

Stephen Surlin

Curriculum Vitae

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Work Experience

Freelance Creative Technologist, Toronto, ON, 2012 – Current

- *Create interdisciplinary, multimedia and interactive systems for installation art, product design and live theatre*
- *Recent theatre work has incorporated 3D printing, sound design, wireless video streaming and custom wearable sensors to generate live audio*

Qrint Inc., 3D Printing Technician + Creative Technologist, Toronto, ON, 2016 – Current

- *Work with design software including: Blender 3D, Fusion 360, Cura and Simplify3D to design, render and 3D Print custom designs and objects for clients*
- *Teach workshops in a group setting and one on one using 123D Design and Fusion 360*
- *Design and manage company website*

Mobile Experience Lab, Human Computer Interaction Designer

Toronto, ON, 2015 – Current

- *Lead designer in the Mobile Experience Lab (Mobile Lab) at OCAD University*
- *Work with diverse populations including teens, modern dancers and elderly/aging populations to create interactive applications and installations that use contemporary Human Cotemporary Interaction software and hardware including: Kinect 3D Camera, Arduino, Max/MSP, Ableton Live, 3D Modeling and Printing and the Adobe Creative Suite*

Education

OCAD University, Toronto, ON, 2012 – 2014

Interdisciplinary Master's in Art, Media and Design, MDes

University of Windsor, Windsor, ON, 2007 – 2012

Bachelor of Fine Arts, Major in Visual Arts with a Minor in Women's Studies

Recording Arts Canada Private Career College, Toronto, ON, 2005 – 2006

Diploma in Sound & Music Recording

Academic Positions

Research Assistant (RA) to MOBILE Experience Lab, a GRAND and SSHRC funded mobile and interactive computing laboratory. Working under Paula Gardner.
OCAD University, Toronto, ON, 2012- 2015

Teacher's Assistant (TA) to Faculty of Liberal Arts & Science
OCAD University, Toronto, ON, 2012 – 2013

Teacher's Assistant (TA) to Women's Studies Department
Accessibility Training was required, to enable an inclusive learning environment.
University of Windsor, Windsor, ON, 2009 – 2012

Selected Exhibitions & Performances

2016

Theatre Production: Black Boys

Psychoacoustic Walk up Indian Road is an audio piece I created for the international *Buddies In Bad Times Theatre, Toronto, ON*

ArtWindsor Magazine: Psychoacoustic Walk Up Indian Road

Psychoacoustic Walk up Indian Road is an audio piece I created for the international publication *ArtWindsor*, published by Barbed out of Michigan, U.S.A.
Windsor, ON

2015

Theatre Production: Black Boys

Worked as the sound director, composer of original scores, created visual projections and real-time video streaming for the workshop production of *Black Boys*. Production was part of the Artist In Residence Program at *Buddies in Bad Times Theatre*.
Buddies In Bad Times Theatre, Toronto, ON

Nuit Blanche: Mirada

An interactive installation that invites users to manipulate a large bonfire using unique sensor enabled objects to create an immersive experience. I created the fire using the Unity Game Engine to generate a real-time fire that is manipulated by motion and touch sensors. The installation will also have a surround sound score that is also effected by the users' actions.
Hilton Toronto, Richmond St., Toronto, ON

Mexe: Capoeira X Wearable Technology

A multimedia performance that traces the origins of capoeira from Angola, Africa to Brazil, then to contemporary Toronto, through story telling, dance, capoeira, wearable sensors and live audio. As technical director I incorporated wearable sensors, live audio, and the 3D printing of costume elements.
Shaw Park, Queen St. W., Toronto, ON

Politics of Design Exhibit at Xspace Gallery

A group show that presented work that proposes questions and problematize contemporary systems of design. My work incorporated 3D printing and organic material like moss and bentonite clay to create stands for restored vintage straight razors, in order to examine ideas of sustainability in opposition to the current system of disposable razors.

Xspace Gallery, Toronto, ON

2014

...And Hear The Coffee: The Brewcast Project as Diegetic Prototype for a Post-smartphone Design Fiction

My thesis exhibit for the Interdisciplinary Master's in Art, Media and Design program at OCAD University, where I successfully defended my thesis, receiving a Master's of Design (MDes). This work included work with open-source software and hardware to create RFID enabled audio communication devices operated by the drinking of a cup of coffee, wirelessly connecting the user to distant people or locations.

Graduate Gallery, OCAD University, Toronto, ON

2013

Proofofproofofconcept

A presentation of recent research done in the research lab I work for, MOBILE Experience Lab. Research includes, Kinect 3D Cameras, Max/MSP, Ableton, 3D Printing, EEG and more.

Graduate Gallery, OCAD University, Toronto, ON

Microcompositions, BioART: Contemporary Art and the Life Sciences

Group show, my video/musical score, by mapping the movements of microscopic organism, recorded through a microscope, processed in Max/MSP, performed in Ableton Live.

Idea Gallery, Ontario Science Centre, Toronto, ON

Moog U/I

An interactive installation in the Moog Audio store located on Queen St. W., an "all night" installation during Nuit Blanche. The audience could create music with synthesizers from outside the store using a Kinect 3D sensor.

Moog Audio, Toronto, ON

Perspectives

Group show that two interactive pieces using open-source software and hardware i.e. Arduino, Blender and Unity Game Engine.

Beaver Hall Gallery, Toronto, ON

2012

Multi-Plicity

Group show involving recently accepted graduate students at OCAD University, curated by the Criticism and Curatorial Practice (MFA) graduate students.

Graduate Gallery, OCAD University, Toronto, ON

Mayworks 2012, "Property Rights"

Group show inspired by labour struggles and property, my work involved live silk-screening of a "Drouillard Park" infographic about the benefits of urban green space.

Atelier Virginianne Gallery + Studios, 1078 Drouillard Road, Windsor, ON

12 Degrees

Group show for the graduating class of B.F.A. Vis. Arts Students. Displaying my most recent LED light works and infographic design work.

Lebel School of Visual Arts Gallery, Windsor, ON

International Women's Day, Information Booth

Displaying and giving information about my LED work and their benefits to women in developing nations and education opportunities for young women.

CAW Centre, University of Windsor, Windsor, ON

Conferences + Research

2016

Body Editing Workshop

Worked with an experimental dance class at NSCAD University with MOBILE Experience Lab, users generated audio with an EEG brain sensing headset, while their movements were tracked by a Kinect V2 3D camera to create live visuals. Audio produced by Max/MSP and Ableton, visuals generated with a web based application.

NSCAD (Nova Scotia College of Art), Halifax, NS

Emerge: The Future of Sport Conference

An interdisciplinary conference in the Social Sciences. Presented research with MOBILE Lab, users interacted with an gaming application on a tablet with an EEG brain sensing headset that changed variables within the game. Audio produced by Max/MSP and Ableton, visuals generated with a web based application.

Arizona State University, Phoenix, AR

2015

4S: Society for Social Studies of Science Conference

An interdisciplinary conference in the Social Sciences. Presented research with Mobile Experience Lab, users generated audio with an EEG brain sensing headset, while their movements were tracked by a Kinect 3D camera to create live visuals. Audio produced by Max/MSP and Ableton.

Denver Sheraton, Denver, CO

OCE Discovery Conference

Hosted by the Ontario Centres of Excellence (OCE). Presented research with Mobile Experience Lab, a performance/game system that allows a user to control entities with a Kinect 3D camera along with a smartphone or tablet, for multiplayer engagement. Audio generated by Max/MSP and Ableton.

Metro Toronto Convention Centre, Toronto, ON

Hardware + Software Developing

Designing physical computing hardware and software using open-source technology. Using Arduino, sensors, wireless networks, Max/MSP, Processing and more.

Drastic Music, Toronto, ON

2014

MobileHCI 2014 Conference: Body Editing Demo/Experience

Organized a demonstration of the Body Editing Interface, an interactive audio/video installation created with the MOBILE Experience Lab, participants created live music and generative visuals through movement and gesture and bio feedback, using an Asus Xtion 3D camera and heart rate monitor, with the incoming data interpreted with Max/MSP, Ableton Live and Processing.

Hyatt Conference Centre, Toronto, ON

Body Editing Research with Baycrest Research Hospital

Working with Baycrest and the MOBILE Experience Lab to develop tools for creative expression and understanding using 3D cameras, wearable sensors and EEG (brainwave detection headsets) to create interactive works of art/design.

Baycrest and OCAD University, Toronto, ON

GRAND 2014 Conference: Body Editing Demo/Experience

Organized a demonstration of the Body Editing Interface, an interactive audio/video installation created with the MOBILE Experience Lab, where participants took part in making music with a 3D Kinect camera, analog synthesizers and biometric sensors.

Westin Conference Centre, Ottawa, ON

2013

Physical Computing Workshop

Collaboratively instructed a workshop on physical computing that focused on Arduino and circuitry components, controlled with code.

OCAD University, Toronto, ON

Dig In! Campus Agriculture Internship

Working to create an online interactive map using OpenStreetMaps API. Developed urban agriculture projects including Bees, sensors, and mapping.

OCAD University + University of Toronto, Toronto, ON

Research Presented at Urban Ecologies Conference

Attended and presented research through a large scale poster titled, *Biomapping: Sense, Log, Map*, illustrating the research I took part in with Mobile Experience Lab.

OCAD University + Art Gallery of Ontario, Toronto, ON

GRAND NCE Biometrics + PlayPR Deliverables Demonstrations

Gave two presentations of research with Mobile Experience Lab that involved three participants to interact with biometrics sensors, Kinect 3D camera and EEG Headset to generate audio live. Using Max/MSP and Ableton Live.

OCAD University, Toronto, ON

HASTAC

Presented research with Mobile Experience Lab at the Humanities, Arts, Science and Technology, Advanced Collaboratory Conference. A single participant used biometrics sensors and a Kinect 3D camera to generate audio live. Audio and visuals were generated using Max/MSP and Ableton Live.

York University, Toronto, ON

Selected Volunteer Work

2011

Ford City Neighbourhood Renewal (FCNR)

I worked in collaboration with the FCNR to plan/develop a fundraiser art show at a new art space in the Ford City neighbourhood, *Atelier Virginianne Gallery + Studios*.

2010

Humanitarian trip to Enugu State Nigeria with Aids Crisis Response Team (ACRT) A four week trip that brought our group from the city of Lagos to the rural communities of Enugu State. Our group administered hundreds of HIV tests and mainly gave general health advice and pharmacy style charity with the thousands of donated medications and vitamins we were given. My work consisted mainly of documenting the trip and giving out glasses after a short eye exam. This work greatly influences my art and design practice.

Selected Publications & News

2015

“Watch Dance and Wearables Tell the Story of Capoeira”

A review of my work Mexe: Capoeira X Wearable Sensors by the internationally renowned contemporary art website The Creators Project.

Beckett Mufson, The Creators Project, <http://thecreatorsproject.vice.com/>

“SummerWorks’ Mexe melds traditional dance with new tech”

A review of my work, Mexe: Capoeira X Wearable Sensors, in the SummerWorks Theatre and Performance art festival.

Laura Beeston, The Globe and Mail, Toronto, ON

“Mexe: Capoeira X Wearable Technology (Maziart) 2015 SummerWorks Review”

A review of my work, Mexe: Capoeira X Wearable Sensors, in the SummerWorks Theatre and Performance art festival.

Samantha Wu, Mooney On Theatre, Toronto, ON

“Real Projects for Real People, Volume 4”

Writings describing the work that came out of my collaboration with the multi-disciplinary artist collective during their visit and wind sensor workshop at OCAD University.

The Patching Zone, Rotterdam, Netherlands

2014

“...And Hear The Coffee: The Brewcast Project as Diegetic Prototype for a Post-smartphone Design Fiction”

My thesis paper, completed as part of my Master’s of Design Degree, published by OCAD University. The paper is part of their library’s permanent collection of published works.

Stephen Surlin, OCAD University, Toronto, ON

2013

“Windsor: The centre for bioart in Canada”

A feature on the group show I was a part of and the Incubator Lab at University of Windsor that I collaborated with for the project.

Amna Pervaiz, Windsor Star, Windsor, ON

2011

View Magazine Student Feature: “Artist As Activist”

An interview by Barone in the University of Windsor's Alumni quarterly magazine, focusing on the recent Solar Powered Rechargeable LED light works.

Jennifer Barone, View Magazine, University of Windsor, Windsor, ON

“Voices and vision for neighbourhood renewal”

Article describing the activities of the FCNR with residents of Ford City.

Ford City Neighbourhood Renewal (FCNR), OurWindsor.ca, Windsor, ON