

Jeff Brown
14 Merwood Drive
Upper Darby PA 19082

610.734.0701 (studio)
610.308.7194 (mobile)
jeff@datamammal.com

Education:

2013	CompSci & Programming (certificate)	EdX.org: MITx
2012	MFA, Visual Art	Lesley University College of Art and Design
2001–2009	Studio Arts	The Pennsylvania Academy of the Fine Arts, Phila., PA The Fleisher Art Memorial, Phila., PA
2001	Obj.Oriented Programming	Delaware County Comm. College, Media PA
1980–1981	Painting/Photography	The Phila. College of Art, Phila., PA
1978	Computer Programming	Villanova University, Villanova, PA
1977–1980	Fine Arts	Haverford College, Haverford, PA

Teaching Experience:

1999–2000	Adjunct Associate Professor, <i>Broadcast Graphics</i>	Drexel University, Phila. PA
1991–1993	Instructor, <i>Introduction to Computer Animation</i>	The University of the Arts, Phila. PA

Professional Experience:

1990–present Owner of Fire Mist Media, a computer animation and graphics design firm providing award-winning services for broadcast, corporate and institutional clients.

Areas of Expertise:

3D modeling and animation: currently manage a one-person shop providing broadcast-quality animation for deadline-driven projects to end users ranging from Fortune 100 companies to non-profit institutions. I am responsible for design, modeling, texturing, lighting, animation and compositing on most projects, from start to finish. (Principal software: Autodesk 3ds Max, Adobe After Effects, Adobe Photoshop)

Physical computing: Integration of microprocessor control with physical objects for interactive art.

Visual effects: design and produce virtual environments and special effects incorporating digital matte painting, 3-dimensional camera tracking, and seamless compositing of digital video and CGI elements.

Additional experience: Web layout/HTML/CSS coding, Arduino & Processing programming, MaxScript programming (plugin and tool development), video editing (Premiere). Image processing via Python and OpenCV. Implemented and maintain a Windows domain network with LINUX file-server and tape backup on a mixed-OS network.

1981–1989 Freelance work in multi-image (slide projection/animation), photography, audio, video and film production, and theatrical design.

Grants and Awards:

2011	Marshall's Award, IN/OUT Festival, Laznia Center for Contemporary Art, Gdansk, Poland.
2010	Sponsor's Award, Annual Photo Competition, Academy of Fine Arts, Lynchburg, VA

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Grants and Awards (continued):

- 1989 Recipient of Special Projects fellowship from the Pennsylvania Council on the Arts. Fellowship awarded for writing, design and production of Digital Dreams, an independent multi-image/performance work dealing with computers and society. Supplemental fellowship awarded by the Painted Bride Grant Program for Interdisciplinary Arts (NEA).
- 1987 Recipient of Special Projects fellowship from the Pennsylvania Council on the Arts. Fellowship awarded for media design (multi-image and audio) for the performance piece Media Blitz. First public performances were in August of 1987, in conjunction with an Interdisciplinary Artists Grant from the Painted Bride Art Center.
- 1987 Artist-in-residence at Penn State University for The Creative Use of Media and Technology program (Rob Fisher, director)

Art Exhibitions, small group and solo:

- 2016 *Earth Immedia*, Speer Gallery, The Shipley School, Bryn Mawr PA 3D additive prints
2016 *Output Art*, CRUXspace Gallery, Phila. PA 3D additive prints

Juried Art Exhibitions (group):

- 2020 *The Hand Quarterly*, (magazine, November issue) digital prints
2020 *The Woodmere Annual*, Woodmere Museum, Phila. PA (moved to 2021) digital prints
2019 Philly Maker Faire, Phila. PA Arduino-controlled film digitizer
2019 Hagley Museum Maker Faire, Phila. PA interactive video sculpture
2018 NY Maker Faire, Museum of Science, NY, NY interactive video sculpture
2018 Philly Maker Faire, Phila. PA interactive video sculpture
2017 Philadelphia Photo Review, web (juried) digital prints/img. proc.
2016 *Casting*, Philadelphia Sculpture Gym, Phila. PA 3D-printed bronze
2015 *The Woodmere Annual*, Woodmere Museum, Phila. PA CGI enhanced video
2014 *We Should Talk, the Cloud and I*, Regents Univ., Augusta GA video
2014 *Art at Commerce Square*, Commerce Square, Phila. PA algorithmically enhanced video
2014 *Lifeboat*, Muhlenberg Public Library, New York NY video
2014 *Landscape at the Edge*, Hera Gallery, Wakefield RI 3D-printed bronze
2013 *Polarity*, LIFT Gallery, Greensboro College, NC video
2013 *92/20*, Crane Arts Center, Phila. PA algorithmically enhanced video
2013 *Film al Fresco*, Moore College of Art, Phila. PA algorithmically enhanced video
2013 *Maker's Manual*, The Institute Library, New Haven CT digital print
2013 *The White Cube*, Trinity Buoy Wharf, London, England 3D additive print
2013 *Stranger Things Have Happened*, Arch Enemy Arts, Phila. PA digital prints
2013 *Contemporary Ideas in Art*, Rosenfeld Gallery, Fayetteville NC digital prints
2013 *Objectified*, Lesley Univ., Boston MA video/animation
2012 *White Cube*, DE Center for Contemporary Arts, Wilmington DE 3D additive print
2012 *The Human Form*, Rosenfeld Gallery, Fayetteville NC video installation
2012 *The Book Unfolded*, Boston MA drawings
2012 *AIB Graduate Show*, Boston MA video installation
2012 *Preview*, NextFab Studios, Phila. PA video installation
2012 *It's a Small Small World*, Family Business, NY NY digital stereo print
2011 *IN/OUT Festival*, Gdansk Poland video (award)
2010 *Gallery 125*, Trenton NJ digital prints
2009 *Academy of Fine Arts*, Lynchburg VA digital prints (award)
2009 *Gallery 125*, Trenton NJ digital print
2009 *Photo 612*, Haddon Heights NJ digital prints
2008 *Pa. Acad. of Fine Arts*, Phila. PA painting (oil)
2008 *The Plastic Club*, Phila. PA painting (oil)

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Design Work (theatrical):

- 1992 Designed computer generated media and projection design for the Walnut St. Theater, Phila., world premiere of *Another Kind of Hero*.
- 1989 Designed computer generated media and projection design for the Wilma Theater's productions of *Temptation* (Public Theater, N.Y.) and *On the Verge* (Phila.).
- 1986–1987 Designed and produced the media (projection design) for the Wilma Theater's production of *1984*, with performances at the Joyce Theater (NY, NY), the Kennedy Center for the Performing Arts (Washington, D.C.), and the Wilma Theater (Phila.).

Broadcast work/independent productions:

- 1984 *The Black Telephone* (collaborative video shorts) WHYY-TV12 Phila., PA
1983 *Artifacts* (independent slide animation/video) Ch. 55/Temple Univ., Phila., PA

Lectures:

- 2016 Artist Talk, Speer Gallery, The Shipley School, Bryn Mawr, PA
2012 Artist Talk, NextFab Studios, Phila., PA
2012 Artist Talk, Art Institute of Boston, Boston, MA

Technical Skills:

- Core Competencies: Autodesk 3ds Max, Adobe After Effects and Photoshop/Adobe Creative Suite
Physical object skills: Woodworking, machining, photography, drawing, painting, printmaking.
Programming Languages: Processing, Arduino (C++), MaxScript, Python, HTML/CSS.
Custom script samples: <https://www.firemist.com/software>

Professional Organizations:

- 2009–present Association for Computing Machinery (ACM/SIGGRAPH, www.acm.org)

References:

[on request]