

# Frederick Witold Ostrenko

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## Objective

My objective is to expand human experience within the fields of art and technology by showcasing and creating innovative systems for expression and interaction.

## Education

### **Rhode Island School of Design, RISD: Providence, RI [2008 - 2010]**

MFA in Digital + Media: Graduated with Honors

### **Brown University: Providence, RI [2009]**

Programming for Digital Art and Literature Course  
Collegiate Teaching Certificate Program at the Harriet W. Sheridan Center for Learning

### **New York University: New York, NY [2007]**

Documentary Filmmaking Course at Tisch School of the Arts

### **Stetson University: Deland, FL [2004 - 2008]**

BA in Digital Arts and Studio Art Minor: Dean's List

## Relevant Work Experience

### **Louisiana State University School of Art: Digital Art Instructor – Baton Rouge, LA [2010 – Present]**

Worked on curriculum development. Taught classes on interactive 3D structures, digital video, net art/design, digital foundations, interactivity & art, processing, Arduino.

### **Apple Inc: Trainer / “Creative” - Providence, RI [2010 – Present]**

Taught workshops and individual consultations on Final Cut Studio, Aperture, Mac OS Server, basic computing skills, and business technology solutions.

### **Popsnorkle Art + Technology LLC: Founder / Designer – Florida, Rhode Island, Louisiana [2006 – Present]**

Co-created an art and technology company based in central Florida. It is used to house freelance work and serves as an entity for experimental projects.

### **RISD Digital + Media: Teaching Assistant - Providence, RI [2009]**

Assisted in teaching two Graduate sections of “Creative Programming.” The class used processing and Java to show how computer programming can augment one’s artistic / design based practice. Held two class section meetings per week expanding the repertoire of what was taught in class.

### **RISD Digital + Media: Designer / Video Tech - Providence, RI [2008 – 2009]**

Led a small design team to create 2009 Digital + Media Graduate Student Journal, a full color 120 page publication. Also, shot, edited, and cataloged video for the RISD Digital + Media Lecture Series website.

### **Stetson University Media Services: Promotional Media Designer - Deland, FL [2007 – 2008]**

Directed, shot, and edited several promotional videos. Prepped venues to make use of audio / video recording and amplification. Used a large format printer for posters. Created motion graphics for campus wide digital signage.

### **Glen Brook: Arts & Crafts Teacher - Marlborough, NH [2006]**

An outdoor summer camp for kids age 9 - 14. Taught daily classes in drawing, crafts, and other arts.

### **Stetson University Newspaper: Designer - Deland, FL [2005 – 2006]**

Designed the front page and news section of the Stetson Reporter due every week.

### **RBK Architects: Architectural & Exhibit Design Assistant -Tampa, FL [2003 – 2004]**

Developed a flash based kiosk game called Sonar Challenge that used real sonar imagery to teach what potential shipwrecks look like. Created another game with 3D models of artifacts shown on ten large flat panel displays. Constructed a 3D model of an actual under water rover to be used throughout the exhibition.

### **o8o Studio: Furniture and Exhibit Fabrication Assistant - Tampa, FL [2000 - 2002]**

Constructed a trade show booth using curved steel support beams, flat panel displays, fabric for projection, and speakers. Also helped construct contemporary furniture and other domestic objects from wood, steel, and plastic.

### **Museum of Science and Industry: Sales & IT Assistant - Tampa, FL [1997 - 1999]**

Volunteered in gift shop and assisted the head of IT at the museum with organizing data on their servers.

## University & Teaching Experience

**Instructor / Course Designer: Interactivity & Art @ Louisiana State University** [Fall, 2011]

Electronics Skills, Intro to Programming, Arduino, Processing, Installation Art, Sensors, Exhibits

**Instructor / Course Designer: Intro to 3D Modeling in Maya @ Louisiana State University** [Fall, 2011]

Maya, Sculpttris, Unity, Photoshop, After Effects

**Instructor / Course Designer: Digital Video @ Louisiana State University** [Fall, 2011]

Final Cut Pro, Motion, Color, Compressor, DVD Studio Pro

**Instructor / Course Designer: Intro to 3D Modeling in Maya @ Louisiana State University** [Summer, 2011]

Maya, Sculpttris, Unity, Photoshop, After Effects

**Instructor / Course Designer: Digital Video @ Louisiana State University** [Summer, 2011]

Final Cut Pro, Motion, Color, Compressor, DVD Studio Pro

**Organizer for Workshop & Lecture: Animation and Visual Effects @ Louisiana State University** [2011]

Softimage workshop by past Dreamworks Employee, Compositing Lecture, Nuke Workshop

**Instructor / Course Designer: Digital Video @ Louisiana State University** [Spring, 2011]

Final Cut Pro, Motion, Color, Compressor, DVD Studio Pro

**Instructor / Course Designer: Net Art / Design @ Louisiana State University** [Spring, 2011]

Dreamweaver, Flash Photoshop, HTML, Javascript, CSS

**Instructor / Course Designer: Digital Foundations @ Louisiana State University** [Spring, 2011]

Introduction to Entire Adobe Creative Suite Design; Basic Digital Video, Stop Motion, and Web Development Skills

**Curriculum Development: Louisiana State University School of Art: Digital Art Degree Path** [2010 - Present]

Co-created a digital art concentration degree path.

**Instructor / Course Designer: Interactive 3D Modeling @ Louisiana State University** [Fall, 2010]

Augmented Reality, Computer Vision, Projection Mapping, Maya, Unity, Flash Builder

**Teaching Assistant: Creative Programming @ Rhode Island School of Design** [2009]

Processing, Computer Vision, Databases, Web Development

**Lecturer: Advanced Arduino for Art Installations @ RISD Digital + Media** [2010]

Taught a one-day workshop for a class titled "Ghost in the Machine"

**Lecturer: Basic Max/MSP/Jitter for Art Installations @ RISD Digital + Media** [2010]

One-day workshop for a class on art installation

**Artist Lecture: Oscar Niemeyer and Modernism in Brazil @ Stetson University** [2007]

Gave a lecture on the state of modernism in Brazil. This was done after a paid fellowship to study art and architecture in several Brazilian cities.

## Selected Exhibitions

**Archie Bray Foundation – Helena, MT** [01.2011]

Tear Catchers

**Gallery 229 – Baton Rouge, LA** [11.2010]

What is Digital Art?

**Maker Faire – Providence, RI** [10.2010]

Phone Talks

**“Beautiful and Barbaric at All Times”, Art Jail Gallery - New York, NY** [06.2010]

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**RISD Graduate Exhibition, “Accumulations of Opaque Experiments” - Providence, RI** [06.2010]

Indians, Astronauts, and Magic

**Stetson University Selected Alumni Exhibition - Deland, FL** [01.2010]

Indians, Astronauts, and Magic (Beta)

**Digital + Media Biennale, Sol Koffler Gallery - Providence, RI** [01.2010]

Stare and Listen

**“Digital Art in the Post-Digital Age”, Polk Museum of Art - Lakeland, FL** [08.2008]

Mobile Performance Group

**Stetson University Thesis Show, Duncan Gallery of Art - Deland, FL** [05.2008]

Echo Cell

**Fountain Art Fair (Art Basel) - Miami, FL** [12.2007]

Mobile Performance Group

**Mirror Pal Performance - Orlando, FL** [12.2007]

“California License” – Video Installation

**Fusing Touchstone Art and Media Festival - Deland, FL** [11.2007]

Mobile Performance Group

**Stetson University Digital Audio Promotional CD - Deland, FL** [10.2007]

“Crunch” - Sound Art Piece

**New West Electronic Arts & Music Festival - San Diego, CA** [10.2007]

Mobile Performance Group

**Stetson University Digital Arts Night - Deland, FL** [12.2006]

Vengen

**Odyssey Marine Museum Exhibit - Traveling** [07.2005]

SHIPWRECK! Treasures from the SS Republic

**University of Tampa Art Night - Tampa, FL** [12.2004]

Shadow Hands

## Consultancy and Freelance Work

### **Museum of Science and Industry: Researcher - Tampa, FL [2009 - 2011]**

Aided in the work for multiple seven-figure grants from NSF and NASA. Worked with the Vice President of exhibits on researching a variety of technologically augmented learning environments.

### **TBL-TXT: Web Development - Orlando, FL [2010]**

A company focused on developing text-messaging solutions for other companies. Worked on creating online presence and discussed different strategies for deployment.

### **RISD Office of Student Development: Program Development & Web Design - Providence, RI [2010]**

Worked with director to create new online identity and interactive website. Worked on creating ways of using technology to augment mindfulness and meditation practices.

### **Corporate Scenographics: Consultant - Wickford, RI [2009]**

Discussed interactivity in their corporate event designs and worked on creating an ongoing partnership with RISD.

### **Broken Box Operations: Consultant - Deland, FL [2008]**

Discussed corporate identity and future potential as the company had just started. While with them I also developed their logo and initial website.

### **BC Acting School: Freelance - Los Angeles, CA [2008]**

Created website and branding. Developed foundation work for social network / acting agency classifieds website application.

### **Improv Everywhere (Redheads) Documentary: Freelance - New York, NY [2007]**

Worked as a covert camera operator while participating in the event.

### **Pioneer Settlement for the Creative Arts: Freelance - Barbersville, FL [2005]**

Worked with the president to create a bronze plaque detailing the main building at the settlement.

### **Painting and Home Repair Service - Tampa, FL [2003 - 2004]**

Worked with homeowners doing everything from electrical and network wiring to painting.

## Selected Projects \*see [www.frederickostrenko.com](http://www.frederickostrenko.com) for complete portfolio

### **Synchro EEG [2010]**

A research-based art installation focusing on synchronizing brainwaves between two people through audio and video entrainment.

### **Mochi Cube - Spatial Operating Environment Custom Software [2009]**

Worked with developers from Oblong Industries and their g-speak system to create alternative software for their motion capture based operating environment. The software was targeted for self-expression as opposed to data visualization.

### **Short Message Service (SMS) Application Library [2008]**

Created custom software for sending and receiving large quantities of text messages for use with Processing and Max/MSP in new media art installations.

## Awards

### **Graduation with Honors - Rhode Island School of Design [06.2010]**

### **Honorable Mention - East Greenwich Graffiti Contest [08.2009]**

### **Graduate Assistantship - Rhode Island School of Design [2008 - 2010]**

### **Graduate Fellowship - Rhode Island School of Design [2008 - 2010]**

### **Unusual Achievements Dean's Award - Stetson University [05.2008]**

### **Paid Fellowship - Mentored Field Experience to Study Art and Architecture in Brazil [06.2007]**

### **Designer of the Year - Stetson University Newspaper [12.2006]**

### **Dean's Scholarship - Stetson University [2004-2008]**

## Selected Workshops Taken

### **Oblong Industries g-speak Spatial Operating Environment [2009]**

### **The Sheridan Learning Center at Brown University Teaching Seminar - Certificate I [2009 - 2010]**

### **LilyPad Microcontroller Workshop by Leah Buechley [2009]**

### **The Artist as A Game Designer by Andrew Hieronymi [2007]**

### **MIDI Scrapyard Challenge by Jonah Brucker-Cohen and Katherine Moriwaki [2006]**

## Selected Bibliography

**Beyond the Brickyard Catalog** [01.2011]

*Tear Catcher's*

**RISD XYZ Magazine** [12.2010]

*Phone Talks*

**DIG Magazine** [11.2010]

*What is Digital Art*

**Creative Loafing Tampa** [12.2008]

*The year's top 10 visual art exhibits*

Mobile Performance Group

**San Diego City Beat** [10.2007]

*Mobile Performance Group*

**Stetson University Official Newsletter** [11.2007 & 04.2008]

Mentored Field Experience & Mobile Performance Group

**Daytona Beach News Journal** [03.2007]

Presentation on Oscar Niemeyer and Modernism in Brazil

**Associação Brasileira de Imprensa (Brazilian Press Association)** [06.2007]

Mentored Field Experience - Paid Fellowship

**Daytona Beach News Journal** [10.2006]

*Junk parts + creativity = music: Students make their own instruments at workshop*

MIDI Scrapyard Challenge with Jonah Brucker Cohen

## References

### **Rod Parker**

LSU School of Art: Director

225.578.5411 // rparke5@lsu.edu

### **Daniel Peltz**

RISD Digital + Media: Department Head

401.427.6912 // dpeltz@risd.edu

### **Dave Conley**

Museum of Science and Industry: Vice President of Exhibits

813.380.5746 // dconley@mosi.org

### **Cyriaco Lopes**

City University of New York: Assistant Professor

646.557.4423 // clopes@jjay.cuny.edu

### **Matt Roberts**

Stetson University: Associate Professor

386.822.8987 // mroberts@stetson.edu

## Technical Skills

**Interactive:** Max/MSP/Jitter, Eclipse IDE, Processing, Java, PHP, Flash, Dreamweaver

**Static:** Illustrator, Photoshop, InDesign, Fireworks, SolidWorks, AutoCAD, HTML/CSS

**Time-Based:** Final Cut Pro, Maya, Motion, DVD Studio Pro, Avid Media Composer, Logic Pro, After Effects

**Materials:** Intermediate Wood, Metal, Plastic, and Basic Glass Construction Techniques

**Electronics:** Arduino, Intermediate Physical Computing, Professional Video, DSLR Photography