

Summary

Artist and technologist Daniel Gene Pillis is currently Assistant Director with the Council for Science & Technology at Princeton University. He creates work at the intersection of science, technology, queer computing and media archaeology. Their research interests are centered on the function of simulation and representation in human culture.

Education

2016 Carnegie Mellon University, Pittsburgh, PA
Master of Fine Arts, focusing on Virtual Reality & Robotics History, School of Art

Full Tuition Scholarship, 2014–2015 (Competitive University-Wide Fellowship)

Thesis Title: “The Hidden Line Problem: Simulating the Human Experience”

Thesis Advisors:

Dr. Ivan E. Sutherland, PhD, University of Portland, Oregon

Dr. Jessica Hodgins, PhD, Professor of Computer Science, Carnegie Mellon

James Duesing, Professor of Art, Carnegie Mellon

2011 Rutgers University, New Brunswick, NJ
Bachelor of Arts in Cognitive Science, focus in Psychology, Literature & Visual Art

Full Tuition Scholarship, 2010–2011

Dean's List, 2009-2011

Faculty Advisors:

Dr. Henry Turner, Rutgers University, Department of English

Dr. Gretchen Chapman, Psychology Chair, Rutgers University Cognitive Science

Ardele Lister, Chair of Moving Image, Rutgers University School of Art

Positions

2020 – Assistant Director, Council on Science & Technology
Studiolab, Princeton University

- Direct the vision of the StudioLab, an inclusive and interdisciplinary space for technology, experimentation and creativity
- Explore innovative approaches to "making", focusing on interdisciplinary collaboration; integrating science, engineering, art and intermedia
- Cultivate collaborative relationships with colleagues throughout Princeton University, Integrate poetry, programming, coding and creating in outreach and pedagogy
- Queer conventional approaches to the studio, the lab, and the “makerspace”

- 2018 – 2020 SIGGRAPH Diversity & Inclusivity Committee
ACM SIGGRAPH International Conference
- Collaborate with industry peers to cultivate diversity and inclusivity in computer graphics and interactive techniques
 - Plan panels, presentations and conference content, engaging audiences in issues relating to gender theory, racial injustice, queer studies and intersectionality
 - Host annual Diversity & Inclusion Summits, encouraging conversations about best practices for cultivating inclusive practices in animation, interactive graphics and CGI
- 2018 Robotics Education Consultant
Gujarat Science Center, Ahmedabad, India
- Visiting consultant on Robotics Museum in development at the Gujarat Science Center
 - Collaborated with design firms, officials from the India Government, and robotics programmers
 - Consulted on the development and creation of robotics/science exhibits
- 2018 Researcher-in-Residence
Innovation Media Research Center, University of Maine
- Presented demos for a course titled *Artificial Intelligence and Art*, taught with Prof. Sofian Audry using SoftBank's Nao and the Oculus Rift
 - Developed interactive Unity applications with Augmented Reality for IOS applications
 - Presented a lecture overview of work, visited and consulted graduate students
 - Consulted on the development of a Virtual Reality Lab in development in studio spaces
- 2016–18 Research Associate, The Robotics Institute
School of Computer Science, Carnegie Mellon University
- Artist-in-Residence in Dr. Christopher Atkeson's soft robotics laboratory
 - Developed interactive robotics virtual reality projects for HTC Vive VR headset
 - Assisted research using SoftBank Nao, Boston Dynamics Little Dog, Rethink's Baxter
 - Managed Robot Museum, a physical collection of robots and a social media group
 - Created video tutorials for programming and robotics education
 - Proposal accepted for presentation of an overview of our work at iRos Robotics conference, Vancouver B.C.
- 2017 Virtual Reality Developer
Federico Solmi Studio, New York, New York
- Developed virtual reality experience for Ars Electronica and Frankfurt Music Hall
 - Created interactive environment in Unity, custom rigged VR hands, animated shaders, implemented 3D spatial audio
 - Collaborated with agile development methodology and SCRUM workflow in studio environment

- 2016 Virtual Reality Consultant
Artsy, New York, NY
- Assisted in project development for a collaborative Gucci/Facebook event in a projection mapped dome during Art Basel, Miami
 - Responsible for converting 3D video artworks into interactive Facebook 360° experiences
 - Collaborated with artists Jon Rafman, Jacolby Satterwhite and Rachel Rossin to edit and develop 360° content from their artworks into cinematic VR experiences
- 2016 Theatre Technician
The Wooster Group, Performing Garage
- Assisted the artist Deville Cohen during a residency to develop new work, *Flatland*
 - Developed video projection mapping timings with Isadora software, Adobe Premiere and Max MSP
 - Collaborated with artist to ensure that visual, audio and performance elements functioned with custom kinetic sculptures and stage design components
- 2015-16 Curatorial Fellow
Posner Center Rare Book Collection, Carnegie Mellon University
- Collaborated with computer scientist Ivan Sutherland to tell the story of the invention of the first virtual reality headset
 - Developed digital humanities research overlapping the fields of computer science, computer graphics and automata
 - Curated large scale exhibit with rare books, robotics, and interactive virtual reality experience
 - Printed images, text, edited and designed documents, coded and developed VR application
 - Coordinated invited lectures of Boston Dynamic's Marc Raibert and Ivan Sutherland, jointly hosted by the School of Art and the Robotics Institute
- 2013-16 Graduate Research Assistant
School of Art/School of Computer Science, Carnegie Mellon University
- Learned and developed workflows with new technologies to assist faculty with projects
 - Instructed on the use of motion capture facilities, capture, rigging and re-animating data
 - Taught storyboarding, video editing, 3D modeling and animation workshops
 - Aided in students development of advanced technical skills like cloth simulations, render layers & character rigging, as well as smoke, fire, and technical simulations
- 015 Gallery Educator
David Zwirner Gallery, NY, NY
- Education and outreach for exhibition on Light and Space artist De Wain Valentine
 - Discuss and present on works to the public including collectors, visiting researchers and critics

2014 Artist's Assistant
Skowhegan Residency, Maine

- Provided technical and administrative support for artist Thomas Lanigan-Schmidt following his 2013 Museum of Modern Art retrospective
- Managed correspondence as artist's representative to plan visiting lectures, museum exhibitions, and gallery exhibitions
- Traveled with artist for two weeks to Skowhegan, Maine, orchestrated daily agenda, studio visits, public lecture and events

2011-13 Digital Archivist
Elizabeth Dee Gallery, New York, NY

- Technical manager for all exhibits, hardware, software and technology infrastructure for digital media based fine arts exhibits
- Designed and edited HTML/CSS for Wordpress CMS
- Organized and maintained media database, scanned and processed image portfolios
- Produced high resolution photography of artworks and exhibition documentation
- Developed Sketchup models, 3D diagrams and interactive mockups of exhibitions

2007-11 Research Assistant, Medical Decision Making Laboratory
Rutgers University, New Brunswick, NJ

- Conducted research using a program for simulation of game theory based scenarios
- Compiled user feedback data for analysis, developed surveys and metrics
- Contributed to research literature and supported faculty as needed

Technical Qualifications

Software

Maya
Autodesk Software

Substance Designer
Hololens Development

Unity
Unreal

ZBrush
Adobe Suite

Hardware

Raspberry Pi
3D Printing

Arduino
Computer Repair

Microcomputers
Display Configuration

Laser Cutting
Woodworking

General Skills

Windows 10
HTC Vive

Mac OS
Leap Motion

Ubuntu
Computer Vision

Oculus
Networking

Teaching Experience & Academic Service

- 2019 Invited Lecture, *Imitation of Life*, VR Workshop, Cooper Union, New York, NY
 Invited Lecture, *SIGGRAPH Asia*, Brisbane, Australia
 Panel member, *Rendering Gender*, with Jacob Gaboury, Bo Ruberg, Siggraph Conference, Vancouver, BC
- 2018 Organizer, *Diversity and Inclusion Summit*, Siggraph Conference, Vancouver, BC
 Founder, “*Others*” in *Computer Graphics*, Siggraph Conference, Vancouver, BC
 Invited Lecture, *Robotics and the History of the Humanoid*, Lecture, University of Maine IMRC, Orono, MN
 Invited Lecture, *Introduction to Augmented Reality using ARKit*, Workshop, University of Maine IMRC, Orono, MN
 Visiting Lecturer, *Artificial Intelligence and Art*, with Prof. Sofian Audry, University of Maine IMRC, Orono, MN
- 2017 Invited Lecture, *Towards an Artist in the Lab Framework*, iRos Robotics Conference, Workshop, Vancouver, BC
 Science Educator, with Dr. Chris Atkeson, Robotics Institute, Carnegie Mellon University, Pittsburgh PA
 Visiting Lecturer, *Figure Drawing for Humanoid Robots*, Columbia University School of the Arts, New York, NY
 Visiting Critic, *Physical Computing*, Carnegie Mellon University, Pittsburgh, PA
- 2016 Teaching Assistant, *Animation, Art & Technology*, Teaching Assistant
 Teaching Assistant, *Technical Character Animation*, Assistant Prof. Spencer Diaz, Carnegie Mellon University, Pittsburgh, PA
 Visiting Critic, *Senior Studio*, Carnegie Mellon University, Pittsburgh, PA
 Visiting Lecturer, *Six X Eight Artist Lecture Series*, Silver Eye Center for Photography, Pittsburgh
- 2015 Teaching Assistant, *Experimental Animation*, Professor Jessica Hodgins (C.S.), Professor James Duesing (Art), Carnegie Mellon University, Pittsburgh, PA
 Teaching Assistant, *Concept Studio, Space and Time*, Visiting Prof. Jonathan Armistead, Carnegie Mellon University, Pittsburgh, PA
 Committee Member, *Open Engagement Public Arts Project Selection*, Pittsburgh, PA
 Undergraduate Review Committee, Carnegie Mellon University, Pittsburgh, PA
- 2014 Teaching Assistant, *Electronic Media Studio*, Prof. Paolo Pederecini, Carnegie Mellon University, Pittsburgh, PA

Selected Projects and Exhibitions

- 2019 Index Art Center, *New & Improved*, curated by Sophie Sobers, Newark, NJ
 Science Festival, The Institute for Creativity, Art, and Technology, Virginia Tech, Blacksburg VA
 Visual Language of Chromatin Architecture, ICAT Day, The Institute for Creativity, Art, and Technology, Virginia Tech, Blacksburg VA

Curator, *Open at the Source*, Exhibit on the intersection between Art & Science, The Institute for Creativity, Art, and Technology, Virginia Tech, Blacksburg VA

- 2018 SIGGRAPH Art Gallery, Vancouver, Canada
The Blue Plate, University of Mary Washington, Fredericksburg, VA
Mainframe, Mint Museum, Charlotte, NC
- 2017 *Robot Museum*, Interstate Projects, Brooklyn, NY
Et Tu, Art Brute? Andrew Edlin Gallery, New York, NY
- 2016 *Grandmother's House*, Space Gallery, Pittsburgh, PA
Virtual Newell/Simon Simulation, Miller Gallery, Carnegie Mellon MFA Thesis Show, Pittsburgh, PA
Ivan Sutherland's Trojan Cockroach, Posner Center, Carnegie Mellon, Pittsburgh, PA
- 2015 *Grandmother's House*, Little Berlin, Philadelphia, PA
An Evening with Cara Benedetto, Performance, Museum of Contemporary Art, Cleveland, OH
The Blue Plate: History of Computer Graphics, Carnegie Mellon University, Pittsburgh, PA
Intergalactic Immigration Office, curated by Jen Delos Reyes, Open Engagement 2015, Pittsburgh, PA
- 2014 *Andy Warhol's Living Room*, The Warhol Museum, Pittsburgh, PA
City of Lost Men, Kresge Theatre, Carnegie Mellon University, Pittsburgh, PA
- 2013 *Grandmothers House*, 4022 Woolslayer Way, Pittsburgh, PA
Digital Archive 2011-2013, curated by Rebecca Jampol, Gateway Projects, Newark Penn Station, Newark, NJ
- 2012 *Queer Profiles in Courage*, curated by Christopher Mitchell, Leslie/Lohman Museum of Gay & Lesbian Art, NY, NY
- 2010 *Mix23 NYC Experimental LGBTQ Film Festival*, Theatre for the New City, NY, NY
- 2009 *Last Days of the Iron Maiden*, Gallery Aferro, Newark, NJ
Mason Gross BFA, Rutgers University, New Brunswick, NJ
One City, Jajo Gallery, Newark, NJ
Multiformity: The Art of Disease curated by Deana Haggag, Jajo Gallery, Newark, NJ

Residencies

- 2019 Media Archaeology Lab, University of Colorado at Boulder (Forthcoming)
- 2018 University of Maine, Innovative Media, Research and Commercialization Center, Researcher in Residence, Orono, ME
- 2017 Interstate Projects, Brooklyn, NYC, NY
- 2016 The Robotics Institute, Carnegie Mellon University Pittsburgh, PA

Selected Bibliography

- 2017 Vice, Creators Project, *An Artist built an exact replica of Artificial Intelligence's Birthplace*, by Sean Neumann

D. Pillis

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- 2016 Digital Trends, *Artist re-creates the birthplace of Artificial Intelligence*, by Dyllan Furness
2016 Atlas Obscura, *Where Should Robots Go When They Retire?*, by Sarah Laskow
iProgrammer, *Sutherland's Trojan Cockroach On Show*, by David Conrad
2015 Pittsburgh City Paper, *The Year in Visual Art* by Robert Raczka
2014 The Warhol Blog *Andy Warhola's Living Room*
Pittsburgh Post Gazette, *Grandma's belongings live as art installation in Lawrenceville*, by Donna Nelson-Jones

Grants and Scholarships

- 2017 Robotics Artist-in-Residence Grant, Carnegie Mellon University
2016 Innovation with Impact, Graduate Research Grant, Carnegie Mellon University
Rembacher Chamber Music Award, Carnegie Mellon University
2015 Studio for Creative Inquiry Grant, Carnegie Mellon University
2013 Full Tuition Merit Based Scholarship, Carnegie Mellon University
2010 Public Art Scholarship, Rutgers University

Professional Affiliations

Special Interest Group on Computer Graphics and Interactive Techniques, SIGGRAPH
Institute of Electrical and Electronics Engineers
Association for Computing Machinery