitions, Goldsmiths College, London
- 2005 SIGGRAPH Art Gallery, Los Angeles
- 2003 Tost Gallery, Seattle
- 2003 Wearnica, Bemis Building, Seattle
- 2003 Aron Gilmartin Gallery, Seattle
- 2003 Germinate, Bemis Building, Seattle
- 2001 Osaka Exchange Exhibition, Osaka, Japan

## PUBLICATIONS

- C. Bregler, C. Castiglia, J. DeVincenzo, L. Dubois, K. Feeley, T. Igoe, J. Meyer, M. Naimark, A. Postelnicu, M. Rabinovich, S. Rosenthal, K. Salen, J. Sudol, B. Wright (2005), *Squidball: An Experiment in Large Scale Motion Capture and Game Design*, in Proc. Intelligent Technologies for Interactive Entertainment (INTETAIN) 2005.
- Meyer, J. (2005), *Multiperspective Collages*, in Visual Proceedings of Computer Graphics (SIGGRAPH '95) - Sketches Category, ACM Press, New York. 2005
- Bederson, B. B., Grosjean, J., Meyer, J. *Toolkit Design for Interactive Structured Graphics*, Transactions on Software Engineering, New York: IEEE. 2004
- Yap, C., Biermann, B., Hertzmann, A., Li, C., Meyer, J., Pao, H.S., Paxia, S., *Statistical generation of city models*, Proceedings of SPIE Visualization and Data Analysis 2002.
- Bederson, B. B., Meyer, J., & Good, L., *Jazz: An Extensible Zoomable User Interface Graphics Toolkit in Java*, Proceedings of ACM Symposium on User Interface and Software Technology, UIST 2000, ACM, New York, pp. 171-180. 2000.
- Perlin, K., Meyer, J., *Nested User Interface Components*, Proceedings of ACM Symposium on User Interface Software and Technology (UIST), ACM, NY,1999.
- Biermann, H., Hertzmann, A., Meyer, J., Perlin, K., *Stateless Remote Environment Navigation with View Compression*, NYU Technical Report 1999-784. April 22, 1999.
- Meyer, J., Staples, L., Minneman, S., Naimark, M., Glassner, A., *Artists and Technologists Working Together*, Panel, Proceedings of ACM Symposium on User Interface Software and Technology, UIST '98, ACM, New York. 1998.
- Bederson, B., Meyer, J., *Implementing a Zooming User Interface: Experience Building Pad++* in Journal of Software - Practice and Experience, Vol 28(10), 1101-1135, August 1998.
- Meyer, J., Bederson, B. B., *Does A Sketchy Appearance Influence Drawing Behavior?* Tech Report HCIL-98-12, CS-TR-3965, UMIACS-TR-98-74, Computer Science Department, University of Maryland, College Park, MD. 1998.
- Meyer, J., Downing, T., *The Java Virtual Machine*, O'Reilly associates. 1997.
- Meyer, J., Crumpton, M., *Creating Informal Looking Interfaces*, TechNote, NYU Media Research Laboratory, 1997.
- Wardrip-Fruin, N., Meyer, J., Perlin, J., Bederson, B.B., Hollan, J.D. (1997). *A Zooming Sketchpad, A Multiscale Narrative: Gray Matters*. in Visual Proceedings of Computer Graphics (SIGGRAPH '97) pp. 141. ACM Press, New York. 1997.
- Meyer, J., EtchaPad - *Disposable Sketch Based Interfaces*, in Companion Proceedings of Human Factors in Computing Systems (CHI '96), short paper category. ACM, New York. 1996.
- Bederson, B. B., Hollan, J. D., Perlin, K., Meyer, J., Bacon, D., and Furnas, G. W. *Pad++: A Zoomable Graphical Sketchpad for Exploring Alternate Interface Physics* in Journal of Visual Languages and Computing, 7, 3-31. 1996.
- Meyer, J., Jones, P., Sharples, M., Montgomery, A., *The HiPWorks Authoring Environment*, in Expert Systems '92 Conference Proceedings.