

Joshua Pablo Rosenstock

www.joshuarosenstock.com

EDUCATION :

School of the Art Institute of Chicago

Chicago, IL

2004 M.F.A. in Art and Technology

winner of 2004 Graduating Student Fellowship Competition

Brown University

Providence, RI

1996 B.A. in Visual Arts/Semiotics

Rhode Island School of Design

Providence, RI

1992-1996 coursework in Film Production, Photography

Paris Center for Critical Studies

Paris, France

1993-1994 studies in Critical Theory, Art History

PROFESSIONAL EXPERIENCE :

Assistant Professor, Interactive Media & Game Design

Worcester Polytechnic Institute, Worcester MA 2005 - present

- Essentials of Art
- Digital Imaging and Computer Art
- Art of Animation
- Artistic Game Design I

Adjunct Faculty

DePaul University, Chicago, IL 2004 - 2005

- Perceptual Principles of Digital Environments I (2D Design, Digital Imaging, Visual Communication)
- Perceptual Principles of Digital Environments III (Animation, Narrative, Interactivity)
- Multimedia (Sound, Video, Interactivity, Web)

Adjunct Instructor

School of the Art Institute of Chicago, Chicago, IL 2004

- Fundamentals of Art and Technology (Video, Digital Imaging, Web, Interactive Programming)

Teaching Assistant

School of the Art Institute of Chicago, Chicago, IL 2003 - 2004

- Graduate Art & Technology Seminar: Performing Interactivity
- First Year Program - 4D (Sound, Video, Performance)
- Early College Program - Video Production

Faculty

Center For Electronic Arts, San Francisco, CA 2000 - 2002

- Taught Director/Interactive Authoring workshops as part of Dynamic Media Certificate Program
- Created and implemented Sound Design/Electronic Music curriculum

Instructor

Media Alliance, San Francisco, CA 2001

- Taught Digital Audio Production workshops

Workshop Coordinator, Visiting Artist

ZEUM, San Francisco, CA 1998 - 2002

- Taught classes in video production, electronic music, digital photography, animation, web
- Created and implemented multimedia curricula for after-school workshops, school field trips, in-school programs, and drop-in activities
- Taught professional development workshops for San Francisco Unified School District teachers on integrating media technology into the classroom
- Visiting artist in SF public schools, in collaboration with classroom teachers

Recording Studio Coach

HOME Project Charter High School, Alameda, CA 2001 - 2002

- Designed youth-run recording studio
- Created and implemented digital audio engineering curriculum for teenagers

Multimedia Designer

Neurotec International Corp, Boston, MA 1996 - 1997

- Designed and programmed online games, advertisements, and animations
- Created video/interactive kiosks for corporate presentations

EXHIBITION EXPERIENCE :

Solo Shows:

- *Revenge of the Lawn*. 1926 Exhibition Space, Chicago, IL 2003
- *Unnatural Geographic*. ZEUM, San Francisco, CA 1999

Group Shows:

- *PURE*. Office Superstore Space, Brighton, MA 2006
- *Mobile Electronic Performance*. Firefly Festival, Newbury, VT 2006
- *Paper Politics Portland*. Food For Thought Gallery, Portland, OR 2006
- *Paper Politics Brooklyn*. 5+5 Gallery, Brooklyn, NY 2005
- *Exhibición Stencil*. Estudio Cruz la Piedra, Oaxaca, Mexico 2005
- *Paper Politics West*. Seattle Print Arts, Seattle Print Arts, Seattle, WA 2005
- *Resist! Anti-Inaugural Ball*. Acme Art Works, Chicago, IL 2005
- *The Pale Student of Unhallowed Arts*. Acme Art Works, Chicago, IL 2004
- *PORTOTONIC*. Lump Gallery, Raleigh, NC 2004
- *SAIC MFA Show*. G2, Chicago, IL 2004
- *SuperCinematic Events*. Ann Arbor Film Festival, Ann Arbor, MI 2004
- *PAC/edge Performance Festival*. Chicago, IL 2004 (Curator/Performer)
- *Anti-Spacesuit: The Dirty Future*. G2, Chicago, IL 2003
- *Fall Time Arts Night*. G2, Chicago, IL 2003
- *Inter-Act*. Open End Gallery, Chicago, IL 2003
- *Frequenz*. Columbus Drive Performance Space, Chicago, IL 2002
- *Juried Student Show*. List Art Center, Providence, RI 1996
- *New Film/Video Works*. Production Workshop, Providence, RI 1995

Musical Performance:

Numerous performances in New England (2006-present), the Midwest (2002-2005), and around the San Francisco Bay Area (1997-2002) at venues including:

- Vermont Reggae Festival, Coventry, VT
- The Milky Way, Jamaica Plain, MA
- Johnny D's, Somerville, MA
- The Western Front, Cambridge, MA
- Nectar's, Burlington, VT
- Red Hook Brewery, Portsmouth, NH
- Sully's, Hartford, CT
- Brick House, Dover, NH
- Stone Church, Newmarket, NH
- The Beachcomber, Wellfleet, MA
- Ballard's Inn, Block Island, RI
- The Chase Café, Chicago, IL
- House of Blues, Chicago, IL
- Bottom Lounge, Chicago, IL
- The Big Horse Lounge, Chicago, IL
- The Beat Kitchen, Chicago, IL
- The Starry Plough, Berkeley, CA
- Blake's, Berkeley, CA
- Downlow Lounge, Berkeley, CA
- Red Devil Lounge, San Francisco, CA
- Ireland's 32, San Francisco, CA
- Zebulon's Lounge, Petaluma, CA
- Talk of the Town, Oakland, CA
- 4th Street Tavern, San Rafael, CA

Invited Presentations:

- *Visiting Artist*, School of Art and Design, University of Michigan, Ann Arbor MI 2004

Bibliography:

- Bertran, Britton. "Joshua Rosenstock: An Interview." *Panel House*. www.panel-house.com. 2004

TECHNICAL EXPERTISE:

Software:

MAX/MSP/Jitter	ProTools
Final Cut Pro	Ableton Live
DVD Studio Pro	Digital Performer
AfterEffects	Peak
3d Studio Max	HTML
Maya	C
UnrealEd	Unix
Photoshop	
Illustrator	
Director	
Flash	
Dreamweaver	

Hardware:

Film, Digital, & Video Cameras
Microphones, Mixing Boards,
Recording Studio Gear
Basic Electronics, PC Board
Fabrication, Circuit building
Analog & Digital Video editing
Darkroom Techniques
Midi & analog controllers
Sensor interfacing
Programming microcontrollers
Stencil printing
Computer Networking