

Scott Draves Curriculum Vitæ

art awards and exhibitions

2018.08 Interference, Tunisia.

2015.09 Lumen Prize Founder's Prize, London.

2014.02-05 Solo show at Coral Springs Museum of Art, Florida.

2014.02 Generation 243 shows at "Why Draw Now" Symposium curated by John Carson, Chair of the Art Department at CMU, Pittsburgh.

2014.01 Generation 245 at Microsoft Research "Studio 99", Seattle.

2014.01-03 Generation 245 at Strathmore Fine Art, "What's Up: New Technologies in Art", Bethesda.

2013.06 Generation 245 at the Rubin Museum, evening performance with Paul Haas's Sympho ensemble, "Kapow".

2013.02 Generation 244 at Mt Holyoke College Art Museum "Brave New Perspectives: This World through the Lens of New Media Art".

2012.10-12 Generation 244 at National Taiwan Museum of Fine Arts, TEA: Collective Wisdom group show curated by Ars Electronica.

2012.07 Electric Sheep for Android wins ZKM App Art Award for Cloud Art, Karlsruhe.

2012.05 Generation 244 in Emoção Art.ficial Biennial of Art and Technology, São Paulo.

2012.05 Triptych included in VIDA Art and Artificial Life International Competition Retrospective, Telefónica Headquarters, Madrid.

2012.05 Dreams in High Fidelity included in Lichtströme, Koblenz, Germany.

2011.11 Celeste Prize finalist at Invisible Dog, Brooklyn, New York.

2011.10 Two-person show at Able Fine Art, Chelsea, New York.

2011.08 Generation 244 (triptych 30 minute excerpt) at LACMA central courtyard (curated by the Center for Visual Music), Los Angeles.

2011.07 Commissioned work at Adler Planetarium, Chicago.

2011.06 Electric Sheep App preview in Future Canvas iPad art show, San Francisco.

2011.05 Solo show at Devotion Gallery, Brooklyn, New York.

2011.01 Invited performance at Museum of the Moving Image relaunch party, Queens, New York.

2010.12 Curated into ThinkTank planetarium display, Birmingham, UK.

2010.11 Group show, Able Fine Art, Chelsea, New York.

2010.08 Curated into Streaming Museum, shown on BBC Big Screens, and the 2nd largest LED wall in Europe.

2010.08 Poetics of Code group show at the Chelsea Art Museum, New York.

2010.06 Generation 243 in Digital Art @ Google: Data Poetics Chelsea, New York.

2010.06 Twenty-five projector, 5 channel Dreams projections at the Bread Factory in Hungary.

2010.05 Finalist in File Prix Lux, Brazil.

2010.04 Dreams in High Fidelity II in HybridArt.ru, Moscow.

2010.03 Two-person show at Michael Berger Gallery, Pittsburgh.

2010.03 Transformation wins 2nd prize from Lumen_Ex digital art competition, Extremadura Spain.

2009.12 Dreams in High Fidelity I and II shown during Art Basel at BKMIA, Miami.

2009.11 The Firebird shown in Contemporary Abstract Animation show at Redcat Disney/Calarts Theater, Los Angeles.

2009.10 Generation 243 shown at Singularity Summit, New York.

2009.10 Lost Sheep shown in Art In Odd Places festival, New York.

2009.09 Generation 243 shown at Gadgetoff, New York.

2009.09 Generation 243 commissioned for Gates Center for Computer Science at Carnegie Mellon University, Pittsburgh.

2009.08 Symphony at Issue Project Room, Brooklyn.

2009.07 Clade receives Critic's Award at the Genetic and Evolutionary Computation Conference, Montreal.

2009.04 Dreams in High Fidelity at Visual Music Marathon, Manhattan.

2008.10 Electric Sheep shown at Generativa (outdoor), SESC Paulista, São Paulo Brazil.

2008.07 Dreams in High Fidelity at 3LD Art and Technology Center, Manhattan.

2008.05 The Firebird on Great Wall of Oakland (California), 50' projection, Public art.

2008.02 Electric Sheep in MoMA exhibition website for Design and the Elastic Mind.

2007.11 Dreams in High Fidelity at Queens Museum of Art for Burning Man Decompression.

2007.07 The Firebird in DomeFest, LodeStar Planetarium, Albuquerque. Received Harmony Channel Award and Director's Special Spirit Award.

2007.05 Dreams in High Fidelity in Love's Secret Domain at 3rd Ward, Brooklyn.

2007.04 Star Oasis in Visual Music Marathon, Northeastern University, CyberArts Festival, Boston.

2006.10 Dreams in High Fidelity in Píksel, Bergen Norway.

2006.08 HiFiDreams in Siggraph Art Gallery, Boston.

2006.06 HiFiDreams in NY Digital Salon's Visual Music show, SVA Chelsea, New York City.

2006.06 HiFiDreams exhibited at International Animated Film Festival, Annecy France.

2005.04 Electric Sheep nominated for Webby Award, New York City.

2004.08 Electric Sheep in Siggraph Art Gallery, Los Angeles.

2004.06 Electric Sheep in GenArt NewFangle exhibition, San Francisco.

2004.02 Electric Sheep Jury Recommendation from ACA Media Arts Festival, Tokyo.

2003.04 Lightrhythm Visuals publishes Electric Sheep VJ single, San Francisco.

2002.10 Electric Sheep exhibited at ArtFUTURA, Barcelona.

2001.11 Electric Sheep receives 1st place from the jury at Life/Vida 4.0, Madrid.

1999.02 Bomb wins Prix du Public and 3rd place by the jury at Life/Vida 2.0, Madrid.

1993.04 Flame #149 wins Honorable Mention at Prix Ars Electronica, Linz Austria.

invited lectures

2013.01 Microsoft Research, Seattle, WA.

2013.11 Panelist: Open Source Art, LISA Conference, The New School, New York.

2012.11 Panelist: Crowdsourced and Social Media Art, LISA Conference, Guggenheim Museum,

New York

- 2011.10 Keynote speaker at Data Sensorium, Stony Brook University.
- 2010.08 Gnomedex, Seattle.
- 2010.08 Google, New York.
- 2010.08 TEDxBalaton, Hungary.
- 2009.09 Lucid, New York.
- 2009.07 Hosted panel "DIY Media and Distribution" at Siggraph, New Orleans.
- 2009.03 Festival de Cinéma des Trois Ameriques, Quebec.
- 2009.03 NYU Interactive Telecommunications Program, New York.
- 2008.05 UIUC ACM Reflections | Projections Conference, Urbana-Champaign.
- 2008.05 World Science Festival, New York.
- 2007.11 BoBo Gallery, The Media Arts Project, Asheville.
- 2006.11 Digital and New Media Department, UC Santa Cruz.
- 2006.09 Google Tech Talk, Mountain View.
- 2006.03 Parsons School of Design, New York.
- 2006.03 ITP, NYU, New York.
- 2005.11 San Francisco Art Institute.
- 2005.10 National Institute of Advanced Industrial Science and Technology, Tokyo.
- 2005.05 Berkeley Center for New Media.
- 2005.02 Planetworks Forum, New York City.
- 2004.02 O'Reilly Emerging Technology Conference, San Diego.
- 2001.11 MIT Media Lab, Cambridge.
- 1997.04 Santa Fe Institute.
- 1995.05 Microsoft Research Labs, Seattle.

media exposure

- 2017.01 Contributor to the Edge annual question This Idea is Brilliant
- 2015.01 Contributor to the Edge annual question on Machines that Think
- 2014.06 Seven page profile in the book Colliding Worlds.
- 2014.02 Reviewed in the Washington Post.
- 2013.11 Covered by the BBC in The quest to turn computers into creative artists.
- 2012.12 Reviewed in the book History of Computer Art.
- 2012.02 Cover story on CMU.edu, Carnegie Mellon University's homepage
- 2012.01 Pittsburgh Post-Gazette Arts Section "The Algorithmic Art of Scott Draves".
- 2011.11 Lead of El País story on art to buy as gifts, including two photos (front of culture section).
- 2011.11 PBS Arts "Off Book" documentary on Generative Art interview.

- 2011.06 Chicago Tribune A&E section, large image on 1st page.

- 2011.01 Interviewed published in Triangulation Blog.

- 2010.11 Interviewed by Julia Kagansky for The Creators Project.

- 2010.06 Interviewed by Harold Channer for MNN on cable TV.

- 2010.05 Link Magazine writes a story about Draves and the art in the Gates Center.

- 2009.11 Pittsburgh Tribune-Review covers my commission for the Carnegie Mellon School of Computer Science.

- 2009.10 My artist theme for the Chrome browser selected by Google to advertise theme launch.

- 2009.02 Electric Sheep rated number 1 screensaver in TidBITS online magazine.

- 2008.09 Google publishes my search theme in their artist directory, 63,000 users in first month.

- 2008.08 Siggraph conference-wide graphic identity based on Electric Sheep.

- 2008.05 Profiled on Intel.com.

- 2008.01 Electric Sheep on cover of Leonardo 41:1.

- 2006.12 HiFiDreams installation into the Googleplex covered by Wired Online and ValleyWag.

- 2006.07 HiFiDreams on front page of CNet's News.Com.

- 2005.09 Electric Sheep in back-story of new prime-time CBS show Threshold.

2004.08 Discover Magazine runs one page story on Electric Sheep.

2004.07 The New Yorker Magazine covers Dorkbot presentation in The Talk of the Town.

2002.05 BPM Magazine reviews Bomb.

2001.05 Wired Magazine runs two-page spread of Flame #148 and Electric Sheep.

VJ performances

2010.09 With ELEW at the Chelsea Art Museum, Manhattan.

2009.01 One Step Beyond, Rose Planetarium, American Museum of Natural History, Manhattan.

2009.03 Le Cercle, Quebec.

2007.02 Danger Party, Brooklyn.

2006.10 SFLNC Benefit, Supperclub, San Francisco.

2005.12 The Studio at the Palms, Los Vegas.

2005.02 Paul Graham's Focus Celebration, Boston.

2004.08 Camps Disorient, Sol System, Green Gorilla, and Planet Wow at Burning Man.

2004.05 Children of Sound at Volume, with Alladin Productions, Brooklyn.

2004.05 Ascension at 1015, San Francisco.

2003.11 Private Party at Warehouse 23, Boston.

2002.06 Sonar main stage, with Carl Cox as a guest of Bluespoon, Barcelona.

2000.04 Mozilla Party 3.0 at The Sound Factory, San Francisco.

1997.03 Shelter, with Derrick Carter, Chicago.

refereed publications (artistic)

2004.08 The Electric Sheep Distributed Screen-Saver; SIGGRAPH Sketch.

2003.05 The Interpretation of Dreams; YLEM, Volume 23 #6.

2000.05 Metaprogramming Emergent Graphics; YLEM, Volume 20 #6.

1999.11 First Iteration, Conference on Generative Systems and Electronic Art at Monash University; Inside the Bomb (video documentary).

1997.02 6th Annual Biennial Symposium on Arts and Technology at Connecticut College; In Transit (live performance with graphics); Roger Dannenberg and Scott Draves.

refereed publications (scientific)

2010.08 Siggraph Quarterly; The Flame Algorithm and its Open Source Culture

2008.04 International Journal of Bifurcation and Chaos; The Aesthetics and Fractal Dimension of the Electric Sheep. Scott Draves, Ralph Abraham, Pablo Viotti, Fred Abraham, Clint Sprott.

2007.12 Art of Artificial Evolution, Springer; Juan Romero and Penousal Machado (Editors); Evolution and Collective Intelligence of the Electric Sheep (Chapter by Scott Draves).

2006.06 ACM Non-Photorealistic Animation and Rendering; The Electric Sheep and their Dreams in High Fidelity; Scott Draves (invited keynote).

2005.03 Applications of Evolutionary Computing, Springer LNCS 3449; The Electric Sheep Screen Saver: A Case Study in Aesthetic Evolution; Scott Draves.

1998.09 ACM Surveys; Partial Evaluation for Media Processing; Scott Draves.

1997.06 International Conference on Functional Programming; Implementing Bit-addressing with Specialization; Scott Draves.

1990.09 Eurographics Workshop on Animation and Simulation Lausanne; Integration of High Level Animation Controls, Simulation Methods, and Gestural Specification; Zeleznik et al.

education

1990.09—1997.07 Carnegie Mellon University, PhD in Computer Science.

Thesis title: Automatic Program Specialization for Interactive Media.

Thesis advised by Peter Lee. Originally advised by Dana Scott and Andy Witkin.

1986.09—1990.05 Brown University, ScB in Mathematics.

Graduated Magna cum Laude and with Honors.

Worked in Andy van Dam's graphics lab.

Thesis advised by Thomas Banchoff.

feature film credits

2013 Aya: Awakenings

2010.10 The Spirit Molecule (above the fold)

2009.09 Molecules to the Max (IMAX)

2004.05 Shrek 2 (under Research & Development)

video game credits

2003 Commandos 3: Destination Berlin

employment

2018.08—present CTRL-labs, Principal Engineer and Engineering Manager.

Responsible for the deep learning research platform for a brain machine interface startup.

2013.03—2018.08 Two Sigma Investments LP, Vice President.

Tech Lead of Beaker Notebook and BeakerX extension to Jupyter Notebook, the research platform used for data science in finance.

2008.12—2013.03 Google Inc, Software Engineer.

Worked on maps front end and data visualization for data quality in the NYC office.

2007.09—2007.12 Parsons School of Design, Adjunct Faculty.

Taught programming in the Communication Design and Technology Dept.

2003.03—2004.03 PDI/DreamWorks, Generalist in the R&D Department.

Developed proprietary 3D animation software for feature films.

1999.12—2000.10 FastForward Networks, Senior Software Engineer,

2000.10—2001.09 Inktomi Corporation (by acquisition).

Internet startup doing broadcast streaming media distribution.
Server and protocol development, integration, demos and ideas.
Conceived and implemented graphical network management user interface.
Lead support for mp3 format.

1997.07—1999.08 Transmeta Corporation, Member of Technical Staff, Santa Clara.

Software engineer at fabless VLSI design company.
Virtual Pentium-compatible hardware hosted on VLIW chip.
Simulation and debugging systems, performance optimization.
Brought up the first chip back from the fab.

