

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.

Artistic and Design Work

The Bronx Odyssey

Co-creator

The Bronx, NY. Fall 2007

Co-designed with Bruce Odland, a Social Security Administration-funded project that enabled children with disabilities in the Bronx to use hi-definition sound, image and video equipment to document their personal journeys.

Good Vibrations

Co-creator

Museum of Contemporary Art
Sydney, Australia. October 2006

Was 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.

moey inc.

Senior Interaction Designer of New Technologies

Brooklyn, NY. Fall 2005 - Fall 2006

Developed, designed, and fabricated interactive exhibits for museums and expos such as the American Museum of Natural History, Panasonic, Staten Island Children's Museum.

Daily Beat

Co-created

Harlem Children's Zone 2006

Designed and constructed, with Daniel Shiffman, an interactive game for a health center that pitted one player against another based on their heart-rate.

Rock My Chair

Co-creator

ISEA ZeroOne San Jose C4F3, August 2006

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

Eliza Redux

Co-creator

New York, NY. 2005 - present

Working with artist, Adrienne Wortzel on an on-line robotic psychiatrist that consults with people using internet streaming, live chat and tele-robotics. Shown at the San Jose Art Museum.

Bike Trip

Technical Designer

New York. December 2005

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

Amis

Technical Designer

New York. Fall 2005

Helped design and prototype the electronics of interactive light cubes for PEEL designers.

Sphere

Technical Designer

East Hampton, NY. Fall 2004

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

BuzGlo

Co-designer

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

Designed an interactive rehabilitation space for children with severe disabilities that breaks the cyclical rhythm of the hospital by creating a space that feels natural.

Sofa of Jung

Technical designer

Sydney Biennale, 2004.

Interactive Sound Environment development and installation with Mario Rizzi.

MotoHoho

Founding Member, New York, 2003

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

World Ear

Co-designer

ITP Summer Show 2002, NYU

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

Selected moey inc. Projects

Panasonic OxyRide Interactive

Consumer Electronics Show, Winter 2006.

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.

Insect Orchestra and Spider Vibrate

Staten Island Children's Museum, Fall 2005.

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

Panasonic OxyRide Interactive Wall

Fall 2005

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

Gravity Wall (Einstein Exhibit)

American Museum of Natural History, 2005.

Worked with [Daniel Shiffman](#) to build an interactive computer vision driven projection which illustrated some of Einstein's theories of the space-time continuum.

Calendar Clocks (Einstein Exhibit)

American Museum of Natural History, 2005.

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.

Dinosaur Mat

American Museum of Natural History, Spring 2005

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

Teaching and Research

New York City College of Technology Instructor

New York. Fall 2006 - Present

Courses Taught: Entertainment Control Systems, Entertainment Video Systems, Internship Coordinator, Electricity for Live Entertainment, Theatrical Lighting. Involved in developing two new certificate programs in interactive emerging technology. Created and proposed a class in physical computing.

ITP/NYU

Adjunct Assistant Professor of Communications

New York. Spring 2004 – Present

Courses taught: [Networked Objects](#)(Fall 2007), a graduate level course exploring how physical objects can talk and represent data. [Physical Computing I](#) (2004 - present), a course exploring the creation and implementation of computer human interfaces

using physical interaction. Rethinking the Switch (2005)
Applying physical computing for Adaptive Design, our students were paired with students with disabilities (K-12) to design a new interactive device for them. 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

**Cooper Union School of Engineering
Adjunct**
New York. Fall 2005

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

**ITP/NYU
Resident Researcher**
New York. 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. 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. August 2001-March 2003

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

Selected Speaking Engagements

[Art Beyond Sight](#)
Metropolitan Museum Of Art.
New York. September 2007

Participated in a round table discussion about art creation, education and appreciation for people with disabilities.

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.

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.

Selected Performances

Diorama
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 choreographed and performed by Esse Aficionado.

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

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

AMSynthesis
Sunday New Genre, New York, July 2002

Performance using live radio samples manipulated by gesture using an instrument I created.

Stranglet
Merce Cunningham Studio, New York
October 2002

Live, improvisational audio using AMSynthesis, a computer assisted instrument, for performance by Esse Aficionado.

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

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

Selected Korean Ch'ang Performances

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

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

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

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

Bae-baengee-goot
Dong Son Arts Center. April 22-25, 2000;
Ch'un-an Cultural Arts center April 3, 2000

Korean traditional epic poetry performance.

Radio Broadcasts

Korean National Military Radio
October 2000

Hour long interview and studio performance of traditional Korean songs.

KBS Korean Traditional Radio Program
September 2000

Two segment interview and performance of traditional Korean songs.

Honors

- Louisa Moseley Fine Arts Fund Recipient for best senior project, Pomona College, May 1997
 - Best New Signage Award, Claremont Architectural Commission, April 1997
 - Project Grant Recipient, Flintridge Foundation, March 1997
 - Best New Signage Award, Claremont Chamber of Commerce, November 1996
 - Durfee Grant Recipient for travel in China, May 1996
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Skills

Languages: English, Korean.

Software : MAX/msp Jitter, Processing, C, Dataton Watchout, Adobe Photoshop, Illustrator, Dreamweaver.

Physical Computing Software : Pic C, PicBasic, BasicX, Arduino, MPLAB C18, CadSoft Eagle.

Hardware : Microchip PICMicro, Atmel Atmega8, Printed Circuit Board Design, bluetooth, rf wireless, rfid, QR code, motor control, midi, assorted sensors.
