

Eitan Gilad Mendelowitz

Education:

Doctor of Philosophy in Artificial Intelligence, expected Summer 2008

University of California Los Angeles, Los Angeles, CA

Dissertation: *Authoring Physically Interactive Environments in the Arts*

Master of Fine Arts in Design | Media Arts, June 2002

University of California Los Angeles, Los Angeles, CA

Thesis: *Drafting Poems: Inverted Potentialities*

Master of Science in Computer Science, December 1999

University of California Los Angeles, Los Angeles, CA

Bachelor of Arts with Honors in Mathematics-Computer Science, June 1995

Wesleyan University, Middletown, CT

Honors Thesis: *Specification and Implementation of Cellular Automata on Cayley Graphs*

Technical Skill:

Core Competencies: Artificial intelligence, sensor networks, interaction design, installation.

Software: After Effects, Director, Dreamweaver, Final Cut, Photoshop, Maya, Max.

Programming Languages: C/C++, Java, OpenGL, Lisp/Scheme, Perl, PHP, Prolog, SQL

Professional Experience:

Assistant Professor of Computing and the Arts, Winter 2008 to Present

Department of Computer Science, Smith College, Northampton, MA

Research Fellow, Fall 2006 to Fall 2007

Schematic, Los Angeles CA

Research the societal and cultural impact of mobile-phone computing. Develop a software framework for the rapid prototyping and deployment of experimental mobile applications.

World Designer, Lead Software Architect, Winter 2006

Center for Research in Engineering, Media and Performance, Los Angeles CA

Led development team in modification of the Unreal Tournament game engine to provide network controlled real time graphics, video, and sound for a theatrical production at the Freud Theater. Collaborated in visual design of virtual world used as scenic backdrop.

Interaction Designer, Software Engineer, Fall 2005 to Winter 2006

Electroland, Los Angeles CA

Collaborated with Electroland in designing interactive space in Rockefeller Center for Target Corporation. Designed and implemented software that uses a stereo computer vision system to track visitors and create a highly interactive environment through the control of thousands of individually addressable lights. Created a scripting language enabling high-level interaction design by non-programmer designers.

Graduate Student Researcher, September 2001 to Summer 2006

UCLA Hypermedia Studio, Los Angeles, CA

Designed, specified, and co-developed a programming framework and authoring environment for distributed sensor networks and ubiquitous computing in the arts.

Collaborated in design and implementation of interactive art installations and theater works.

Lecturer, Fall 2002

UCLA Department of Design | Media Arts, Los Angeles, CA

Developed curriculum for and taught "Creative Use of the Internet," an upper division undergraduate course. Instructed students in Internet technologies, interaction design, and web design.

Teaching Assistant, September 1996 to December 1997

Winter 2001, Spring 2002, Winter 2004

UCLA Computer Science Department, Los Angeles, CA

UCLA Department of Design | Media Arts, Los Angeles, CA

UCLA Department of Film, Television, and Digital Media

Lead weekly recitation. Performed grading of class assignments and tests. Aided students in the completion of class assignments and enhanced students understanding of concepts presented in course material. Created and maintained class web-pages. Courses included "Introduction to Databases," "Introduction to Artificial Intelligence," "Introduction to Natural Language Processing," "Advanced Web Design," and "Interactive Multimedia Authoring"

Research Assistant, September 1997 to September 2001

UCLA Department of Design | Media Arts, Emergence Lab, Los Angeles, CA

Co-engineered the Emergence Engine, software used by artists in the creation of real-time 3D virtual worlds. Primarily responsible for implementation of the Emergence Engine's behavior based artificial intelligence, physics, haptics, and scripting language. Collaborated in the design and actualization of virtual worlds for installations at such venues as SIGGRAPH, Ars Electronica, and Art Futura.

Research Scientist, June 1997 to September 1997,

AgentSoft, Jerusalem, Israel

Researched technologies for intelligent web queries. Developed specification language for and ontology of Internet agents for distributed information retrieval.

Software Engineer, June 1996 to September 1996,

WebVision Inc., Torrance, CA

Designed and created interactive World Wide Web bulletin board system. Linked Oracle database to the Internet through WWW front-end. Specified and implemented licensing security scheme for commercially released software. Authored Perl and C CGI scripts.

Publications:

Eitne Mendelowitz, **The Ineffable** in the *Proceedings of the 11th Biennial Symposium on Arts and Technology*, 2008.

Eitan Mendelowitz. **Drafting Poems: Inverted Potentialities** in the *Proceedings of the 14th Annual ACM International Conference on Multimedia 06*.

West R, Burke J, Mendelowitz E, Lewis JP, Kerfeld C. **ACTG to Calligraphy: Genetic Visualization for Ecce Homology** in the *Proceedings of the 2006 IEEE Symposium on Information Visualization (INFOVIS'06)*, 2006.

Jeff Burke, Jonathan Friedman, Eitan Mendelowitz, Heemin Park, Mani B. Srivastava. **Embedding expression: Pervasive computing architecture for art and entertainment**, *Journal of Pervasive and Mobile Computing* 2(1):1-36. 2005

West R, Burke J, Kerfeld C, Mendelowitz E, Holton T, Lewis JP, Drucker E, Yan W. **Both and Neither: in silico v1.0, Ecce Homology**, *Leonardo*, Vol. 38, Issue 4, 2005 MIT Press,

Eitan Mendelowitz and Jeff Burke. **Kolo and Nebesko: A Distributed Media Control Framework for the Arts** in the *Proceedings of the First International Conference on Distributed Frameworks for Multimedia Applications, 2005.*

West R, Burke J, Kerfeld C, Mendelowitz E, Holton T, Lewis JP, Drucker E, Yan W. **Ecce Homology.** In the *Proceedings of SIGGRAPH 2004 (Design and Visual Communications Sketches).*

West R, Burke J, Kerfeld C, Mendelowitz E, Holton T, Lewis JP, Drucker E, Yan W. **in silico v1.0: A Discovery Based Model For Art-Science Collaboration.** *College Art Association, Annual Conference 2004.*

Reger, G.M., Rizzo, A.A., Buckwalter, J.G., Allen, R., Augustine, R. & Mendelowitz, E.. **Effectiveness of Virtual Realty for Attentional Control to Reduce Children's Pain During Venipuncture** in the *Proceedings of the Second International Workshop in Virtual Rehabilitation, 2003.*

Jeff Burke, Eitan Mendelowitz, Joseph Kim, Rex Lorenzo. **Networking with Knobs and Knats: Towards Ubiquitous Computing for Artists,** *Ubiquitous Computing 2002, Concepts and Models Workshop.*

Eitan Mendelowitz, Jeff Burke. **A distributed control system for 'interactivity' in live performance** in the *Proceedings of the First International Workshop on Entertainment Computing, 2002.*

Rebecca Allen, Eitan Mendelowitz. **COEXISTENCE** in the *Proceedings of Cast01, 2001*

Eitan Mendelowitz. **The Emergence Engine: A Behavior Based Agent Development Environment for Artists.** in the *Proceedings of the Twelfth Conference on Innovative Applications of Artificial Intelligence (IAAI), 2000.* Winner of the Deployed Application Award.

Exhibition Record:

2009

Reflecting the Sacred. El Camino College Art Gallery, Torrance, CA. (upcoming)

2007

Finegood Gallery, West Hills CA

2006

Rewind, New Wight Gallery, Los Angeles CA

Second Natures, New Wight Gallery, Los Angeles CA

Remote. ACM Multimedia, Santa Barbara, CA

Leonardo II. ACE2006, Los Angeles, CA – **Awarded Silver Medal**

2005

SIGGRAPH Art Gallery. LA Convention Center, Los Angeles CA.

Too Jewish-Not Jewish Enough. Gotthelf Gallery, San Diego, CA.

Dot-matrix. India.

2004

Too Jewish-Not Jewish Enough. Bell Gallery, Los Angeles, CA.

2003

Within: From the Verandah: Art presence and Buddhism. Fowler Museum, Los Angeles, CA.

Little Red. telic. Los Angeles, CA. (solo)

2002

Last: UCLA Design | Media Arts MFA Thesis Exhibition. New Wight Gallery, Los Angeles, CA.

Mixed Realities. Interaction Design Institute, Ivrea, Italy.

2001

ACM1: Beyond Cyberspace Exhibition. San Jose Convention Center, San Jose, CA.

2000

SHIFT-CTRL: Computers, Games and Art. Beall Center,
University of California Irvine, Irvine, CA.

Art Futura. Centro Andaluz de Arte Contemporaneo, Seville, Spain.

Ground Zero–Future Art. The Tech Museum of Innovation, San Jose, CA.

1999

Interactive Frictions. University of Southern California (USC), Los Angeles.

SIGGRAPH Emerging Technologies. LA Convention Center, Los Angeles, CA.

Life Science. Ars Electronica Center, Linz, Austria.

Electronic Rituals. Intermedia Arts Gallery, Minneapolis, Minnesota.

Materiale/Immateriale. Cento Trevi, Bolzano, Italy.

1998

Art and Aesthetics of Artificial Life. ALIFE'98, UCLA Center for Digital Arts, Los Angeles, CA.

SIGGRAPH Art Exhibition. Orlando Convention Center, Orlando, FL.

Doors of Perception 5: Play. Netherlands Design Institute, Amsterdam.

Virtual Africa. Royal Museum of Central Africa, Belgium.

Invited Presentations:

Serendipity, O'Reilly Where 2.0 Conference, San Jose, California, 2007

Ecce Homology: Can Aesthetic Approaches Nurture Discovery in Genomic Biology? Media Arts and Technology/Digital Arts Lecture, University of California, Santa Barbara, 2004

In silico v1.0: Ecce Homology. Center for Research in Computing and the Arts/Visual Arts Department University of California, San Diego, 2004.

Ecce Homology. Plasmatica 040404: Colloquium on New Media, University of California, Berkeley, 2004.

Ecce Homology. Cyberspace: A Workshop on Playing, Gaming and Learning, University of California, Los Angeles. 2004.

The Iliad Project, RePerCuTe: Reflexions on Performance, Culture & Technology. Los Angeles, CA, 2002.

The Bush Soul (#2). Intel Arts and Entertainment Research Council, Portland, Oregon. 1998

Commissions:

Coexistence, Interaction Design Institute, Ivrea,, 2002

Collections:

The private collection of Harlan Lee. 2005

Residencies:

The Rhodopi International Theater Collective, Smolyan, Bulgaria, Summer 2005,
Sixth College, University of California, San Diego, Spring 2005

Professional Organizations:

Jewish Artists Initiative of Southern California. (founding member)