Steve Boyer

8601 Lincoln Blvd.#1425 Los Angeles, CA 90045 USA I 310/562.4885 steve.boyer@gmail.com

*"Electronic media tend to void space by drawing the viewer into the space of the media.
My work aims to enhance space by drawing media into the space of the viewer."*

SUMMARY

Designer, inventor and educator developing technology and creating content for a wide variety of interactive media for over 25 years in corporate, academic and entrepreneurial environments.

TEACHING EXPERIENCE

Otis College of Art and Design, Los Angeles, CA Department of Product Design, Senior lecturer	2008 – 2012
University of California San Diego, La Jolla, CA Visual Arts Department, Lecturer	2005 – 2007
The School of the Art Institute of Chicago, Chicago, IL Department of Art and Technology Studies, Adjunct Assistant Professor	1996 – 2001

WORK EXPERIENCE

Avatoy, LLC, Los Angeles, CA – Electronic toy and novelty design Founder, principal designer	2008 – present
Vivendi Games/Sierra Entertainment, Los Angeles, CA – Video games Director of Research and Development, Interactive Entertainment	2007 – 2008
University of California Los Angeles, Los Angeles, CA – Academic research Lab Manager, Design and Media Arts Department, Interactive Electronics Lab	2003 – 2005
SkyBoy Productions, Chicago, IL – Video games, interactive electronics Founder, principal designer	1995 – 2001
Viacom New Media, Buffalo Grove, IL – Video game production Senior Audio Producer	1993 – 1995
Exit Entertainment, Chicago, IL – Video game production Software Engineer	1989 – 1993
Sound Creation, Madison, WI – Electronic music synthesizer design Software Engineer	1987 – 1989

EDUCATION

Southern California Institute of Architecture, Los Angeles, CA Master of Architecture I	2005
Northwestern University, Evanston, IL Bachelor of Arts in Music	1985

Steve Boyer

8601 Lincoln Blvd.#1425 Los Angeles, CA 90045 USA I 310/562.4885 steve.boyer@gmail.com

COURSES TAUGHT

Design Studio V + VI, OTIS
Product Design studio leading towards the senior design thesis and exhibition.

Integrated Design Studio III + IV, OTIS
Special topics research studio. Topics covered have included *Energy Literacy*, *Financial Products,* and *LED Animation.*

Design Entrepreneurship, OTIS
Joint program with Loyola Marymount University business school. Students prepare business plans and designs for new business concepts.

Professional Practice, OTIS
Emphasis on project management, employment and intellectual property law.

Advanced Topics in Computing and the Arts, UCSD
Special topics research seminar. Topics covered have included *Self-Organizing Systems*, *Network Topologies*, and *Narrative Algorithms*.

Electronics for Artists and Designers, UCSD, SAIC
Rigorous hands-on component level electronics for physical computing and interactive installations,

History of Art and Technology, UCSD
Lecture course covering history and theory of technology in the arts from the 17th century to the present.

Senior Thesis for Interdisciplinary Computing in the Arts and Music, UCSD
Mentoring thesis projects and exhibition preparation for hybrid art/engineering studies.

Digital Audio Production, SAIC
Survey of production techniques for interactive audio applications.

Assorted lecture topics and other areas of interest
Intellectual Property Law, Media and Technology in the Political Realm, Self-organizing Systems, Corporate Social Responsibility, Economics, Design Philosophy, Entrepreneurship

OTIS = Otis College of Art and Design
UCSD = University of California, San Diego
SAIC = The School of the Art Institute of Chicago

Steve Boyer

8601 Lincoln Blvd.#1425 Los Angeles, CA 90045 USA l 310/562.4885 steve.boyer@gmail.com

SELECTED EXHIBITIONS, WORKSHOPS, LECTURES, PERFORMANCES

2013 General Assembly, Santa Monica, CA *"Applying Design Methods to Business Problems"*

2012 Industrial Design Society of America, "*An Inventor's Journey in Intellectual Property Law"*

2011 Hyundai Motors Marketing Innovation Program, Otis College and Loyola Marymount University

2009 Human Renaissance Institute (Omron), *"Designing for the Future".* Otis College

2007 Architecture and Design Museum, Los Angeles – *Crosswired* – Installation by Workshop Levitas

2007 Media Center of Seattle – Lecture/Presentation: *Code: The Evolution of Abstraction*

2004 Southern California Institute of Architecture - Mechatronics designer: Shuffle, exhibition by Jones Partners

2004 Southern California Institute of Architecture, Los Angeles - *Digital Microelectronics in Architecture*

2003 Los Angeles County Museum of Art - Nano exhibition collaborator with UCLA Department of Media Arts

2003 UCLA, Design / Media Arts Department - Electronics for Media Designers

2003 Concordia University and University of Quebec, Montreal - Electronics for Artists

2001 SIGGRAPH, Los Angeles - responsive sound installation in collaboration with ArtN

2001 Fassbender Gallery, Chicago, Live performance with Laurie Lee Moses and Eric Leonardson

2001 Melsa Hall, Gifu, Japan, Live performance with Hiroshi Chu Okubo and Friends

2001 Yamaha Electone Hall, Tokyo, Live performance with Hiroshi Chu Okubo and Friends

2000 Betty Rymer Gallery, Chicago, Live performance with Eric Leonardso

2000 SIGGRAPH, New Orleans - responsive sound installation in collaboration with ArtN

2000 Betty Rymer Gallery of the School of the Art Institute of Chicago - Synapsis Experiments' In::Formation

2000 Columbia College, Chicago - panel discussion: Games and Violence, Andrea Polli, Moderator

1999 Ukrainian Institute of Modern Art, Chicago - group exhibition: Second Nature

1998 International Sculpture Conference, Chicago - Microprocessors in Sculpture

1997 Santa Barbara Museum of Art - group exhibition: Envisioning Science in collaboration with ArtN

1997 Museum of Contemporary Art, Chicago - collaborator - Miroslaw Rogala's Divided We Speak

1997 International Symposium on Electronic Art, Chicago - Microprocessors in the Arts

1997 International Symposium on Electronic Art, Chicago - artist's presentation

PATENTS

2001 "Light Art Structure" - US D422,712 S - Volumetric animating LED display
2002 "Device for Patterned Input and Display of Musical Notes" - US 6,392,131 B2 - Musical instrument interface
2013 "Light, Sound and Motion Receiver Devices" - US 8,354,918 B2 - Mass synchronization f

REFERENCES

Available upon request