

Rory Ethan Solomon

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Education

- current. New School University, MA Media Studies, expected graduation May 2012.
- Spring 2009. New School University, Continuing Education. "Introduction to Media Studies" (NCOM 3000), Natasha Chuk.
- 1996 - 2002. Dual degree: BA Computer Science and BA Mathematics, College of Letters and Science. University of California, Berkeley.

Technical Skills

- Languages: Python, Java, Ruby, PHP, Javascript, SQL, C++, XML, HTML, CSS
- Operating Systems: Mac OSX; light administration of Linux; Windows XP/2000
- Technologies: Processing, openFrameworks, Django, Rails, MySQL, Oracle, Apache, Tomcat, SSL, Subversion, CVS, Eclipse, Maven, Wordpress, Drupal

Employment

- January 2007 - present. Adjunct Faculty. Parsons the New School for Design, New York, NY.
- August 2006 - present. Freelance Software Engineer. New York, NY. clients include:
 - New York Review of Books
 - Natural Resources Defense Council
 - School of Art Media and Technology, Parsons the New School for Design
- April 2006 - February 2007. Software Engineer. Parsons Institute for Information Mapping, New York, NY.
- August 2002 - March 2006. Software Engineer. Factset Research Systems, New York, NY.
- June 2001 - August 2001. Software Engineer. Siemens Energy and Automation, Atlanta, GA.
- May 2000 - March 2001. Software Engineer. Red Hat Corporation (formerly Ars Digita), Berkeley, CA.

- February 1999 - August 2002. Undergraduate Researcher. Berkeley Laboratory for Automation Science and Engineering (formerly ALPHA Lab), Berkeley, CA.
- June 1998 - April 1999. Intern. AOL-Time Warner (formerly Netscape Communications), Mountainview, CA.
- June 1997 - August 1997. Intern. Rockwell International Science Center, Thousand Oaks, CA.

Exhibitions

- Aronson Gallery, New York, January 2011. "The Virtual Urban Collective," collaboration with Marek Walczak.
- Conflux Festival, New York, October 2010. "[east village][2010]", collaboration with Marek Walczak.
- Shadow & Light, Lövestad, Sweden, July 2010. "Virtual Urban", collaboration with Marek Walczak.
- Interactivos, Medialab Prado, Madrid, June 2010. "Virtual Urban", collaboration with Marek Walczak.
- Incheon Digital Art Festival, Incheon, Korea, 2009. "[here][now]" in collaboration with Marek Walczak.
- Interactivos, Eyebeam, New York, July 2008. "Digital Puppetry", collaboration with Tine Papendick.
- Synthetic Times, National Art Museum, Beijing, China, June 2008. "Noplace," collaboration with Marek Walczak and Martin Wattenberg.
- Video Vortex, Netherlands Media Art Institute, October 2008. "Noplace Beta," collaboration with Marek Walczak and Martin Wattenberg.

Other Artworks

- "Chiros", software developer, for Melanie Crean. Longwood Arts Council, Digital Matrix Commision, Fall 2008.
- "Ouija 2000", software developer, for Ken Goldberg. Exhibited: Whitney Biennial, 2000; Berkeley Art Museum, Matrix 186, January 2000.

Teaching Experience

- "Urban Media Archaeology", Department of Media Studies and & Film, The New School, Fall 2010 (Teaching Assistant with Shannon Mattern).

- "Creative Computing," Communication Design & Technology Department, Parsons the New School for Design, Fall 2009, Spring 2010, Fall 2010.
- "Topics Lab: Interaction", Communication Design & Technology Department, Parsons the New School for Design, Fall 2008.
- "Experiments with Technology", Communication Design & Technology Department, Parsons the New School for Design, Spring 2007, Spring 2008, Spring 2009.

Book Chapters

- "Drawing with Code", "Motion and Framerate", and "Basic Interaction", in: xtine burrough & Michael Mandiberg, *Digital Foundations*, (FLOSSmanuals, 2009).

Service

- Chair, Organizing Committee, Critical Themes in Media Studies conference, The New School, August 2010 – April 2011.

Talks

- artist talk, BETA, Department of Media Studies and & Film, The New School, November 2010, August 2010, May 2010.
- artist talk, Dorkbot, New York, February 2010.
- "Virtually Deconstructing Urban Embodiment: Simulating the City", guest lecture for course "City and the Body", Barbara Adams, New School University, October 2009.
- "Noplace," Netherlands Media Art Institute, October 2008.

Papers / Publications

- "Neither Here Nor There: Deconstructing Urban Simulation," Critical Themes in Media Studies, The New School, April 2010.
- K. Goldberg, B. Chen, R. Solomon. "Collaborative Teleoperation via the Internet." IEEE International Conference on Robotics and Automation 2000.
- Bobak R. Farzin and Rory Solomon. Insertion Point Selection for Minimally Invasive Surgery. IEOR Dept., UC Berkeley, Spring 2000.

Residencies and Awards

- January 2010, Lucas Artists Residency Program, Montalvo Arts Center, Saratoga, CA.
- May 2009, Lucas Artists Residency Program, Montalvo Arts Center, Saratoga, CA.
- 2009 Media Studies Departmental Merit Scholarship, New School University.
- 2002 Undergraduate Research Seminar Scholarship, Math Department, UC Berkeley.
- 2000 ACM Mathematical Contest in Modeling, Honorable Mention.
- 1999 Undergraduate Research Apprenticeship Program, Summer Research Scholarship Recipient.

Clubs / Associations

- Upsilon Pi Epsilon, Computing Science Honor Society
- IEEE Online Robots Technical Committee
- Computer Science Undergraduate Association, UC Berkeley
- Mathematics Undergraduate Student Association, UC Berkeley