Ofer Shouval

CREATIVE TECHNOLOGIST, MULTIMEDIA ARTIST, EDUCATOR
INVENTOR OF THE LUMININ

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Objective

Leveraging lessons learned from a decade of solving challenges in live music, film, and interactive art, I design immersive experiences and interactive instruments that break us out of our screens and facilitate natural movement.

Education

Pratt Institute — MFA with Distinction, Interactive Art, 2021

University of Texas at Austin — BS in Radio-Television-Film, 2013

Skills

Programming + Interactive Tools
- Javascript/p5js/jQuery
- Html/CSS
- Java/Processing
- Arduino/C++/OpenFrameworks
- Touch Designer
- Unity/C#
- ABB/Rapid
- Python
- NodeJS/NodeRed

Video Editing + Motion Design Tools
- After Effects
- Premiere Pro
- Photoshop/Illustrator

Audio Skills + Tools
- Music Composition/Film Scoring
- Sound Editing/Production
- Logic Pro/ProTools/Ableton Live
- Max/Msp/Jitter

3D Design Skills + Tools
- Maya/Cinema 4D
- Rhino/Grasshopper/Fusion 360
- Ultimaker Cura/3D Printing

Fabrication + Electrical Skills
- Designing circuits and custom PCBs
- Soldering/prototyping
- Basic electronic repair + troubleshoot
- Laser Cutters/CNCs/3D printers
- Comfortable with wood shop tools

Work Experience

PART-TIME FACULTY | PARSONS SCHOOL OF DESIGN | 2021- PRESENT
- Develop the curriculum for and teach grad-level Physical Computing at Parson's Design & Technology program.
- Advise students on various projects and ideas inside and outside of class.
- Topics I cover include: Coding in Arduino and Processing, basic electronic engineering principles, using various sensors and actuators, soldering and fabrication techniques, serial and wireless communication interfacing and more.

PART-TIME FACULTY | NEW YORK UNIVERSITY | 2021- PRESENT
- I develop the curriculum for and teach several Creative Coding classes at both undergrad and grad level.
- Topics covered include: Introduction to coding in p5js, Processing, Arduino, and Touch Designer, interaction design principles and web development basics, integrating and utilizing AI, and many more.

FREELANCE LIGHTING DESIGNER | SFDS | 2021-2021
- Brought to take charge of lighting for Macy's holiday window displays.
- Duties included programming LEDs, designing and fabricating, installing lighting elements, overseeing the installation process.

RESEARCHER | CONSORTIUM FOR RESEARCH AND ROBOTICS | 2019-2021
- Designed an automated IoT plant monitoring/watering system
- Developed bespoke Arduino –> RAPID communications protocols
- Fabricated and programmed tool heads for our ABB 6700
- Wrote Grasshopper scripts for ABB Industrial Robots
- Filmed/edited video documentation and social media content

INTERACTIVE WEB DEVELOPER | POINT IN PASSING | 2019
- Worked to redesign the company website
- Wrote algorithms that powered interactive web animations
- Built a lighting installation - 2800 WS2812 LEDs and 15 Par lights
- Wrote programs for installation using Touch Designer and ArtNet

FREELANCE ANIMATOR | THE STUDIO NYC | 2017 - 2018
- Collaborated with clients to produce animations:
- Lead animator for Emily Kassie's doc - "A Girl Named C"
- Worked on Chitra Ganesh's Rubin Museum Installations