

Jon Meyer

SOLO EXHIBITIONS

Manual or Automatic? Oliver Arts Center, California College of the Arts, 2011.

GROUP EXHIBITIONS

Grand Finale, Lady Fitness, Berlin, 2015.

Possibilities of Paper, Montalvo Art Center, California, 2015.

Governors Island Art Fair, New York, New York, with Andrea Lauermannowa, 2014.

LOVE, Montalvo Art Center, California, with Andrea Lauermannowa, 2014.

Smashed, Lobe Gallery, Berlin, 2012.

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, 2011.

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, 2010.

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, 2009.

MFA Thesis Exhibition, Goldsmiths College, London, 2007.

SIGGRAPH Art Gallery, Los Angeles, 2005.

Tost Gallery, Seattle, 2003.

Wearnica, Bemis Building, Seattle, 2003.

Aron Gilmartin Gallery, Seattle, 2003.

Germinate, Bemis Building, Seattle, 2003.

Osaka Exchange Exhibition, Osaka, Japan, 2001.

EDUCATION

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

Part time. Thesis: “Art and Digital Peripheral Activity.” Degree expected: 2018.

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

Thesis: “Touching the Machine.”

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.

TEACHING

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

Joint appointment between Graduate Fine Art, Graduate Design, and Undergraduate Humanities. Served as a thesis advisor for graduate fine art students. Taught cross-disciplinary graduate courses to graduate design and art students, and science courses for undergraduate 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.

AWARDS, RESIDENCIES, APPEARANCES

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

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. In bi-weekly meetings, read and discussed 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.

EMPLOYMENT

Software Consultant, Lowly LLC, 2007 – present

Founder and president of Lowly LLC, a software consultancy company specializing in business software for finance, including core technology development work for the QuantStrat team of the Blue Mountain Capital hedge fund, and consultant work for The Economist, Zumobi and Mediander.

Senior Engineer, ATTAP, New York, 2004 – 2007

Lead user interface engineer for a startup creating a Web 2.0 personal information application. ATTAP lost its second-round funding in the 2008 market turndown.

Program Manager, Microsoft, Seattle, 2002 – 2003

Program Manager in the developer tools division, working on the specifications for the Microsoft Expression Blend product, and coordinating with the .NET Framework team.

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

Researched 'zoomable' user interaction techniques and 3D animation techniques, under the direction of Professor Ken Perlin, within the NYU Media Research Laboratory. Contributed to two patents, over fifteen academic publications, and live demonstrations at SIGGRAPH, SIGUIST and SIGCHI.

AI Engineer, Integral Solutions, UK, 1990 – 1994

Worked on multimedia 'X Windows' programming for an AI toolset and data mining toolkit for enterprise, written in Pop-11. This later morphed into the Clementine data mining toolkit, now marketed as IBM SPSS Modeler.

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.

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.

PUBLICATIONS

Bregler, C., , Castiglia, C., DeVincenzo, J., Dubois, L., Feeley, K., Igoe, T., Meyer, J., Naimark, M., Postelnicu, A., Rabinovich, M., Rosenthal, S., Salen, K., Sudol, J., Wright, B. (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.