

Elise Co

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: : : Education

Massachusetts Institute of Technology Media Laboratory, Cambridge, MA
Master of Science in Media Arts and Sciences, June 2000
Thesis: *Computation and Technology as Expressive Elements of Fashion*

Massachusetts Institute of Technology, Cambridge, MA
Bachelor of Science in Art and Design, June 1998

>>> Employment / Experience

Founder, Aeolab LLC
5/2006

Founding partner of technology design firm, specializing in custom hardware/firmware prototypes and installations, interaction design, motion graphics and dynamic system programming, and reactive lighting design.

Freelance Designer/Programmer/Consultant
9/2003 – present

Visual and conceptual design, custom hardware, and coding. Projects include technology consulting, interactive installation and web-based system design and implementation. Recent clients include Sony, Hello Design, and Samsung.

Hochschule für Gestaltung und Kunst (University of Art and Design), Basel, Switzerland
Assistant Professor of New Media, 2/2002 – 7/2003

Developed and taught core curriculum for university-level New Media students. Courses included introductory and continuing interaction design, both screen-based (Flash/Actionscript) and spatial, including basic electronics and microcontroller programming for building custom devices and reactive spaces. Designed hands-on curriculum, lectured, led workshops, provided critique in a studio-based class environment, and guided the conceptualization and development of individual projects.

Small Design Firm, Cambridge, MA
Designer/Programmer, 8/2001 – 2/2002

Part of a firm founded by David Small, designing interactive media and installations, including custom input devices and visualization software. Clients included the Asia Society (New York) and the Chicago Museum of Science and Industry.

MIT Media Laboratory, Cambridge, MA
Research Assistant, 8/1998 – 7/2001

Member of the Aesthetics and Computation Group. Contributed to academic missions of the group through personal research and design, collaboration in group projects, and education. Research encompassed information visualization, interaction design, conceptualization, design and prototyping of reactive spaces and devices. Research work done using C/C++, Java, OpenGL, and hardware design.

Fabrica, Treviso, Italy
Visiting Fellow, 6/2000 - 7/2000

Part of a multidisciplinary design studio; worked on short video pieces and poster design.

Shiseido Corporation, Tokyo, Japan
Design Consultant, 7/1998 - 8/1998

Designed and created web-based “cyberpostcard,” a java program allowing users to design and customize a postcard, add text and drawings, and send to another person. Programmed in java.

MIT Media Laboratory, Cambridge, MA

Undergraduate Research Assistant, 11/1996 - 5/1998

Designed and created an automatic 3D timeline generator, exploring ideas of temporal malleability, memory, and sequential vs. global navigation. Programmed in C++ using Inventor.

+++ Exhibitions / Presentations

ReSkin. Canberra, Australia. 1/2007. *co-facilitator of international workshop; WearNow Symposium presenter and panel speaker.*

Futurotextiles. Lille, France. 10/2006-1/2007. *Raincape*

SIGGRAPH. Los Angeles, CA. 8/2005. *Lumiloop, UFOs*

DesignMai. Berlin, Germany. 5/2005. *Invasion of Robots, Robot Armada, Aero/astro*

Seamless. MIT, Cambridge, MA. 5/2005. *Lumiloop, UFOs*

Museumnacht. NEMO, Amsterdam, Netherlands. 10/2004. *Lumiloop, Puddlejumper*

Samsung Experience. Samsung Time Warner Center, New York, NY. 9/2004-present. *Cyberconduit installation and Cyber Brand Showcase showroom website*

Outside/Inside. Banff New Media Institute, Banff, Canada. 8/2004. *Puddlejumper*

FEED. Birmingham, UK. 4/2004. *Puddlejumper, Lumiloop*

Beyond the Screen. Hochschule für Gestaltung und Kunst, Basel, Switzerland. 1/2004. *exhibition of final projects and student work from Beyond the Screen workshop*

Mode. E-Culture Fair, Amsterdam, Netherlands. 10/2003. *Puddlejumper*

Elise Co at Plug-In. Plug-In, Basel, Switzerland. 6/2003. *presentation of personal work, Puddlejumper*

Beyond the Screen. Hochschule für Gestaltung und Kunst, Basel, Switzerland. 6/2002. *exhibition of final projects and student work from Beyond the Screen course*

Asia Society Interactive Lobby. Asia Society, NY. 11/2001-present. *interactive timeline and information game tables*

Workspheres. Museum of Modern Art, NY. 2-4/2001. *Atmosphere*

New York Digital Salon. School of Visual Arts, NY. 11-12/2000. *Halo*

Aesthetics + Computation Group. Cooper Union, NY. 9-10/2000. *Halo*

Edgewise00 "three4all." Edgewise 2000, NY. 10/2000. *Lint*

Siggraph 2000 Art Gallery. New Orleans, LA. 7/2000. *Introspection Machine*

Computational Fashion. International Media Research Foundation, Tokyo, Japan. 3/23/2000
Halo, Garment Chimerical, Perforation

Organic Information. Art Director's Club, New York, NY. 5/1999. *Garment Chimerical*

=== **Skills**

Code

C/C++, Java (including JDBC, XML and network programming), SQL, OpenGL,
Flash/Actionscript (including XML, video, and OOP), HTML

Software

Protel (printed circuit board schematics and layout), assorted standard design software

Hardware

PCB layout, board design, microcontroller programming (PIC, Rabbit, BX24, ARM)