

Andrew G. Milmoe

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Lives and works in New York City

Education

New York University - New York, NY, 2002

MPS Tisch School of the Arts, Interactive Telecommunications Program (ITP)

Carnegie Mellon University - Pittsburgh, PA, 1991

BFA College of Fine Arts, Industrial Design

Areas of Specialization

Information Architecture, Interactive Public Art, Rapid Prototyping (software, hardware, installation), Technology Research

Professional Experience

2006 Summer to Present - Senior Associate Creative Design - Information Architecture
Sapient - New York, NY

2005 Fall to 2006 Fall - Technical Producer to Artist in Residence Norene Leddy
Eyebeam - New York, NY

2005 Summer to 2006 Summer - Senior Information Architect
Hill Holliday Interactive - New York, NY

2005 Spring - Information Architect
Tribal DDB - New York, NY

2004 Fall to 2005 Spring - Lead Information Architect
Ruder Finn Interactive - New York, NY

2004 to present - Freelance associate

2002 to 2004 - Interaction Designer, Studio Manager, Website Developer
Electronic Arts Research (EAR) Studio - New York, NY

2001 Summer - Senior Information Architecture Consultant
Arc eConsultancy - New York, NY

1994 to 1997 - Director On-Line Services, CD-ROM/Web Software Development
META Group - Stamford, CT

Teaching Experience

2003 to 2005 Fall Semesters - Assistant Adjunct Professor of Communications ITP
Introduction to Physical Computing
New York University - New York, NY

2004 Spring Semester - Adjunct Professor MFA Computer Arts
Physical Computing I
School of Visual Arts - New York, NY

1998 to present - Board Member, Art Curator
Gen Art Institute - New York, NY

Awards/Honors

2002 New York University, May and Samuel Rudin Scholarship, Barnett Lipton
Scholarship

1991 Carnegie Mellon University Honors

Technical Skills

Expertise in

PicBasicPro programming for PIC microcontrollers, Visual Basic programming for
BX24 microcontrollers, Microsoft Visio, Adobe Creative Suite (Photoshop,
ImageReady, Acrobat, InDesign) image compression, color correction, digital
photography, flatbed scanning, slide scanning, CD-ROM production, Macintosh
and Winows/Intel platforms.

Familiar with

Java, UNIX, Final Cut Pro, DVD Studio Pro, 3-D modeling, rendering &
animation, Dreamweaver, Go Live, Quicktime, AutoCAD.

Exhibition Record

2006 PONG.mythos an exhibition of the Computer Game Mueseum Berlin Germany
Interactive Audio Installation - "Sonic Pong V3"
Württembergischer Kunstverein - Stuttgart, Germany
Games Convention - Leipzig, Germany
Kornhausforum - Bern, Switzerland (2007)

Aphrodite: Platforms in collaboration with Norene Leddy as Technology Lead
Interface & Society, Oslo, Norway
Wired Next Fest, New York, NY
SIGGraph Fashion Show, Boston, MA
Eyebeam, New York, NY

100% Centennial CFA 100th Anniversary show
Interactive Art documentation - "Seeking Beacon"
Regina Gouger Miller Gallery, Pittsburgh, PA

2005 Ask The Robot: ^Mechanized Labor Day ^
Interactive Audio Installation - "Clearing the Channel"

2004 Troika Ranch Live-I Year:0 Performance Night, Brooklyn, NY
Interactive Light Sculpture Installation - "Seeking Beacon"

Ask The Robot: Robot Rebellion, New York, NY
Interactive Audio Installation - "Clearing the Channel"

Troika Ranch Live - I Showings workshop, Brooklyn, NY
Interactive Light Sculpture Installation - "Seeking Beacon"

Ask The Robot: PROGRAMMED, New York, NY
Interactive Light Sculpture Installation - "Seeking Beacon"

2003 Whitney Museum of American Art, New York, NY
Project/Studio Manager for Mark Hansen and Ben Rubin's "Listening Post"

Bumbershoot Festival, Seattle, WA
Project/Studio Manager for Ben Rubin's "Spin"

Gen Art Summer Arts Festival, New York, NY
Interactive Light Sculpture Installations -
"The Calling"
"The Pearluminescent Gates"

Cont.

- 2002 Avro|KO, New York, NY
Video Installation - "Architecture Distortions"
- MPS Thesis Exhibition NYU ITP
Interactive Public Art - "Shootnpass"
- ITP Spring Show NYU
Interactive Internet Audiogame - "Sonic Pong V2"
- 2001 ITP Fall Show NYU
Video Projection Technology - "Invisovision"
Interactive Data Visualization Sculpture - "Nerves"
- ITP Spring Show NYU
Interactive Public Art - "Kissing Booth"

Lectures

2006 Technology Lead on Aphrodite Platforms by Norene Leddy
ISEA2006 + ZeroOne San Jose, Ca

Guest Lecture on Information Architecture/Physical Computing
Parsons, The New School for Design

Guest Lecture on Information Architecture/Physical Computing
Pratt Manhattan campus

Technology Lead on Aphrodite Platforms by Norene Leddy
SIGGraph Fashion Show, Boston, MA

Panelist on Aphrodite: Platforms by Norene Leddy
Eyebeam Artist in Residence program

2005 Guest Lecture on Information Architecture/Physical Computing
NYU School of Continuing Education

Guest Lecture on Information Architecture/Physical Computing
Pratt Manhattan campus

Guest Lecture on Physical Computing
Integrated Digital Media Institute (IDMI) at Polytechnic University in Brooklyn

Guest Lecture on Information Architecture/Physical Computing
NYU School of Continuing Education

2004 Presentation of "Seeking Beacon" documentation
Art & Science Collaborations

Exhibitions as Curator

2002 Gen Art Summer Arts Festival, New York, NY
in collaboration with Sebastien Agneessens

1998 Gen Art Summer Arts Festival, New York, NY
Gen Art Summer Arts Benefit, New York, NY

Conferences

International Symposium of Electronic Art 2006 San Jose, CA

SIGGraph 2006, Boston, MA

ASSIS&T Information Architecture Summit, Van Couver, Canada

International Design Conference in Aspen - 1981 to 2005

Conferences attended 3 or more times each: RESFest, ACM SIGGraph, Burning Man, Internet World, MacWorld, AIGA, IDSA, QuarkXPress users conference, LotusSphere, META Group

Associations

UPA - Usability Professionals Association

ASIS&T - American Society for Information Science & Technology

IAI - Information Architecture Institute

ASCI - Arts and Sciences Collaborations, Inc.

AIGA - American Institute of Graphic Arts

ACM - Association for Computing Machinery