

**Kate Hollenbach**

Los Angeles, CA

www.katehollenbach.com

kjhollen@alum.mit.edu

**EDUCATION**    **University of California Los Angeles**

M.F.A. Design Media Arts, June 2017

**Massachusetts Institute of Technology**

B.Sc. Computer Science and Engineering, 2007

Graduate coursework at the Media Laboratory, 2007–2008

**Rhode Island School of Design**

Graduate coursework in Graphic Design, 2008–2009

**TEACHING EXPERIENCE**    **Part-Time Faculty at University of Southern California**

Information Visualization, Media Arts + Practice, fall 2017

**Adjunct Faculty at Woodbury University**

Introduction to Programming I, Applied Computer Sciences, fall 2017

**Lecturer at University of California Los Angeles**

Interactivity, Design Media Arts, summer 2017

**Instructor at University of California Los Angeles**

Typography, Design Media Arts Summer Institute, summer 2016

Mobile Game, Design Game Lab Summer Institute, summer 2016

**Teaching Assistant at University of California Los Angeles**

Interactivity, Design Media Arts, spring 2016, fall 2016, winter 2017

Network Media, Design Media Arts, winter 2016, spring 2017

Typography, Design Media Arts, fall 2015

**Teaching Assistant at Rhode Island School of Design**

Embodied Computation, Graduate Studies Program, spring 2009

**WORK EXPERIENCE**    **Freelance Programmer and Artist**

August 2017–present, Los Angeles, CA

**Oblong Industries**

Director of Design & Computation, January 2012–July 2015

Interaction Designer, June 2009–December 2011, Los Angeles, CA

Design and programming intern, June–August 2008, Los Angeles, CA

**Physical Language Workshop, MIT Media Lab**

Research Assistant, September 2007–May 2008 Cambridge, MA

**Google**

*Software Engineering Intern, June – August 2007, New York, NY*

**Physical Language Workshop, MIT Media Lab**

*Undergraduate Researcher, 2004 – 2007 Cambridge, MA*

**IBM Visual Communication Lab**

*Research Intern, June – August 2006, Cambridge, MA*

**Electronic Publishing Group, MIT Media Lab**

*Undergraduate Researcher, February – August 2004, Cambridge, MA*

**COMMUNITY**

Google Summer of Code with p5.js, Summer 2017

Co-organizer, Art + Feminism Wikipedia Edit-a-thon, with voidLab and UCLA Arts Library, 2016, 2017

**TALKS AND WORKSHOPS**

Interface Anxiety, Praxis VII, USC Media Arts + Practice, Los Angeles, CA 2017

phonelovesyoutoo, Carbon Five Hack Night, Los Angeles, CA 2017

Interface Anxiety, Chillnet at Coaxial, Los Angeles, CA 2017

A Processing Primer for Artists, Workshop at SIGGRAPH, Los Angeles, CA 2017

Women Developers Panel, Silicon Beach Fest, Los Angeles, CA 2015

Organic Aesthetics, INST-INT, Minneapolis, MN 2014

Hello, Space, Workshop at Eyeo Festival with Oblong Industries, Minneapolis, MN 2012

Design in Space, Barcelona Design Week, Spain 2011

Openstudio: an Experiment in Community, Creativity, and Capitalism, Pecha Kucha Boston #3, 2008

**EXHIBITIONS**

Vulnerability: The Space Between, Young Projects, Los Angeles, CA 2017

Praxis VIII: Bodies, Technology and Space, USC Media Arts and Praxis, Los Angeles, CA 2017

Delete Me, MFA Exhibition, UCLA New Wight Gallery, Los Angeles, CA 2017

Far Bazaar, Cerritos College, Cerritos, CA 2017

Femmebit, Human Resources, Los Angeles, CA 2016

Free As In, UCLA New Wight Gallery, Los Angeles, CA 2016

Plop-up #01, The Public School, Los Angeles, CA 2016

Sorry for Not Being \_\_\_\_, UCLA Broad Art Center, Los Angeles, CA 2016

Revolutionary Devices, MFA Solo Show, UCLA Broad Art Center, Los Angeles, CA 2016

It's doing it, online exhibition, 2015

DEEP WEB ROACH QUEEN. UCLA Broad Art Center, Los Angeles, CA 2015