

CAROLINE RECORD

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HONORS

Studio for Creative Inquiry Fellow

Spring 2015 - Fall 2016

Awarded an artist residency to pursue projects and independent research.

Phi Beta Kappa Honors Society

Spring 2014

Andrew Carnegie Scholar

Fall 2013

One of 40 CMU seniors selected for academic excellence and leadership.

Yale University Norfolk Fellow

Summer 2013

One of 26 junior art students selected nationally for artistic promise.

Fundamentals of Programming Competition

Spring 2012

Made championship round for python final project out of a class of over 100.

TALKS & TEACHING

Science Center Keynote

winter 2017

Gave keynote speech for the STEAM awards ceremony.

Performing Code

Spring 2015

Guest speaker in media theory class. Spoke about the performativity of code.

Drawing with Code

Spring 2014 - 2016

Developed a 3 part workshop series and taught it at DRAW2014, The Ellis School.

TECHNICAL CHOPS

SOFTWARE:

- Photoshop, Illustrator and InDesign
- Adobe Premiere and After Effects
- Rhino3D and Blender
- Axure and Balsamiq
- Wekinator
- Unity 3D

EDUCATION

Carnegie Mellon University

Pittsburgh, Pennsylvania

M.S. Human Computer Interaction, QPA 4.0, December 2014

BFA, Fine Art, QPA 3.9, May 2014

EXPERIENCE

Creative Technologist

December 2015 - Present

The CMP Innovation Studio

Conceptualizes, designs and programs custom interactive experiences for the Carnegie Museum of Art, Natural History, Science Center and The Warhol. Has done two large scale public facing projects so far and is currently working on a Cabinet of Curiosities drawing from content from all four museums to be installed in the Pittsburgh International Airport.

Adjunct Professor

August 2016 - Present

Carnegie Mellon University

teaches Introduction to Interactivity, a studio class geared at School of Art sophomores introducing programming, physical computing, and media theory. Subjects include generativity, computational photography, and social hacking.

Media Artist

August 2012 - Present

Cultural Trust Galleries, The Pillow Project, The Brewhouse, etc.

Works independently as a New Media artist and co-organizes the Pittsburgh New Media Meet-up. Has participated in numerous group shows and her first solo show in the Summer of 2016. Has done commissioned works for the Pittsburgh Opera House and The Drift Animation Festival.

Exhibition Design Consultant

January 2015 - June 2015

The Pittsburgh Children's Museum

Worked with the exhibit team to design and implement two "interactives" for a show on Eric Carle. Coded the portion of an interactive projection that did the computer vision with the Kinect.

Team Lead

Spring 2014 - Summer 2014

MHCI Capstone Project, Panasonic R&D

Lead a 5 person team in a 8 month user-centered design process developing a wearable game to motivate children to engage in healthier long-term behaviors.

SKILLS:

- User Centered Design Methods
- CAD modeling
- Arduino/ basic electronics
- Sketching and Storyboarding
- Digital Fabrication Techniques
- Basic wood working + welding

LANGUAGES:

- Python
- C++ / Open Frameworks
- Java / Processing
- Javascript / Paper.js / Three.js
- HTML (5) / CSS / jquery
- Max MSP / SuperCollider