

# Kathleen Ruíz

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Olivebridge, N.Y. 12461  
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<http://www.rpi.edu/~ruiz/>

## Curriculum vitae

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1997-present Rensselaer Polytechnic Institute  
Department of the Arts  
Troy, N.Y.

### Associate Professor of Integrated Arts

Creating and developing graduate and undergraduate curriculum in the visual and integrated electronic arts. Consulting for and teaching studio courses including Experimental Game Design, Intermediate Digital Imaging, Virtual Environments, Advanced Projects in Digital 3D, Media Arts Studio, Animation, and Creative Design in Information Technology.

Undergraduate advising and research project supervision. Graduate thesis chairing and advisement and coordination of graduate teaching assistants. Artistic research in motion capture, advanced digital imaging and photography, motion tracking, and interactive simulation. Academic committee assignments within the department and in university-wide computing and interdisciplinary curriculum endeavors, faculty and administrative searches, advisory panels and grant writing. Helped to formulate the Visual Arts and Animation Working Group to help colleagues, clinical faculty, graduate teaching assistants, and staff discuss issues and ways to improve our programs using strengths in traditional fine arts practice, digital arts practice and emerging experimental genres.

Research and recommend hardware, software, cameras, printers and studio design. Member, Gen/Net: A Gender, Science and Technology Group. Co-authored the Minor in Game Studies at Rensselaer, and consulted for trans-disciplinary Major in Game Simulation Arts & Sciences. Recommend and co-ordinate symposia and visiting lecture series in interdisciplinary studies in the arts. Founding member of the ErGoGenic Game Research Group and the CapAbility Games Research Project.

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1988 - 1997 New York University  
Department of Art and Arts Professions  
New York, N.Y.

### Associate Professor, part time

Established and developed the Art in Digital Media Program. Created curriculum at the graduate and undergraduate level to explore the use of computers in art making. The program is specifically designed to demystify the technology and empower the artist with the necessary skills for: two dimensional work including digital photography, painting, & printmaking, three dimensional virtual sculptural works, animated interactive installations, digital video, and innovative exploration of the computer as a tool for augmenting creative thought.

- Teaching "Advanced Projects in Art and Media: Computer Art I & II," "Projects in Art and Media: Computer Art I & II," "Introduction to Computer Art", and "Digital Photography I & II"
- Advising students on independent study projects in digital media
- Contributed on-going technical consultation for software and hardware purchases
- Creating interdisciplinary bridges both within the Department of Art and with other departments and schools within the University
- Coordinated and conducted research and development for computers in the arts
- Consulted in the recommendation of studio lab facilities
- Co-coordinated the guest artist/critics program
- Designed materials, events and Web site art exhibitions to promote the work of the students of the Art in Digital Media program throughout the department, the university, and the community.

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1991 - 1997 School of Visual Arts  
Master of Fine Arts, Computer Art Program  
New York, N.Y.

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## Member of MFA Faculty

Responsibilities include the writing and establishing of new curriculum, the teaching of advanced studio/seminar courses at the graduate level (for students exploring the use of inter-application based digital media for artistic expression) and courses in visualization that utilize computer technology to augment and expand artistic conceptualization. Advisement and chairing of student MFA thesis projects.

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1990 - 1992                      Scholastic Software Inc.  
New York, N.Y.

Artist, animator and interface designer

Projects include Operation Frog (Mac based interactive virtual dissection program), Timeline (an interactive program of American history from 1492 to the present), and others.

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1988 - 1991                      The Hippocrates Project  
New York University School of Medicine  
New York, N.Y.

Design director of interactive medical courseware for first and second year medical school curriculum and for physician scholars. Research and development of animation and scientific visualization systems. Created and conducted seminars in the design and implementation of computer based courseware.

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1986 - 1989                      N.Y.C. Department of Health  
Bureau of Public Health Education  
Media Services Unit  
New York, N.Y.

Part-time consultant and designer for communications promoting public health. Researched and purchased hardware and software for computer imaging and trained art staff in the use of computer systems for desktop publishing.

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1981 - 1997                      Multi-media designer and consultant  
for major corporate accounts and institutions:

- Citibank
- Ford
- AT&T
- Wendy's
- Exxon
- Pantene
- The Library of Congress
- New York Telephone Company
- Deloitte & Touche
- Broadway Theater set design: Neil Simon's "They're Playing My Song"
- NYNEX
- IBM
- Sony
- Trevira Hoerst
- BMW
- Scholastic Software
- Waterjel
- Mattel Toys, Inc.
- The Howard/Marlboro Group
- "Cooking with Jacques Pepin"

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## Selected Exhibitions/Performances

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- 2006
- "Seminci Valladolid Film Festival", curated by Juan Carlos Frugone, Museo de la Ciencia, Valladolid, Spain, October 20 to 27
  - "Creative Demolition: Reconstructing Culture through Innovation in Film and Video" curated by Ariella Ben-Dov and Steve Seid, with Eddo Stern and Greg Niemeyer, Vassar College, New York, June 17-24
  - "Camargo Cibernético", Camargo, Cantabria, Bilbao, Spain, May 29 to June 2
  - "Codes of Culture: Video Art from 7 Continents", ArteBA, Contemporary Art Fair, Buenos Aires, Argentina, curated by Nina Colosi, (Founder of The Project Room, New York), May
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19 to 24

- FILE-RIO, Telemar Cultural Center, Rio de Janeiro, Brazil, March 20 to April 20

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2005

- "FILE 2005", The International Electronic Language Festival Sao Paulo, Brazil, at the SESI Art Gallery, October 31st to November 20th
- "Cinematic or Videomatic?", The Rhode Island School of Design Museum, 224 Benefit Street, Providence, RI., Oct. 4 to Nov. 6
- "Stunt Dummies", Interactive Multimedia Culture Expo, curated by James Tunick & Nina Colosi, The Chelsea Art Museum, 556 West 22nd St. and 11th Ave, New York City, April 14 - 23
- "This Is Not An Archive", curated by Monserrat Albores Gleason, Anna Gray, Mariangela Mendez, Center for curatorial Studies, Bard College, Feb. 6 - 20
- "Sputnik: Silent Sound", part of The Uglybeautycage project (Dialogue with John Cage) by German composer, Ralph Lichtensteiger Silence/Stories Project Feb. Uglybeautycage project (Dialogue with John Cage) performed as a concert/reading event with visual projections in Frankfurt, Germany.

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2004 - 2003

- "GameArt", curated by the Institut für Kulturaustausch and sponsored by Sony Computer Entertainment, Völklinger Hütte, European Zentrum für Kunst und Industriekultur, Völklingen, Germany, November 21, 2003 to April 18, 2004
- Interactiva'03, Biennale of New Media and Electronic Arts, curated by Raul Ferrera-Balanquet, The Museum of Contemporary Art of Yucatan, Mexico, July 10 to September 28, 2003
- "Maniqué Marioneta", Digital Sur: Muestra y Encuentro de Art Digital Latinoamericano curated by Adolfo Schneidewind, Rosario, Argentina, August 22 to September 5, 2003

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2002

- "File 2002: The International Festival of Electronic Art", Sao Paulo, Brazil, August 2002
- "The AVA Project: Terra Incognita", Designer, Producer, Director, The Arts Center of the Capital Region, Troy, N.Y., May 25 <http://www.rpi.edu/~ruiz/projects/ava/web.html>
- "The Open Museum Net.Art @ The Irish Museum of Modern Art" curated by Arthur X. Doyle

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2001

- "Virtual Shooter", USM Art Galleries, (solo exhibition) curated by Carolyn Eyler, Director, University of Southern Maine Art Galleries, Gorham, Me.
- "Bang, Bang (you're not dead?)", online exhibition, The Samuel Dorsky Museum of Art, State University of New York, New Paltz, N.Y.
- "Seizure", The Permanent Collection, The Phoebe & Belmont Towbin Wing, The Woodstock Artists Association, Woodstock, N.Y.

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1999

- "Cut & Paste," The International Festival for Film, Video and New Media - 99, Lucerne, Switzerland
- "Toys'n'Noise," The Center for Contemporary Art, Linz , Austria curated by Margarete Jahrmann & Georg Weckwerth
- "Metamorphoses: Photography in the Electronic Age," Aperture, Dubuque Museum of Art, Dubuque, IA.
- The Rondout Biennial, curated by Christopher Gonyea, Kingston N.Y.

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1998

- "Sequence," permanent art commission for the NYC Department of Cultural Affairs, Percent for Art Program, The Queens Borough Public Library, Flushing, N.Y.
  - "Millennium Capsule," Trans Hudson Gallery, (solo show) 416 West 13th Street, N.Y.C.
  - "TechnoPassion", iEAR Exhibition & Performance, The Kitchen, New York, N.Y.
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- "Balance" Interactive Virtual Environment & Sound Performance, iEAR at The Chapel/Cultural Center, Troy, N.Y.

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1997

- "Beyond Shelter: The Architecture of the Future" School of the Art Institute, Department of Interior Architecture, ISEA, Chicago, IL., curated by Anders Nereim and Sally Levine.
- "Digital Works", Contemporary Arts Collective, Las Vegas, NV.
- "Metamorphoses: Photography in the Electronic Age," Aperture, The Ackland Art Museum, Chapel Hill, N.C.
- "Technoseduction," School of Art, The Cooper Union, curated by Robert Rindler & Deborah Willis, (Holly Block, Deborah Bright & David Deitcher), New York, N.Y.  
<http://www.cooper.edu/art/techno>
- Faculty/Student Exhibition, iEar Gallery, Rensselaer, Troy, N.Y.
- Studio Art Faculty, New York University, 80 Washington Sq. East Galleries, New York, N.Y.

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1996

- "Mental Picture," The Sandra Gering Gallery, (solo show) New York, N.Y.
- "VIDEO: Sans Titre," Galerie Froment & Putnam, (Marina Ulay, Tom Burr, Willie Cole, Ann Hamilton, Matthew McCaslin, Inigo Ovalle, Linda Post) Paris, France
- "Faculty Art Show," College Art Gallery, SUNY New Paltz, New Paltz, N.Y.
- "Metamorphoses: Photography in the Electronic Age," Aperture, The Philadelphia Museum of Art, Philadelphia, Pa., The Tampa Museum of Art, Tampa, Florida, The San Jose Museum of Art, San Jose, Ca. Kemper Museum of Contemporary Art & Design, Kansas City, Ms.
- "The Machine Stops," curated by Brian Wallace, The Brush Art Gallery, Lowell, Mass.

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1996

- "Mental Picture," The Sandra Gering Gallery, (solo show) New York, N.Y.
- "VIDEO: Sans Titre," Galerie Froment & Putnam, (Marina Ulay, Tom Burr, Willie Cole, Ann Hamilton, Matthew McCaslin, Inigo Ovalle, Linda Post) Paris, France
- "Faculty Art Show," College Art Gallery, SUNY New Paltz, New Paltz, N.Y.
- "Metamorphoses: Photography in the Electronic Age," Aperture, The Philadelphia Museum of Art, Philadelphia, Pa., The Tampa Museum of Art, Tampa, Florida, The San Jose Museum of Art, San Jose, Ca. Kemper Museum of Contemporary Art & Design, Kansas City, Ms.
- "The Machine Stops," curated by Brian Wallace, The Brush Art Gallery, Lowell, Mass.

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1995

- "The Lost Dimension," The Art Gallery of Ramapo College, (solo show), Mahwah, N.J.
- "Summer Outdoor Sculpture Show," Elena Zang Gallery, Shady (Woodstock), N.Y.
- "Diverse Group/One Direction," Apex Gallery, New York, N.Y.
- "Metamorphoses: Photography in the Electronic Age," Aperture, Blaffer Gallery, University of Texas, Houston, Texas
- "Art as Signal: Inside the Loop," @art/ Leonardo web gallery, and the University of Illinois, Urbana-Champaign, Ill.
- "Re-inventing the Emblem," Yale University Art Gallery, New Haven, Ct.
- "Group Selections," Satellite deCompression Gallery, The Arizona Center, Phoenix, Arizona
- "Breaking Ground: Images for the New Millennium," Ramapo College of N.J.
- "Nature and Technology," Shirley Fiterman Gallery, City University, New York, N.Y.
- "Enumerated Repositories", Parco Gallery, Kichijoji, Tokyo, Japan

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1994

- "InsideOut," deCompression Gallery, (solo show) Phoenix, Arizona
  - "Metamorphoses: Photography in the Electronic Age," Aperture, The Museum at Fashion Institute of Technology, New York, N.Y.
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- "The Great Linear Space Mystery," Mills Pond Estate Gallery, Smithtown Arts Council, St. James, N.Y.
- "From Drawing to Montage," The Computer Museum, Boston, Mass.
- "Page 4", 450 Broadway Gallery, New York, N.Y.
- "The Nielsens Don't Live Here Anymore," Central Arts Collective, Tuscon, Arizona
- "From Drawing to Montage," The Museum at Parson's School of Design, New York, N.Y.

1993

- "1,000 Drawings," Artists Space, New York, N.Y.
- "New Directions '93," Barrett House Gallery, Poughkeepsie, N.Y., curated by Adam Weinberg of the Whitney Museum of American Art
- "SculptureFest 1993," Woodstock, Vermont
- "Summer Salon Show," Robert Morrison Gallery, New York, N. Y.
- Socrates Sculpture Park, NY92/50 Long Island City, N.Y.
- "No TV/Movies," Visual Studies Workshop, Rochester, N.Y.
- "Axelgrease," Squeaky Wheel, Buffalo Media Resources, Buffalo, N.Y.

1992

- "Selected Group Works," Robert Morrison Gallery, New York, N. Y.
- "Day Without Art," photoprojections, Lehman College Art Gallery, New York, N. Y.
- "Interplay: Dissolving the Boundaries," Rosenberg Gallery, New York University, N.Y.
- "Multi Media Grunderzeit," University Wuppertal, Germany (traveling to Offenbach, Braunschweig, Kassel, Karlsruhe, Stuttgart, Munchen, Leipzig, Berlin, & Hamburg)
- "16th Annual Small Works," juried by Arnold Glimcher director of Pace Gallery, 80 Washington Square East Galleries, New York, N.Y.

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## Interviews/Reviews/ Bibliography/Journal Articles

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Wands, Bruce. "Art in the Digital Age". Thames and Hudson Ltd., UK., 2007

Heartney, Eleanor and Gopnik, Adam. Heiferman, Marvin, ed. "City Art: New York's Percent for Art Program". Merrell Publishers, 2005, pgs. 78-79.

Langston, Bonnie. "Thinking Inside the Box", (review of "This is Not an Archive," exhibition at **Center for Curatorial Studies** at Bard College) The Kingston Freeman, Feb.11, 2005, Living, pg. 1.

Work featured in the ACM **SIGGRAPH**, panel "Audio for Animators: A Sound Production and Editing Panel", by music composer, Sarah Plant, Oct 18, 2005.

Freudenberger. Sylvia. ArteTV, "GameArt" (in the arts-series Metropolis), European culture television. Jan.10, 2004

Kolb, Bettina. Deutsche Welle Kultur DW-TV, television interview, "Stunt Dummies", Volklinger, Germany, Nov. 21, 2003

Brienschenk, Astrid, SWR Sudwesterundfunk, television interview, "Stunt Dummies", Volklinger, Germany, Nov. 21, 2003

Verwirrung zum Mitmachen, Kultur, Deutsche Welle, November 25, 2003 Figueroa, Heidi Sarriena, Ph.D. "Lo politico en Interactiva '03", TeknoKultura, August 1, 20003,

Ciencias Sociales de la Universidad de Puerto Rico, Recinto de Rio Piedras, Puerto Rico.

Navas, Eduardo, "Interactiva", NetArtReview, August 7, 2003

LatinArt.com, **Interactiva'03**, July, 2003

Whitney ArtPort, **The Whitney Museum Portal to Net Art**, Interactiva  
<http://artport.whitney.org/resources/netartexhibitions.shtml>

Ruiz, Kathleen. "Imaginary Homelands: Reconstituted Narratives in the Digital Landscape", **The Photography Quarterly**, #85, Vol. 20, No.4. 2003. [http://www.rpi.edu/~ruiz/essays/imaginary\\_homelands/index.html](http://www.rpi.edu/~ruiz/essays/imaginary_homelands/index.html)

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Nanda, Samira. "The Ava Project" **Reuters Video News** interview June 28, 2002, Reuters, 3 Times Square, New York City.

Gitahy, Ana Carolina. "Dancando com um avatar", **Jornal do Brasil**, June 24, 2002, pg. 1-3

"Interacção entre real e virtual", **Jornal do Brasil**, June 24, 2002, pg. 3.

"Uma bailarina feita de bits ENTREVISTA / Kathleen Ruiz", **Jornal do Brasil**, June 24, 2002.

Dean, Katie. "May I Have This Avatar?" **Wired**, June 14, 2002. <http://www.wired.com/news/culture/0,1284,52986,00.html>

"Virtual Shooter", **All Things Considered**, Maine Public Radio interview with Charlotte Renner, Portland, Maine, March 15-16, 2001

"Blown Away: Seduced by Video Games", Allen Dammann, **Casco Bay Weekly**, March 8, 2001, Portland, Me.

"Multimedia Installation Blurs Line Between Virtual and Real", **Rensselaer Campus News**, October 2, 2000.

Kornblum, Janet. "'Bang' offers not too violent alternative", eBriefing, **USA Today**, Sept. 19, 2000, pg. 3D.

"Bang, Bang (You're Not Dead?)", Electronic Arts at Rensselaer, **Rensselaer Magazine**, Sept. 2000, pg. 5.

Brown, Steven, **PC Gamer**, Eyewitness News, "But is it Art?", Aug 31, 2000

**World OnLine**, "Een pacifictische 3D-shooter?", Aug 8, 2000

Pisani, Francis, "Disparar para resucitar", **EIPais Digital**, August, 2000

Dean, Katie. "Bang Bang you're not dead", **Wired**, Aug. 30, 2000  
<http://www.wirednews.com/news/culture/0,1284,38314,00.html>

Wilson, Beth Elaine, "The Mind's Eye", **Chronogram**, 8/2000, pgs. 28-29.

Gray, Andrew. "New Fashioned Shoot 'em Up", **Chronogram**, 8/2000, pg. 63.

Stoeva, Petia. "Media artist targets violence", **The Poughkeepsie Journal**, July 28, 2000, pgs. 4F-5.

Piperato, Susan. "Artist Takes on Culture of Violence", **The Woodstock Times**, July 27, 2000, Vol. 27, no. 30.

**The Saugerties Post Star**, "Bang, Bang, (you're not dead?) Art Display at WAA", July 7, 2000.

**The Ulster County Townsman**, "Bang, Bang, (you're not dead?)", July 6, 2000, Vol.XLVII, no.27, pg 9.

Ruiz, Kathleen. "Virtual Environments/3DWeb", **Computer Graphics World**, May, 2000, vol. 34, no.2, pgs 60-61.

Spalter, Anne M. **The Computer in the Visual Arts**, Addison Wesley, 1998, pgs. 106,108, 212, 467, color plate 18.

**NYFYI**, New York Foundation for the Arts, "Sequence", Recent New York City Percent for Art Projects", Jan., 1998.

**PANYC**, Percent for Art of New York City Public Arts Projects, October 1998.

**Art Journal**, College Art Association, Spring 1997 vol. 56, no.1, pg. 26.

Cotter, Holland "Techno Seduction," Art in Review, **The New York Times**, Feb. 7, 1997, pg. C26.

Mirapaul, Matthew, "Techno Seduction: Artists Encounter the Computer", **The New York Times**, **CyberTimes**, Arts@Large, Jan. 16, 1997.

**Technoseduction**, curated by Robert Rindler & Deborah Willis, The Cooper Union, New York, N.Y. 1997, pg. 45.  
<http://www.cooper.edu/art/techno>

Sozanski, Edward J., Art Museum Exhibit Examines Photographs in the Computer, **The Philadelphia Inquirer**, July 7, 1996.

Hirsch, Robert. **Exploring Color Photography**. 3rd Edition, Dubuque, Ia.: Brown & Benchmark, 1997, pg. 151.

Shine, James G. "Enticing Faculty Show at College Gallery," **Kingston Daily Freeman**, Kingston, N.Y., September 6, 1996, pg. 5-7.

Lehrer, Leonard. "Pluralism and the Tower of Babel," **Jornadas Internacional de la Crítica - Diálogo Europa - América**, Museo de las Bellas Artes, Buenos Aires, Argentina, Oct., 1996.

Norman, Julian. "The Computer as Artist's Tool: An Example from the Visual Arts Residency Program," **ArtsInk**, Mid Atlantic

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Arts Foundation, Winter 1996, Volume 7, Number 1, pg. 4.

Hall, Ann. "At Brush Gallery, Step into Virtual Reality," **The Boston Globe**, Feb. 1, 1996.

Weintraub, Annette. "Artifice, Artifact, The Landscape of the Constructed Digital Environment," Leonardo, The MIT Press, 1995, Volume 28, Number 5, pgs. 365 & 366.

Watkins, Eileen. "Clinically Inspired Creativity", **The Star-Ledger of N.J.**, Art, Dec. 1, 1995, pg. 24.

Chmielewski, Kathleen, & Goggin, Nan, & Squier, Joseph. "Art as Signal: Inside the Loop," Leonardo, **The MIT Press**, The Leonardo Gallery, 1995, Volume 28, Number 2, pgs. 85-86.

Field, Richard S. Director of Drawings, "Contemporary Emblems," Reinventing the Emblem, **Yale University Art Gallery**, 1995.

Lipkin, Jonathan. "**Breaking Ground: Images for the New Millennium**," Ramapo College of N.J., 1995.

Dashkin, Michael. "From Drawing to Montage," Leonardo, **The MIT Press**, The Leonardo Gallery, 1995, Volume 28, Number 1, pgs. 6, & color plate A.

Spalter, Ann, & Weintraub, Annette. "The Computer & the Visual Arts - a Revolution in Process," **College Art Association**, 1995.

Hagen, Charles. "Metamorphoses," Art in Review, **The New York Times**, Oct. 21, 1994.

Charbeneau, Travis. "Living in Apocutopia," **The Soho Journal**, Special Edition, Autumn, 1994.

Sand, Michael. "Metamorphoses: Photography in the Electronic Age", **Aperture**, August, 1994, pgs. 1, 52, 53.

"Not Painting by Numbers," **Newsweek**, ART, July 25, 1994.

**Panorama**, Boston, Mass., July 4, 1994.

Hagen, Charles. "Photography, The Dawn of a New Age?", **Art News**, March, 1993, pg. 75.

Roberts, Paul. "The Digital Aesthetic: Where is Photography headed in the Age of the Computer?," **Aldus Magazine**, Volume 5, Number 3, Jan. / February, 1994, pg. 28-29.

Denton, Monroe. "Socrates Park: 93NY50," **ARTI**, Volume 16, 1993, pgs. 160-62, 164-65.

Kerlow, Isaac Victor. Computers in Art and Design, **ACM SIGGRAPH**, 1991, pgs 27 & 111.

Kerlow, Isaac Victor. "The Year of the Photo," **Computer Graphics**, July, 1991, pg. 89.

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## Lectures / Panels / Residencies/ Curatorial

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•"Physically Interactive Gaming: What Appeals to Adolescent and Undergraduate Women?" by Julie G. McIntyre , Sybillyn Jennings (The Sage Colleges) and Kathleen Ruiz (Rensselaer Polytechnic Institute) at the Interacting with Immersive Worlds Conference in Brock University, St. Catharines, Ontario, June 4-5, 2007

•"Simulation and Empathy" invited guest artist/ lecturer at the Games-Simulation-Conflict, Tech/Action Conference Bard College, Annandale-on-Hudson, May 19, 2007

•"Flash Stories", co-curated an international on-line exhibition of short study flash projects from my Rensselaer Intermediate Digital Imaging students and students at the University of Zhaoqing, Guangdong Province, China.

From China: [http://zquart.tomrchambers.com/flash\\_stories.html](http://zquart.tomrchambers.com/flash_stories.html)

From the US: <http://www.arts.rpi.edu/~ruiz/IDIflashstoriessp07/idi/index.htm>

(To be able to understand many of the Zhaoqing University students' stories translation from the Chinese language is needed. Please allow for download time coming in from China.) May 2007

•"Video Juegos y El Cine""", invited artist and panelist, Seminci Valladolid Film Festival, Valladolid, Spain with Roman Gubern, Professor of Cinema History at the UCLA and University of Madrid; Margarita de la Vego-Hurtado, Director of the Robert Flaherty Film Festival; Hipolito Vivar Zuirita, Professor of New Technologies at the Complutense University of Madrid; Eusebio Sanchez Blanco, Professor of Fine Arts at the University of Salamanca, and Luis Marin Arias, Chair of Cinema at the University of Valladolid, October 24, 2006

•"Camargo Cibernético", invited artist and panelist, Camargo, Cantabria, Bilbao, Spain, May 29 to June 2, 2006

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- "Impressions of China", co-curated an international on-line exhibition of Rensselaer and University of Zhaoqing students, May 2006 <http://www.arts.rpi.edu/public%5Fhtml/ruiz/public%5Fhtml/IDI%2Dspring2006/ss6.html>
  - "Future Applications of Immersive Displays, 3D Visualizations, & Live Image Processing" Keynote panelist with Michael Naimark, Luke DuBois, & Jaanis Garancs at the Interactive Multimedia Culture Expo at The Chelsea Art Museum, April, 16, 2005
  - "Interactive 3D works for the Arts & Scientific Visualization", featured artist in the panel discussion at the Interactive Multimedia Culture Expo at The Chelsea Art Museum with fellow artist and colleague at NYU, Jean-Marc Gauthier. April 15, 2005
  - "Blended Realities: Creativity, Simulation, & Art", guest artist/lecturer, the University of Richmond. sponsored by the Mathematics and Computer Science Department, and the University of Richmond Museums, Marsh Gallery, Richmond, Va., September 14, 2004
  - "The Significance of Game Art in Contemporary Culture", guest artist/ lecturer, European Zentrum für Kunst und Industriekultur, Völklingen, Germany, November 20, 2003
  - "Stunt Dummies and Hieronymus Bosch's, The Seven Deadly Sins", Guest Artist/ Lecturer, the Museum of Contemporary Arts Yucatan, Merida, Mexico, July 14, 2003
  - New York Foundation for the Arts, Selection panelist 2003
  - Curated "Imaginary Homelands: Reconstituted Narratives in the Digital Landscape", The Center for Photography, Woodstock, N.Y., November 2 to Dec.22, 2002. Presented associated lecture series.
  - "The AVA Project: the Camaraderie of Invention", Guest Artist/Scholar, Bridges II: Collaboration, Communication, Convergence, The Banff Centre, Banff New Media Institute, and The University of Calgary in collaboration with the Annenberg Center for Communication at the University of Southern California, October 4, 2002
  - File 2002: The International Festival of Electronic Language, Guest Artist/Scholar, Sao Paulo, Brazil, "Terra Incognita: Human Nature/Technology, The AVA Project", August 10, 2002
  - The Kaatsbaan International Dance Center, Tivoli, N.Y. Residency April, 2002
  - "Digital Art/changing Paradigms" Guest Artist/Scholar, University of Southern Maine Art Gallery, Gorham Me., March 15, 2001 • "Virtual Violence: Does our recreation re-create us?", Panelist, University of Southern Maine, Luther Bonney Auditorium, Portland, Me., March 14, 2001
  - "Alternative Gaming Paradigms: Redefining Design, Theory, and Gaming for OnlineGames", Panelist, The International Web3D Conference, Heinz-Nixdorf Museumforum, Paderborn, Germany, Feb 22, 2001
  - "Bang, Bang (you're not dead?)", Gallery lecture, The Phoebe & Belmont Towbin Wing, The Woodstock Artists Association, Woodstock, N.Y., August, 2000
  - VRML Art/Web3D 2000, ACM SIGGRAPH, Guest Artist/Scholar, Monterey, California, 2000
  - NYC Department of Cultural Affairs, New York Hall of Science Art Commission, Panelist, 1999
  - SIGGRAPH 99, Juror, Sketches Panel of emerging artistic research in VR, 1999
  - VRML Art 99, Heinz-Nixdorf Museumforum, Guest Artist/Scholar, Paderborn, Germany, 1999
  - SUNY at New Paltz, Visiting Professor/Artist, New Paltz, N.Y., 1996 - 1997
  - Dept. of the Arts, Rensselaer Polytechnic Institute, Visiting Professor/Artist, Troy, N.Y., 1997
  - "Technoseduction", The Cooper Union, Panelist, New York, N.Y., Jan. 23, 1997
  - "Imaging the Self: Art & Medicine", Panelist, Womens' Caucus for Art, Philadelphia, Pa. Feb., 1997
  - The New Museum of Contemporary Art, N.Y. studio lecture at VOID, Nov. 2, 1996
  - Photography Department, Bard College, Visiting Professor/Artist, Annandale-on-Hudson, N.Y., 1996
  - "Postmodernism & Technology", The Cooper Union, Guest Artist/Lecturer, New York, N.Y., 1996
  - The School of Visual Arts, Guest Artist/Lecturer, MFA Photography, 1996
  - "The Possibilities for Art & the WWW: Past, Present & Future," National Endowment for the Humanities, NSF Capstone Seminar Guest Speaker, The Cooper Union, 1995
-

- Ramapo College, Visiting Artist, Fall 1995
- "From Drawing to Montage," Panelist, Parson's School of Design, New York City, 1994
- Montage 93, Panelist/Juror, Kodak, Rochester, N.Y.
- "Material Obsessions: Artists Using Unusual Materials," Panelist, Artists Speak on Art, N.Y.C., 1992
- Randolph Macon Womens' College, Visiting Professor/Artist, Lynchberg, Virginia, 1992

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## Education

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The European Graduate School, Media and Communications, Switzerland, ABD Ph.D. est. 2007  
New York University, Master of Arts, Studio Art/Digital Media, 1988  
State University of New York at New Paltz, Bachelor of Science cum laude, 1974

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## Awards/Commissions

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- Sony Computer Entertainment, 2003
  - New York State Council on the Arts, Individual Artist Grant, 2002
  - Experimental Television Center Finishing Funds Grant, 2002
  - New York State Council on the Arts, Electronic Media and Film Exhibition Grant, 2001
  - University of Southern Maine, Visiting Artist Grant, 2001
  - Robert & Barbara L. Bachner Grant, 2000
  - Percent for Art, New York City Department of Cultural Affairs, Commission, 1998
  - The State of Connecticut, Commission on the Arts, 1998
  - Mid Atlantic Arts Foundation Visual Arts Residency Program Grants Award, 1995
  - Vermont Council on the Arts, 1993
  - Experimental Television Center Residency, 1992
  - Artist Space, Artists Grant, 1991
-