

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

Interactive Designer – AV Systems Specialist. ESI Design, 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. Projects include Ellis Island, Shanghai World Expo 2010, AT&T Adworks Media Lab, GE talk@TED, PNC Fairfax Connection Community Center.

Installation Artist. Exhibitions and performances at international venues working in various media from traditional Korean singing to cutting edge multi-sensory interactive installations. My work often focuses on collaborative composition.

Guest Speaker, Speaking engagements at conferences such as SEGD, Art Beyond Sight, Siggraph, on topics ranging from creating experiences for people with disabilities to Design Processes that support Innovation with technology.

Full-time Instructor, New York City College of Technology, Brooklyn, NY. August 2006 - January 2008
Developed Emerging Media Technologies Program.
Select courses taught in the Entertainment Technology Department: Video Systems, Theatrical Lighting, Electricity.

Senior Interaction designer of New Technologies, Moey inc. Brooklyn, NY. Fall 2005 - Fall 2006
Developed, designed, and fabricated interactive exhibits for museums including American Museum of Natural History, Intrepid Air and Space museum and the Staten Island Children's Museum.

Visiting Assistant Professor, NYU/Interactive Telecommunications Program, New York City. Spring 2004 – 2007
Select courses taught: Physical Computing I (2004 – 2007), Developing Assistive Technology, (2005) Networked Objects (2007) an exploration of objects engendered with the ability to communicate.

Adjunct Faculty, Cooper Union School of Engineering, New York City. Fall 2005

Resident Researcher, ITP/NYU New York City. August 2003 – August 2005

Honors

- 2011 SEGD Honor award for Dream Cube
- 2011 Spark:Pro award for Dream Cube
- 2010 Event Design award for Dream Cube
- Louisa Moseley Fine Arts Fund Recipient for best thesis
- Pomona Chamber of Commerce Best New Signage
- Durfee Grant Recipient for travel in China

Skills

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

Humanware: Brainstorming, Playtesting, Paper-testing, Bodystorming, Client presentation/collaboration, fun.

Languages: Conversational Korean