

Theodore Watson, Overtoom 522 III, Amsterdam 1054KL, The Netherlands, +31 64 367 3501  
theo@muonics.net | [www.muonics.net](http://www.muonics.net) | [www.openframeworks.cc](http://www.openframeworks.cc)

## Curriculum Vitae

### Education

#### **Spring 2005**

Undergraduate Degree: Parsons School of Design, New York.  
BFA Design and Technology – Honours Student.

#### **Summer 2000**

6<sup>th</sup> Form: Latymer Upper School, London. Awarded three A-Levels for Mathematics, Physics and Politics (BBA).

#### **Summer 1998**

Primary & Secondary: Ibstock Place School, London.  
Awarded ten GCSE's: three A+'s, six A's and a B.

### Recent Employment and Achievements

#### **Summer 2009 – Portrait Machine – Interactive Installation - Amsterdam**

Interactive installation that takes your portrait and finds complementary portraits based on visual similarities and differences. Commissioned by the CBK Amsterdam.

#### **Spring 2009 – Funky Forest – Hardcover Publication**

Two page spread on Funky Forest in a new design book from famed publisher Gestalten titled: "Play All Day – Design for Children".

#### **Spring 2009 – Funky Forest – Interactive Installation – New York**

Installed Funky Forest as a permanent installation at the Moomah children's art center in New York. This edition of Funky Forest is custom designed specifically for Moomah and includes four different seasons each with unique characters, creatures and visual style.

#### **Spring 2009 – openFrameworks – Presentation / Workshop – Carnegie Mellon**

Presented openFrameworks at the first Art and Code conference at Carnegie Mellon university in Pittsburgh. Together with Zachary Lieberman and Arturo Castro we led workshops which introduced participants to the openFrameworks environment.

#### **Fall 2008 – Card Play – Interactive Installations – Japan**

Premiered 'Card Play' as part of YCAM's (Yamaguchi, Japan) Minimal Interface exhibition. Card Play is an interactive installation that lets the participant use a deck of cards to create a realtime augmented audio-visual performance.

#### **Fall 2008, Spring 2009 – Teaching Interactive Media – WDKA - Rotterdam**

Running an interaction lab program as part of the Crosslab curriculum at WDKA in Rotterdam. Teaching classes on subject like computer vision for interactive art and designing interactive installations.

#### **Summer 2008 – openFrameworks Award – Ars Electronica - Austria**

openFrameworks receives special mention of the jury award in the category of Interactive Art at the 2008 Ars Electronica Festival. Theodore Watson and Zachary Lieberman organize a free floating 3 story high lab space at the Ars Electronica Festival, dedicated to making art projects with openFrameworks.

#### **Summer 2008 – Terrarium – Interactive Installation – New York**

Terrarium interactive multimedia installation shown as part of Biome Exhibition at the Riviera Gallery in New York. Terrarium presents an unusual living world of plants and creatures that feed on the sounds made by the visitors to the gallery.

#### **Summer 2008 – Laser Tag – Interactive Installation – Tate Modern - London**

Laser Tag exhibited at the Tate Modern in London as part of the Street Art Exhibition. Tate Modern is London's most prestigious modern art museum.

**Spring 2008 – Laser Tag – Museum of Modern Art – New York**

Laser Tag part of the 'Design and the Elastic Mind' show at the MoMA in New York. In addition to being in the exhibition, Laser Tag was setup at the opening night with NYC's most infamous graffiti writers writing their tags on the walls of MoMA. MoMA is New York's most prestigious modern art gallery.

**Winter 2007 -Spring 2008 – Teaching Interactive Media – WDKA - Rotterdam**

Teaching 'Make' class, Teaching 'New Forms of Storytelling' class and "Sound and Shape" class in the Crosslab program at the Willem De Kooning Akademie in Rotterdam.

**Fall 2007 - Press**

Three page article about my work in Blend Magazine a Dutch design and fashion magazine.

**Autumn 2007 – Funky Forest – Interactive Installation – Cinekid – Amsterdam**

Funky Forest, an interactive ecosystem for children premiered at the Cinekid festival in Amsterdam to critical acclaim. Articles in the national press.

**Autumn 2007 – Laser Tag – Installation – Museum N8 – Amsterdam**

Laser Tag shown as the highlight of the Amsterdam Museum N8, festival. Full-page article in the NRC newspaper.

**Autumn 2007 – Laser Tag – Exhibited at Ars Electronica, SHIFT Festival, NMM**

Laser Tag shown at the Ars Electronica Festival ( Prix Selection ), Austria.

Laser Tag shown at the SHIFT festival in Basel Switzerland.

Laser Tag shown at the New Media Meeting in Sweden.

**Summer 2007 – Vinyl Workout and Daises – Interactive Installation – NYC / LA**

Creators Series festival, New York and Los Angeles

For the Creator's Series I was invited to show a new version of Daises and Vinyl Workout and also give a talk on the subject of social interfaces.

**Summer 2007 – Presentation – Media Gilde – Amsterdam**

Seminar: 'Designing Interactive Environments', MediaGilde, Amsterdam, Netherlands

Arranged and presented the first in a series of talks at the MediaGilde on designing interactive environments.

**Summer 2007 – Audio Space – Interactive Installation – Amsterdam**

Audio Space, Netherlands Institute for Media Art, Amsterdam, Netherlands

The newest iteration of Audio Space was on show for six weeks as part of the '(in)visible sounds' exhibition. This iteration takes a more musical approach and for the first time uses a projection to visualise the sounds floating around the space.

**Summer 2007 – Liners Performance – OFFF Festival – Barcelona**

Liners Performance, OFFF Festival, Barcelona, Spain

A realtime performance with Zachary Lieberman that takes a scrapbook style approach by dynamically joining movie clips and animations seamlessly together, to tell the story of a never ending line.

**Winter 2007 – Laser Tag & KPN Façade - Rotterdam**

Laser Tag and KPN Façade, Graffiti Research Lab, Rotterdam Netherlands.

Working with the Graffiti Research Lab I organised and programmed the Laser Tag system and the animation software for the KPN Façade. Funded by Atelier Rijksbouwmeester.

**Autumn 2006 – Vinyl Workout – Interactive Installation – Rotterdam**

Vinyl Workout, Rotterdam Electronic Music Festival, Rotterdam Netherlands.

A brand new work created for the REMF festival in Rotterdam. A large interactive record player that is powered by human movement.

**Autumn 2006 – The Science of Sleep – Interactive Installations – New York**

Interactive installations, Michel Gondry exhibition, Deitch Projects New York.

I built three separate installations for the Michel Gondry 'The Science of Sleep' exhibition. The pieces are all interactive and use physical sensors and cameras combined with custom written software.

**Spring 2006 – Autumn 2006 - Art Residency**

Production Fellow, Eyebeam, New York.

I am currently working on interactive and multimedia projects at Eyebeam. The work includes real-time data visualization for Preemptive Media's Air (distributed pollution tracking) project, animation software for children and interactive projections as part of the Graffiti Research Lab.