

Jacob Tonski
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Education

- Sept 06 - June 08 University of California, Los Angeles
Master of Fine Arts, Design | Media Arts
- Sept 95 - Dec 99 Brown University, Providence, RI
Bachelor of Arts in Computer Science, focus in Computer Graphics
Algorithmic animation, raytracing, interactive games, data visualization

Experience

- Jan 06 - Jul 06 Pixar Animation Studios, Emeryville, CA
and
Jan 01 - Aug 02 Technical Director
Developed & coded human muscle simulation system from R&D through release for The Incredibles.
- Nov 04 - Dec 05 Leapfrog Enterprises Inc, Emeryville, CA (Educational Toys)
C++ Programmer
Embedded software development for the Fly Pentop Computer.
Served as an R&D project lead, prototyping literacy instruction applications.
- Sept 97 - Dec 99 Brown Outdoor Leadership Training, Providence, RI
Outdoor Program Manager & Wilderness trip leader

Teaching

- Aug 09 - May 10 Visiting Assistant Professor, Miami University of Ohio
Joint appointment: Dept of Art & Armstrong Institute for Interactive Media Studies
Courses taught:
Aesthetics and Computation (visual software development in Processing)
Interactive Programming in Actionscript
- Fall 07 Instructor, Graduate Teaching Assistant Training Course, UCLA
Syllabus design, class technologies, methods of critique, discussion facilitation.
- Jan 07 - Jun 08 Teaching Assistant
University of California, Los Angeles
3D modeling in Maya: Prof. Jennifer Steinkamp
Senior design studio: Prof. Rebeca Mendez
Motion graphics: Prof. Rebecca Allen
Form: Prof. Silvia Rigon
- Nov 08 Instructor: Introduction to Microcontrollers with Arduino
Machine Project, Los Angeles CA
12 hour workshop series, teaching basic circuitry and programming, interfacing with sensors,
controlling lights and motors, and communication between devices.
- Summer 08 Instructor, UCLA Summer Institute
Game design course for high school students
- Fall 97 Teaching Assistant
Brown University
Introduction to Object Oriented Programming in Java: Prof. Andries vanDam

Art Exhibitions / Residencies

- Sept - Nov 09 LM Projects, Los Angeles CA (formerly Bank Art)
"Cause and Effect", Group show of video work. Curated by Lorraine Molina
- May 08 UCLA, Los Angeles CA
"Exit Strategies", Design | Media Arts MFA Exhibition
- Mar - Apr 08 Telic Arts Exchange, Los Angeles CA
"Gravity Art", group show of video art. Curated by Rene Daalder.
- Aug 07 Real Presence, Artist Residency in Belgrade, Serbia and Istanbul, Turkey
- May 07 Hammer Museum, Los Angeles CA
Invited to perform "Wakening" as part of an evening of student arts.

Other

- Sept - Oct 08 Bicycled from Seattle to San Francisco
With my wife, on an antique tandem bicycle, with our dog in a trailer behind us.
1000 miles, 31 days: <http://seattletosanfranride.blogspot.com/>
- Oct 02 - July 04 Pursued art practice, taught english, and mastered spanish in Barcelona, Spain

Proficiencies:

Code:

Processing, Java, C++, OpenGL, Perl, Tcl/Tk, HTML

Software:

Photoshop, AfterEffects, Maya, Unix commandline

Hardware:

Arduino microprocessor & programming environment

Sensors: digital, analog and serial device interfaces

Motion control, e.g. servos, stepper motors, linear actuators

Circuit design, utilizing ICs to simplify projects

Practical:

Digital photography and video

Color / B&W darkroom technique

Woodworking

Molding / Casting

Bicycle and Auto mechanics

Welding & Metal Fabrication