

Michael Luck Schneider
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Education

Masters Degree in Interactive Telecommunications, Tisch School of the Arts, NYU 2003.
Apprenticeship, Korean Traditional Folk Song Master Pak Jong Wook, Seoul, Korea 1999-2001.
Bachelor of Arts in Studio Art/ Environmental Sculpture, Pomona College, CA May, 1997.
Stuyvesant High School of Science, New York, NY 1993.

Teaching and Professional Work

ESI Design

Interactive Designer – AV Systems Specialist
New York City. January 2008 - Present

Specializing in interactive sensing and display technology, working with design teams creating immersive interactive multi-media experiences. Established prototyping lab.

New York City College of Technology

Full-time Instructor
Brooklyn, NY. August 2006 - January 2008

Developed **Emerging Media Technologies** Program.
Select courses taught in the Entertainment Technology Department: Video Systems, Theatrical Lighting, Electricity.

Moey inc.

Senior Interaction designer of New Technologies
Brooklyn, NY. Fall 2005 - Fall 2006

Developed, designed, and fabricated interactive exhibits for museums and expos.

NYU/Interactive Telecommunications Program

Visiting Assistant Professor
New York City. Spring 2004 – 2007

Select courses taught: **Physical Computing I** (2004 - 2007), a graduate level course exploring the creation and implementation of computer human interfaces. **Developing Assistive Technology** (2005) co-taught with the school of Occupational Therapy, students from both departments worked in the field to research, develop and prototype new interactive devices for therapy applications. **Networked Objects** (2007) an exploration of objects engendered with the ability to communicate.

Cooper Union School of Engineering

New York City. Fall 2005

Design, Illusion and Reality, co-taught with Adrienne Wortzel, a class in tele-robotic puppetry.

ITP/NYU

Resident Researcher
New York City. August 2003 – August 2005

Researcher on independent projects; public art using embedded network technology, networked spaces, performance and technology, assistive technology.

ITP/NYU

Technical Assistant
New York City. March - June 2003

Set up and maintained three multi-media computer labs, Apple and PC, of approximately 70 machines.

Tisch NYU

Theatrical Set Construction
New York City. August 2001-March 2003

Built sets for dance and theater as carpenter, painter and metalworker.

Inner City Arts, Los Angeles

Head Ceramics Instructor
Los Angeles. July 1997 - December 1998

Curriculum development and maintenance of full time ceramics program teaching inner city children ages 6 – 13.

Select Projects – ESI Design

AT&T Adworks Media Lab

Ellis Island Immigration Museum

Shanghai Corporate Pavilion at the World Expo 2010 in Shanghai

GE talk@TED

Tryon Palace New Bern, NC

Mercy Corps Action Center to End World Hunger New York and Portland branches

Select Projects – Moey Inc.

Panasonic OxyRide Interactive Consumer Electronics Show, Winter 2006.

Insect Orchestra and Spider Vibrate Staten Island Children's Museum, Fall 2005.

Panasonic OxyRide Interactive Wall CES Las Vegas. Fall 2005.

Gravity Wall (Einstein Exhibit) American Museum of Natural History, 2005.

Calendar Clocks (Einstein Exhibit) American Museum of Natural History, 2005.

Dinosaur Mat American Museum of Natural History, Spring 2005

Acted as part of the lead design team in the following projects:

A media-rich innovation center for collaborative exploration

20,000 square foot exhibit telling the story of immigration before and after the Ellis Island era.

40,000 square foot immersive, interactive, multi-media experience visited by over 4 million visitors in six months.

A GE sponsored interactive beacon that invited TED visitors to record their own video response to the lectures and to see other visitor's responses.

60,000 square foot facility including a Regional History Museum, a collaborative multi-player game recreating 19th century life and a handheld tour of the grounds.

A center to invite and engage visitors in the challenge to end world hunger with current reports from the field, learning environments and individual action stations.

Built the physical interface and programmed a game in which players competed by pounding on the top of a large battery causing an animated head to expand and explode.

Programmed, designed and built the electronics and software for audio-visual interactive elements of an exhibit about bugs.

Programmed an animated, computer vision driven video projection for a touring electronics expo.

Worked with Dan Shiffman to build an interactive computer vision driven projection that illustrated some of Einstein's theories of the space-time continuum.

Built the hardware and software to drive 48 VFD clocks, all counting at different speeds, as if they were in a rocket traveling close to the speed of light.

Designed and built the electronics, PCB, and software to control an 8' x 4' grid of 1152 switches that interfaced with software to display dinosaur footprints where children stepped.

Select Projects – Art and Design

The Bronx Odyssey

Lehman College
The Bronx, NY. August 2007.

Working with 17 year-olds with disabilities documenting their travels through The Bronx, creating a multi-media experience to interpret Homer's Odyssey through their own challenges.

Good Vibrations

Museum of Contemporary Art
Sydney, Australia. August 2006.

Awarded an international artist in residence grant to spend a month in Sydney, with sound artist Bruce Odland, to develop a multi-sensory installation for children with disabilities.

Rock My Chair

ISEA ZeroOne
San Jose C4F3, August 2006.

Invited to create and display a networked musical set of rocking chairs at the San Jose Museum of art during the International Symposium of Electronic Arts 2006.

Daily Beat

Harlem Children's Zone
New York City. 2006.

Designed and constructed, with Daniel Shiffman, an interactive game for a health center that uses a players' heart beat to drive an animated particle-system based game.

Eliza Redux

San Jose Art Museum
San Jose, CA. 2005 – 2009.

Working with artist, Adrienne Wortzel on an on-line robotic psychiatrist using an Eliza script that consults with people using internet streaming, live chat and tele-robotics.

Bike Trip

Moscow, Russia. December 2005.

Built a hardware system for Artist, Irina Nakhova, which enabled users to pedal a stationary bicycle through a multi-screen projection environment.

Sphere

Channing Daughters Vineyard and Sculpture Garden
Sag Harbor, NY. Fall 2004.

Worked with artist, Walter Channing, to build an eight-foot sphere that rolls by remote control.

BuzGlo

Terrence Cardinal Cooke Center,
New York City. 2004 - 2005.

An interactive rehabilitation space designed for children with severe disabilities that breaks from the repetitive cyclical time of the hospital creating a space that feels part of nature.

Bird of Paradise exhibit

Wildlife Conservation Society,
The Bronx, NY. Spring 2005.

Creating interactive space for birds to communicate with other birds at other zoos to encourage mating behavior and to create more interesting exhibit.

Sofa of Jung

Sydney Biennale Museum of Contemporary Art.
Sydney, Australia. 2004.

Interactive Sound Environment development and installation with Mario Rizzi.

MotoHoho

Founding Member,
Brooklyn. 2003.

A group of artists and designers who use network technology to create artistic portals that connect people around the world.

World Ear

NYU/ITP Summer Show 2002.

A networked art piece designed and built with Kentaro Okuda for installation inside Metro cars around the world, to stream live ambient sounds and for recording and listening to short messages, to encourage intercultural communication.

Metro Green Line Harbor Freeway Station

Locus: City Imprints
Los Angeles. 1998

Assisted Steve Appleton with a public art Installation at the Harbor Freeway Green Line metro station, using hand signs and architecture of the local community as inspiration.

Select Speaking Engagements

SEGD XLab Conference
New York. 2011.

Discussed innovation and its relationship to the design process when incorporating new technology

SEGD Dynamic Environments Conference
Las Vegas. 2011.

Presented The Shanghai Corporate Pavilion design and design Process

Art Beyond Sight
Metropolitan Museum Of Art
New York. September 2007 and September 2010.

Participated in round table discussion on art making and art education for people with disabilities
Presented talk on designing accessible exhibits

Siggraph
Los Angeles, California. August 2005.

Presenting physical interfaces for the world wide web and invited panelist for "[The Social Web: Platforms, Communities, and Creativity](#)"

[Usability Professionals Association: Bridging Cultures Conference](#)
Montreal, Quebec, Canada. June 2005.

Discussion of how advances in embedded network technology have made it possible to start designing physical objects and spaces that harness the power of the internet to connect people, relay information, and entertain. This presentation is an overview of networked objects and a summary of the design process used to create WorldEar.

Made on a Mac – Lecture Demonstration
Apple Store
Soho, NYC. July 2004.

In-store demonstration and performance of "Speaker Trees" a real-time audio sculpture using live footsteps of dancers as an audio source.

Select Performances

Diorama for Esse Aficionado
Merce Cunningham Studio.
New York, December 2003.

Created "Falling Twice Over," a live sound environment that responds to dancers movement, and "In the Floor," a composition using sounds of life, for a dance performance.

Inside the Mind of a Line, History
Joyce Theater.
SOHO, New York. March 2003

Created live sound generated by dancers movement, manipulated in real-time for pieces choreographed by Gina Graham.

AMSynthesis
New Interfaces for Musical Expression
NYU, New York. September 2002.

Performance and exposition, exploring new ways of fusing technology and music.

Ch'il Song nim Gwa Il-gop na-jol (*The Seven Star God and his seven helpers*)
Seoul Cultural Center Main theater.
Seoul, Korea. September 2000.

Main role in traditional Korean pre-shamanistic cow performance.

Kae Taryong (*song of the dog*), Susul Nam-bong-ga (*Song of the roaming playboy*)
Korean National Traditional Music Center.
Seoul, Korea. September 2000.

Solos in performance of Korean traditional music from the northwest province.

Chajun Nan-bong-ga, Noraë Karak
Un-hyong palace. Seoul. June, 2000; October 2000

Solos in performance of traditional Korean songs from the northwest province.

Radio and Television Broadcasts

[I ♥ Kukak Television Show](#)

Seoul, Korea. December 2000.

Performed with my master, Pak Jong Wook, on a National television program featuring traditional Korean music.

Korean National Military Radio

Seoul, Korea. October 2000.

Hour long interview and studio performance of traditional Korean songs.

KBS Korean Traditional Radio Program

Seoul, Korea. September 2000.

Two segment interview and performance of traditional Korean songs.

Honors

- SEGD Honor award for Dream Cube: 2010 World Expo Shanghai Corporate Pavilion
- Louisa Moseley Fine Arts Fund Recipient for best thesis project
- Best New Signage Award
- Durfee Grant Recipient for travel in China

Skills

- Software:** MAX/msp Jitter, Vectorworks, Processing, C, Watchout, Adobe Photoshop, Illustrator.

Physical Computing

- Software:** Pic C, PicBasic, BasicX, Arduino, MPLAB C18, CadSoft Eagle.
- Hardware:** Arduino, Microchip PICMicro, Atmel Atmega8, Printed Circuit Board Design, bluetooth, rf wireless, motor control, midi, assorted sensors.
- Bodyware:** Brainstorming, Playtesting, Paper-testing, Bodystorming, Client presentation/collaboration, fun.

Languages

- Conversational Korean