

Connor Rawls
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Education

- B.A. of Digital Culture - Arizona State University (May 2017)

Employment

- Research Specialist, School of Arts, Media, and Engineering (December 2017 - Current)
 - Code development and documentation for Synthesis research projects
 - Maintenance of research equipment and infrastructure
 - Student Mentoring and curricular support
- Synthesis Center Management Intern (June 2017 - December 2017)
 - Developer for projects focused on visualization of physical models (EM:A, Toroidal Flows)
 - Student and Faculty Project support (Software and Hardware)
 - iStage Software and hardware maintenance
- Synthesis Center Student Researcher (January 2015 - May 2017)
 - Participated in the development of faculty led research projects
 - Learned to develop as a part of a team, communicating over slack and maintaining codebases using git.
 - Created small student designed and driven research projects that were supervised by faculty members.

Projects

- Improvisational Environments (2014)
 - Participated in the creation and execution of research scenarios.
 - <http://synthesiscenter.net/projects/improvisational-environments/>
- Ozone (2015 - 2016)
 - A real-time, embodied, computational media system designed to immerse users into different simulations by way of projections, lighting, and auditory feedback.
 - Extended existing codebase to add features and functionalities to take full advantage of the iStage research platform.
- iMonsoon (2014 - 2016)
 - Environment for simulating weather systems where human actions are measured as inputs to the larger model.
 - Software developer
 - Presented at CCS 2015
- Waldforest (2015 - 2017)
 - An updated version of the installation of the same name by Christian Ziegler
 - Added new logic and computer vision input to the existing system for new performances in the iStage environment.
- Rhythm Analysis / Timelenses (2016 - 2018)
 - Support for software development

- Support for hardware fabrication
 - <http://synthesiscenter.net/projects/rhythmanalysis/>
- SERRA / Vegetal Life (Ongoing)
 - A series of installations and performances aimed at bringing humans to the timescale of plant life.
 - Support programmer
 - Physical installation of apparatus
 - Apparatus maintenance
 - <http://synthesiscenter.net/projects/vegetal-experience-serra/>
- Toroidal Flows (2016 - 2018)
 - A visualization of deep ocean currents to be used both as a way of viewing scientific data and a platform for artistic creation. Completed in collaboration with Dr. Larry Pratt, Wood's Hole Institute.
 - Lead programmer
- Atmosphere and Place (2015 - Current)
 - A series of workshops exploring the sense of both the "place" and the "atmosphere" within. Atmosphere is not restricted to meteorological elements, but also mood and ambiance.
 - Software development support
- Cloud Nursery / Cloud Chamber (2018 - 2019)
 - Building a series of interconnected objects fitted with ultrasonic atomizers. A portion of the wider Atmosphere and Place initiative.
 - Software developer
 - Object fabrication, physical computing hardware assembly
 - <http://synthesiscenter.net/projects/cloud-chambers/>
- Cosmos (2018 - 2019) & ODO (2019 - 2020)
 - A pair of installations and performances designed by Christian Ziegler
 - Lead media programmer
 - Supporting hardware programmer
 - Supporting media designer
 - <http://synthesiscenter.net/projects/forest3-cosmos/>
- Life Energy Dinners (2018)
 - A pair of mediated enchanted dinners hosted in the iStage environment
 - Media programmer
 - Media designer
 - Hardware configuration support
 - <https://vimeo.com/267321935>
- Connectivity Cafe (Ongoing)
 - A research project with the aim of creating an enchanted, telematic dining experience.
 - Research support
 - <http://synthesiscenter.net/projects/connectivity-cafe/>
- Learning Alliance (Ongoing)

- What is the leading edge of progressive interdisciplinary graduate education and how we can manifest this in our thinking, practice and institutions?
- Research support
- Software development support
- <http://synthesiscenter.net/projects/learning-alliance/>
- Participatory Steering of Complex Systems
 - How are the many techniques for mediated and immersive environments made portable for use outside of controlled research platforms?
 - Hardware and software technical documentation
 - Installation support
 - <http://synthesiscenter.net/projects/participatory-steering-of-complex-adaptive-systems/>
- SC - Synthesis Center Software Development Package (Ongoing)
 - A compiled package of Synthesis developed techniques for creating mediated environments.
 - Developer
 - Lead documentation author
- TEL - Telematic Embodied Learning (Ongoing)
 - An array of projects around on enhancing the virtual and telematic classroom experience, with a special focus on promoting collaboration in the digital space.
 - Technical advisor / consultant
 - Author / Instructor of component course offering
 - <http://synthesiscenter.net/projects/telematic-embodied-learning/>

Teaching

- AME 494 & 531 (Spring 2020) - Narrative as Event & Media Studies II
 - Supporting staff instructor
 - Focused on advising students on how to approach the technical considerations of their semester projects.
 - Helped to find technical solutions for problems that allowed for the use of already owned equipment to fulfill multiple purposes.
 - Helped transition the studio class to a fully virtual setting while still making physical studio hardware available remotely.
- AME 294 (Fall 2020 B-Session) - Media Choreography and Playful Environments
 - A lower-division course designed to give a window into Responsive Environments practice by removing the hurdle of needing to understand the technical aspects of programming. Instead, students will be given technical vignettes, in the form of compiled applications, that are focused on fundamental building blocks of the larger practice.
 - Primary author of practical examples for student use and exploration.
 - Contributing author on syllabus
- Study Abroad - ASU : Responsive Environments Workshop in Montréal

- A month-long studio workshop focused on designing responsive media installations worthy of exhibition in major museums.
 - Provides students the ability to visit and view iconic interactive and responsive media installations within Montréal for inspiration in their own work.
 - An intensive workshop in which students are given creative freedom to realize their artistic vision while also being advised by conceptual and technical experts on ways to maximize their creation's impact on an audience.
- Offered for Summer 2020
- In Approvals process for Summer 2021
- Instructor with Dr. Sha Xin Wei
- Tentatively scheduled for June 2021