Curriculum Vitae
Seth E. Hunter
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Portfolio: http://www.perspectum.com
Fluid Interfaces: http://fluid.media.mit.edu

WORK EXPERIENCE

Boston 2007-2012
Graduate Research Assistant, Pattie Maes, Fluid Interfaces, MIT Media Lab, 2007-2012
University Fellowship at MIT, Hasbro Corporation, 2009-2011
Research Intern, Future Now Group, Hasbro Toy Corporation, 2010
Graduate Teaching Assistant: Design for Creative Learning 2007, New Paradigms for HCI
2007 and Design for Fabrication, 2008

Chicago 2005-2007
Adjunct Professor, Multimedia Arts, Harold Washington Collage, Chicago, 2007
Teaching Assistant, Programming in Flash, School of the Art Institute of Chicago, 2007
Instructor, Wired Curriculum, School of the Art Institute of Chicago, 2006
Teaching Assistant, Critical Artware/Radical Software, SAIC, 2006
Teaching Assistant, Programming for Drawing, School of the Art Institute of Chicago, 2006
Graduate Electronics Assistant for Steve Waldeck, Atlanta Airport Installation, 2005

Virginia 1998-2005
Digital Arts Visiting Lecturer, University of Virginia, 2005
Adjunct Professor of Digital Arts: University of Virginia, 2003-2004
Multimedia Developer & Instructional Technologist: Darden School: 2001-2004
Digital Arts Consultant: McIntire Art Department, 2002
Multimedia Developer: Darden Business School, Part Time 1999-2000
Digital Media Technical Assistant & Lab Tech: UVA, for Jim Hagan, 1999, 2000
Photography Technical Assistant: UVA, for Holly Wright, 1998
Graphic Design Internship: Charlottesville, Einstein Graphics, 1998

EDUCATION
P.h.D Candidate in Media Arts and Sciences, The Media Lab, Massachusetts Institute of
Technology, Fluid Interfaces Group.

M.A.S. in Media Arts and Sciences, The Media Lab, Massachusetts Institute of Technology,
Ambient Intelligence Group. 2009

M.F.A in Studio Art, Art and Technology Studies, School of the Art Institute of Chicago,
Recipient of the Trustee Merit Scholarship. 2007

Bachelor of Arts, University of Virginia in Studio Art (New Media and Digital Arts) and
Cognitive Science (Concentrating in Perceptual Psychology), 1996-2000

Continuing Education:
Puppetry and Performance, Harvard Arts & Sciences, 2011

Projection Design, Live Arts Theatre Production of Evita, 2005
Woodworking, Piedmont Virginia Community College, spring 2003
Printmaking, University of Virginia, fall 2002
Watercolor Painting, Piedmont Virginia Community College, spring 2002
Figure Drawing, Live Arts Organization, 2000

PUBLICATIONS

Hunter, Rosenbaum, De Tar, Lieberman "Chronographer, Remixing Segmented Video in Interactive Spaces", Submitted to Designing Interactive Systems, March, 2012

Shilkrot, Hunter, Maes. "PoCoMo: Projected Collaboration using Mobile Devices. " Proceeding of the 13th International Conference on Human-Computer Interaction with Mobile Devices and Services (Mobile HCI 2011), August 30, 2011.

Hunter "Designing Media to Foster Creative Engagement. " Children's Technology Review, August 2011, August, 2011.

Yarosh, Hunter, Radu, Rosenbaum. "Examining Values: An Analysis of Nine Years of IDC Research." Proceedings of the 10th International Conference on Interaction Design for Children, (IDC 2011) Michigan, June 20-23, 2011

Hunter, Maes, Scott, Kaufman. "MemTable: An Integrated System for Capture and Recall of Shared Histories in Group Workspaces. " CHI 2011, Vancouver, BC, Canada, May 7–12, 2011.

Hunter, Merrill, "TeleStory on the Siftables Platform", Interactions Magazine ACM, 2011

Hunter, Kalanithi, David Merrill. "Make a Riddle and TeleStory: Designing Children's Applications for the Siftables Platform. " Proceedings of IDC 2010, June 9–12, 2010, Barcelona, Spain., June 9, 2010.

Haller, Leitner, Seifried, Hunter. "The NiCE Discussion Room: Integrating Paper and Digital Media to Support Co-Located Group Meetings. " Proceedings of CHI 2010, April 10–15, 2010, Atlanta, Georgia, USA., April 10, 2010.

Hunter, Jorda, Conesa, Gallardo, Leithinger, Kaufman. "TEI 2010 Development Strategies for Tangible Interaction on Horizontal Surfaces. " Proceedings of TEI 2010, January 25-27, 2010, Cambridge, MA, USA, January 27, 2010.

Hunter. "MemTable, Contextual Memory in Group Workspaces. " Masters Thesis, MIT Media Lab, 2009, Sept 1, 2009.

Hunter, Maes. "WordPlay: A Table-Top Interface for Collaborative Brainstorming and Decision Making. " Proceedings of IEEE Tabletops and Interactive Surfaces, 2008, October 1-3, 2008.

ART EXHIBITIONS

MIT, 150th Anniversary, Chronographer, 2012
AUDI Urban Future Initiative, with Howler & Yoon, RoundTable, Istanbul 2012
Harvard Arts Puppetry Performance, VisionPlay, 2011
OFFF Festival, Barcelona, Stillness Clock, Motion Clock, 2011

MediaMatic, Amsterdam, Netherlands, StareOff 2010
Ars Electronica, Linz Austria, September, 2009
MIT Museum, Cyber Arts Festival, WordPlay, 2008
Science and Art Exhibition, MIT Museum, Cambridge, April, 2008
Collision Collective Show, C12, MIT Stata Center, Boston, 2007
Everything Solid Melts into Air, Chashama,112 West 44th Street, NYC, 2007
Snap to Grid, Digital Representations, C33 Gallery, 33 W. Columbus, Chicago, 2006
Last Stand, Still Watching in the Project Space, 847 W. Jackson, Chicago, 2006
Programming for Automatic Drawing, NOVA Arts Gallery, Chicago, 2006
Reflections, Work from Southeast Asia, Mercury, Chicago, 2006
G2 Gallery, Chicago, Meditation Luang Prabang, 2006
Live Arts, Macro Landscapes Projection, 2005
Virginia Fringe Festival, Eye Response, 2004
McGuffy Art Center, Collage show in association with the Philips Col. 2004
Virginia Fringe Festival: Water art, Photography and Printmaking shows, 2002
Bozart Gallery, Charlottesville VA, Monday Night Nude Exhibition, 2001
Outprints Event, a public walking exhibition, 2000
Newcomb Gallery, University of Virginia, Downrail Exhibition, 2000
Fairweather Gallery, University of Virginia, Punctum, 2000

PROFESSIONAL MULTIMEDIA WORK: 2000-2007
GetFave.com- Website Design Improvements, and Development, 2007
Good to Great, Jim Clawson, Darden Business School, 2006
The Beer Game - Multimedia Simulation for the Darden School, 2004
Gazoggle CD ROM, 2004
Hybrid Car Case, Darden School, 2004
BuckCreekNursery.com, 2003
Darden Business Publishing CD, 2003
Lonely Planet Buisness Case, 2002
StevieJay3.com, 2004 - 2008
Play- Interactive CD ROM for Play Inc. and the Darden School, 2001
Capital One, Credit Card Simulation, 2001
Edu Link - Marketing Package for Educational Software, 2000
Stars and Strips, the America's Cup CD-ROM, 2000
Virginia Alumni Volunteer CD-ROM, 1999

TECHNICAL PROFICIENCIES
Programming Languages: C++, Java, Python, ActionScript/Flex 3.0, C#
Web Languages: JavaScript, ASP, PHP, VB Script, SQL, HTML5
Sound Languages: Max MSP, Chuck, Supercollider, PD
Design Tools: Photoshop, Illustrator, Rhino, Flash, Dreamweaver, Stitching Software
Video Editing: Final Cut Pro, After Effects, DVD Studio Pro
Microcontrollers: PIC programming in C, Arduino, Assembly on 8051
Other: Ishell, 3-D Studio Max, InstallShield Development, AutoCad