

Kate Hollenbach

Chicago, IL

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kjhollen@ucla.edu

EDUCATION

University of California Los Angeles

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

Advisor: Casey Reas

Massachusetts Institute of Technology

B.Sc. Computer Science and Engineering, 2007

Graduate coursework at the Media Laboratory, 2007–2008

Advisor: John Maeda

Rhode Island School of Design

Graduate coursework in Graphic Design, 2008–2009

TEACHING EXPERIENCE

Professional Lecturer at DePaul University, College of Computing and Digital Media

Full-time faculty appointment in Interdisciplinary Design. Courses taught:

Playgramming, fall 2018

Introduction to Visual Design, fall 2018

Part-Time Faculty at University of Southern California

Design Fiction and Speculative Futures, Media Arts + Practice, spring 2018

Information Visualization, Media Arts + Practice, fall 2017

Lecturer at University of California Los Angeles

Network Media, Design Media Arts, spring 2018

Interactivity, Design Media Arts, summer 2017

Adjunct Faculty at Woodbury University

Introduction to Programming I, Applied Computer Science, fall 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

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WORK EXPERIENCE**Freelance Programmer and Artist**

August 2017 – present, Los Angeles, CA and Chicago, IL

Programming and interactive software consulting for artists working with video and code. Clients include Peggy Weil Studio and Jennifer Steinkamp.

Oblong Industries

Director of Design & Computation, January 2012 – July 2015

Led an interdisciplinary team of designers and programmers to design the interaction, look, and feel of software designed at Oblong, with a focus on Mezzanine, the company's flagship product. Wrote guidelines for designing interactions and use of gestures, color, typography. Prototyped new interactions in code and conducted user studies. Managed a variety of design projects including customer facing user guides and instructional videos.

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

Design lead for Mezzanine, Oblong's platform that seamlessly connects people, screens, devices, applications, and data through a scalable, shared workspace. Designed and implemented gestural interfaces for interacting with data. Wrote algorithms to process data from a 6-degree-of-freedom wand device and visualize gesture detection on screen.

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

Prototyped gestural interactions with text, developed typography renderer for OpenGL.

Physical Language Workshop, MIT Media Lab

Research Assistant, September 2007 – May 2008 Cambridge, MA

Developed experimental graphics prototyping platform and data visualizations while pursuing graduate course work.

Google

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

Worked with a small team to design and implement a compact version of Google Calendar that can be embedded into external websites.

Physical Language Workshop, MIT Media Lab

Undergraduate Researcher, 2004 – 2007 Cambridge, MA

Designed and implemented desktop and web applications including data visualizations, collaborative software, and creative tools.

IBM Visual Communication Lab

Research Intern, June – August 2006, Cambridge, MA

Worked with mentors Martin Wattenberg and Fernanda Viégas to develop a visualization technique for studying individuals' contributions to collaborative projects like Wikipedia.

Electronic Publishing Group, MIT Media Lab

Undergraduate Researcher, February – August 2004, Cambridge, MA

Implemented a series of visualizations of social interaction in face-to-face meetings.

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COMMUNITY

Google Summer of Code with p5.js, Summer 2017, 2018

2017: Developed new software architecture for Web GL mode in p5.js, through Processing Foundation and Google Summer of Code.

2018: Mentored a student continuing work with Web GL.

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

Organized one-day event and workshops for UCLA chapter of the Art + Feminism global Wikipedia edit-a-thon in honor of International Women's Day. Participants edited and wrote articles about women and nonbinary artists for Wikipedia.

TALKS AND WORKSHOPS

Artist talk, Information Visualization class at SAIC, Chicago, IL 2018

Artist talk, Interactivity class at UCLA Design Media Arts, Los Angeles, CA 2018

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

Artist talk, Computer Graphics class at Loyola Marymount University, Los Angeles, CA 2016

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

Clustering, Artificial Knowing, Los Angeles, CA 2018

Museum of Developer Art 2.0, Google I/O, Mountain View, CA 2018

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