

Chris Reilly

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EDUCATION

<i>Master of Fine Arts</i> 2011 – 2013	University of California Los Angeles School of the Arts and Architecture
<i>Bachelor of Fine Arts</i> 2002 – 2006	School of the Art Institute of Chicago Film, Video & New Media; Art & Technology; Photography

SOLO EXHIBITIONS & PERFORMANCES

*COLLABORATIVE

2017 *Body Clock: Sleep, Synesthesia, Self Portraits*; CAVE Gallery; Detroit, MI
2016 *Intimate Instruments Workshop*; Spread Art @detroit contemporary; Detroit, MI
2015 *Intimate Instruments Workshop*; Spread Art @detroit contemporary; Detroit, MI
2012 *garden*; Gallery Uno; Chicago, IL*
2011 *Score for a Robot*; Gallery Uno; Chicago, IL
2008 *Let the Tremendous Weight of Guilt be Lifted Off Your Shoulders*; Deadtech; Chicago, IL
2007 *FOOL'S GOLD/Polyamory*; Gallery Uno; Chicago, IL

SELECTED GROUP EXHIBITIONS & PERFORMANCES

*COLLABORATIVE

2017 *Liminal Liminal*; Performance at Ann Arbor Film Festival; Ann Arbor, MI*
Feels; Ford Gallery; Eastern Michigan University; Ypsilanti, MI* (co-curator)
2016 *People We Miss*; Hamtramck Neighborhood Arts Festival; Hamtramck, MI
Liminal Liminal; Art Gallery of Windsor; Windsor, ON, CA*
Transmission from an Invisible Island; Spread Art @detroit contemporary; Detroit, MI*
Together and Apart; Spread Art @detroit contemporary; Detroit, MI*
2015 *Wet/Dry Mix*; Spread Art @detroit contemporary; Detroit, MI*
Beautiful Trespass; The Invisible Island; Detroit, MI*
Common Room; Slusser Gallery, University of Michigan; Ann Arbor, MI
New Faculty Exhibition; Ford Gallery, Eastern Michigan University; Ypsilanti, MI
Unearthed; Butter Projects; Royal Oak, MI*
Intimate Instruments Workshop; Music Tech Fest; Ljubljana, Slovenia
The Heartbeat Listeners, Hamtramck Neighborhood Festival, Detroit, MI*
Once an Island; Samband Íslenskra Myndlistarmanna; Reykjavík, Iceland
Gallery UNO Projektraum Berlin; Tokyo International Art Fair; Tokyo, Japan
Ann Arbor Film Festival; Ann Arbor, MI (catalog)
Burning Desires; Michigan Institute for Contemporary Art; Lansing, MI
Picnics in the Polar Vortex; Public Pool; Hamtramck, MI*
2014 *TEMP*; Riverside Off-Center/Ypsi Art Incubator; Ypsilanti, MI
Eastern Michigan University Faculty Show; University Gallery; Ypsilanti, MI

- 2013 *UCLA GAME LAB POPUP ARCADE EXTRAVAGANZA!*; Open Forum; Los Angeles, CA
Game Gazer; swissnex sf; San Francisco, CA
Intimate Instruments Workshop; Hammer Museum; Los Angeles, CA
100%; New Wight Gallery; Los Angeles, CA
- 2012 *2012 UCLA Game Art Festival*; Hammer Museum; Los Angeles, CA
Machinations: Kinetic Sculpture in the Age of Open Source; Glass Curtain Gallery; Chicago, IL
Microwave International New Media Arts Festival; Hong Kong City Hall; HK, China* (catalog)
Sneak Peak; New Wight Gallery; Los Angeles, CA
SIGGRAPH 2012 Studio; Los Angeles Convention Center; Los Angeles, CA*
Zero1 Biennial; Zero1 Garage; San Jose, CA
- 2011 *Gallery Uno Projektraum*; Berliner Liste Art Fair; Berlin, Germany
SIGGRAPH 2011 Studio; Vancouver Convention Centre; Vancouver, BC, Canada*
World Maker Faire; New York Hall of Science; Queens, NY*
Open Hardware Summit; New York Hall of Science; Queens, NY*
- 2010 *Gallery Uno Projektraum*; Berliner Liste Art Fair; Berlin, Germany
Version Festival 10: NFO/XPO; Benton House; Chicago, IL*
SIGGRAPH 2010 Studio; Los Angeles Convention Center; Los Angeles, CA*
Maker Faire Detroit Maker's Tent; The Henry Ford Museum; Detroit, MI*
- 2009 *ACADIA: reForm()/Learning Modern*; Sullivan Galleries; Chicago, IL*
Gallery Uno Projektraum; Berliner Liste Art Fair; Berlin, Germany
- 2008 *Chicago Works/Fideofest*; Non Grata Art Container; Tallin, Estonia
- 2007 *Gameplay*; Around the Coyote; Chicago, IL
- 2006 *Blissed*; Three Seasons Gallery; Chicago, IL
SAIC Undergraduate Exhibition; Gallery 2; Chicago, IL
Nova Art Fair GamersLounge; City Suites Hotel; Chicago, IL
Conversations at the Edge; Gene Siskel Film Center; Chicago, IL
Last Stand; Gallery 2; Chicago, IL
- 2005 *Skinless Capital*; Opensource Gallery; Champagne, IL
- 2004 *If:then*; 1926 Exhibition Studies Space; Chicago, IL
- 2003 *Anti-Spacesuit: The Dirty Future*; Gallery 2; Chicago, IL

AWARDS & RESIDENCIES

- 2017 Residency, Michele Schara Artist & Designer in Residency, Detroit, MI (Sep, 2016 – Jun, 2017)
 Faculty Research/Creative Activity Fellowship, Eastern Michigan University, Ypsilanti, MI
 Summer Research/Creative Activity Award, Eastern Michigan University, Ypsilanti, MI
- 2016 Provost's Research Support Award, Eastern Michigan University, Ypsilanti, MI
 Residency, Spread Art @detroit contemporary, Detroit, MI (Jul 1, 2015 – Apr 1, 2016)
- 2015 Residency, Samband Íslenskra Myndlistarmanna; Reykjavík, Iceland (May 2, 2015 – Jun 30, 2015)
 Project Grant for Intimate Instruments Workshop, New Music USA, New York, NY
 Provost's Research Support Award, Eastern Michigan University, Ypsilanti, MI
- 2014 Residency, Maker Works, Ann Arbor, MI (Nov 1, 2014 – May 1, 2015)

- Creative Work Support Award, Eastern Michigan University Art Dept., Ypsilanti, MI
 Provost's New Faculty Award, Eastern Michigan University, Ypsilanti, MI
 Provost's Research Support Award, Eastern Michigan University, Ypsilanti, MI
 Undergraduate Research Support Award, Eastern Michigan University, Ypsilanti, MI
- 2012 James Irvine Foundation Production Grant for Zero1 Biennial, San Jose, CA
- 2011 Editor's Choice Blue Ribbon Award for DIYLILCNC, Make Magazine, Sebastopol, CA
- 2010 Winner, Critical Glitch Artware Category, Blockparty/NOTACON Hacker's Conference, Cleveland, OH
- 2006 BFA Fellowship Award, School of the Art Institute of Chicago

BIBLIOGRAPHY

- 2017 Sharp, Sarah Rose. "Using Digital Technology to Explore Dream States and Internal Rhythms." Hyperallergic. July 13, 2017
- 2016 Bunker, Frank. "Intimate Instruments Workshop." Detroitperforms.org. May 11, 2016.
 Sharp, Sarah Rose. "The Intimacy of an Instrument for Two." Hyperallergic. May 17, 2016.
 Sharp, Rosie. "Chris Reilly's 'Intimate Instruments' workshop explores the potential depth of human connection." Knight Foundation Blog. May 17, 2016.
 "Intimate Instruments Workshop." Detroit Metro Times. May, 2016.
- 2015 "Maker: The New Art Class." Lynda.com, Sep 15, 2015.
 Gustafson, Emily. "Picnic Basket." Infinite Mile, issue 15: Mar, 2015.
 Sharp, Sarah Rose. "10/29/15 – All Reillied Up" Sarah Rose Sharp, Nov 3, 2015.
 Whitehead, Vagner Mendonça. "Action Verb Tense." Infinite Mile, issue 22: Nov, 2015.
- 2014 Salamone, Andrew. "Giving New Life to a Hangman." Make Magazine, Vol. 37, p. 19.
- 2013 Kozlowski, Lori. "Inside the UCLA Game Lab." forbes.com, Dec 4, 2013.
- 2012 Catanese, Paul, and Angela Geary. "Post-digital Printmaking: CNC, Traditional and Hybrid Techniques." London: A. & C. Black, 2012. pg. 42.
 Cruz, Lenika. "UCLA Game Art Festival..." LA Weekly, May 11, 2012.
- 2011 Cates, Jon. "Running and Gunning in the Gallery: Art Mods, Art Institutions and the Artists that Destroy Them." in From Diversion to Subversion: Games, Play, and Twentieth-Century Art (Refiguring Modernism) ed. David J. Getsy. University Park, Pa., Pennsylvania State University Press, 2011.
 Lang, David. "Zero to Maker: CNC Class Comes Full Circle." Make:blog, Oct 2011.
 Moseman, Andrew. "7 Awesome DIY Projects from Maker Faire New York 2011." Popular Mechanics, Sep, 2011.
 Craig, Gabriel. "Art Jewelry 2.0." Art Jewelry Forum, Feb 24, 2011.
 Connally, Shawn. "Yobot: Make a Precision Yogurt Maker." CRAFT: Blog, Jan 28, 2011.
- 2010 Owad, Tom. "Desktop and DIY CNC Cutters." Make Magazine: 2011 Ultimate Workshop and Tool Guide, pg. 76.
 Pettis, Bre. "DIY Fablab!" brepettis.com, Aug 11, 2010.
 Lawton, Chuck. "Maker Faire Detroit: Try This at Home!" Wired.com, Aug 3, 2010.
 Baichtal, John. "DIYLILCNC: A DIY Dremel CNC." Make: Online, Apr 10, 2010.
 Branwyn, Gareth. "3D Fabling: State of the Art." Make Magazine, Vol. 21: Desktop Manufacturing, 2010. pg. 71.
- 2009 Smith, Lisa. "Build your own lil' CNC." core77.com, Nov 16, 2009.

- 2008 Klein, Paul. "Artletter 02 08 08." artletter.com, Feb 2, 2008.
Johnson, Curtis. "Entertainment vs. Art." selectparks.net, 2008.
- 2007 Inklebarger, Timothy. "Digital hollow man." Chicago Journal, Jul 11, 2007.
Weinberg, Lauren. "Gameplay." Time Out Chicago, Jul 26-Aug 1, 2007.
- 2006 Debatty, Régine. "Everything i shoot is art." we-make-money-not-art.com, Dec 20, 2006.
Oliver, Julian. "Archive: Art Decal." selectparks.net, Dec 20, 2006.
Hopewell, Dan. "Peeking through the fog." iconoduel.org, Apr 28, 2006.
Workman, Michael. "Tip of the Week: Everything I Do is Art, But Nothing I Do Makes Any Difference, Part II." Newcity Chicago, Apr 4, 2006.
- 2004 Moore, Anne Elizabeth. "Playing Fair." Punk Planet, Aug, 2004.

ARTIST LECTURES, PRESENTATIONS, WORKSHOPS

- 2017 Mobile Game Programming, July 24 – Aug 4, 2017, UCLA Game Lab Summer Institute, Los Angeles, CA. Coding workshop for high school students.
- 2016 "Art is Play For Adults," Mar 12, 2016, River Rouge High School, Detroit, MI. K-12 arts integration workshop.
- 2015 Artist in Residence Lecture, Sep 17, 2015, Spread Art @detroit contemporary, Detroit, MI
Artist in Residence Lecture, Jun 10, 2015, Samband Íslenskra Myndlistarmanna, Reykjavík, Iceland
"Hacking Diabetes," Aug 9, 2015, SIGGRAPH 2015 Educator's Symposium, Los Angeles, CA. Speaker.
- 2014 "WeMakeHealth Fest: Hacking Diabetes," Aug 16, 2014, University of Michigan, Ann Arbor MI.
Technical demo.
Hacking Diabetes, Jul 19, 2014, Maker Works, Ann Arbor, MI. Art/design workshop.
- 2013 Ear Meal Webcast: Chris Reilly, Oct 9, 2013, Video interview.
- 2012 Participation!/Exploitation?: A Micro-conference on the Possibilities and Risks of Mediated Participation, Artist Lecture.
Dorkbot SoCal #49, Artist Lecture/technical demo.
- 2010 AICAD Tech Forum, School of the Art Institute of Chicago, Panelist: DIY & CNC in art/design education.
Dorkbot Chicago, Lecture/technical demo.
Midday Musing, School of the Art Institute of Chicago, Artist lecture/technical demo.
Guided Tour Talk, Pumping Station One, Chicago, Artist lecture/technical demo.
New Media Caucus Artist Colloquium, Chicago, Illinois, Artist lecture.
ACADIA: reForm(), School of the Art Institute of Chicago, Technical demo, art/design exhibition.

PUBLICATIONS AS AUTHOR

*COAUTHORED

- 2017 "Grasshopper Essential Training," Lynda.com, Oct 25, 2017. Video training series.
- 2016 "Rhino for Mac Essential Training," Lynda.com, Nov 1, 2016. Video training series.
"Artifacts of Beautiful Trespass." Infinite Mile, Issue 25: Feb 2016. Photo/audio essay.*
- 2015 "Learning Rhino for Mac," Lynda.com, Dec 9, 2015. Video training series.
"Island Thinking," Infinite Mile, Issue 19: July/Aug 2015. Photo/video essay.
- 2014 "Soft Portal," Geez Magazine, Summer 2014, Issue 34, Pg 30-31. Photo essay.
"Learning Grasshopper", Lynda.com, Sept 26, 2014. Video training series.
- 2011 "Game Character Creation in Maya," Lynda.com, Sep 15, 2011. Video training series.

- "Yobot: Precision Fermentation," Make Magazine, Vol. 25, Spring 2011, pp. 57-61. Electronics tutorial.
- "Yobot: Arduino Yogurt Maker," Make: Projects blog, Feb 2011. Arduino/electronics tutorial.
- 2010 "The Napster of Industrial Production," IDSA Intl. Conference Blog, Aug 2, 2010. Blog post.
- "Circuit board prototyping with the DIYLILCNC," IDSA Intl. Conference Blog, Jul 28, 2010. Blog Post.
- "The Cutest CNC Ever," IDSA International Conference Blog, Jul 23, 2010. Blog post.
- 2009 "Rebooting the Real World," Geez Magazine, Spring 2009, Issue 13, Pg 66-67. Documentary writing.

PROFESSIONAL MEMBERSHIPS

American Association of University Professors (AAUP)
 Association for Computing Machinery's Special Interest Group on Computer Graphics & Interactive Techniques (ACM SIGGRAPH)
 New Media Caucus (NMC)

PROFESSIONAL EXPERIENCE

<p><i>Assistant Professor</i> 2013 – Present Eastern Michigan University School of Art & Design Ypsilanti, MI</p>	<p>Teach the following courses: Foundations Digital Media Digital Fabrication Intro to Time-Based Media Intermediate Time-Based Media Grad Time-Based Media Graduate Studio Senior Capstone</p>
<p><i>Author</i> 2011 – Present Lynda.com Ventura, CA</p>	<p>Develop and teach the following courses: <u>Rhino for Mac Essential Training</u> <u>Up and Running with Rhino for Mac</u> <u>Up and Running with Grasshopper</u> <u>Game Character Creation in Maya</u></p>
<p><i>Teaching Assistant</i> 2011-2013 University of California Los Angeles School of the Arts and Architecture Los Angeles, CA</p>	<p>Assist with teaching the following courses: <u>Color</u> <u>Gaming 1</u> <u>Gaming 2</u> <u>Worldbuilding: Experimental Games & Game Art</u> <u>Senior Projects: Interactivity and Games</u> <u>Design Futures: Design and Society</u></p>
<p><i>Research Assistant</i> 2011-2012 University of California Los Angeles UCLA Game Lab Los Angeles, CA</p>	<p>Consult with faculty and staff on acquisition and curricular integration of digital fabrication equipment and software. Software and hardware design for <u>Darkgame</u>.</p>
<p><i>Interactive Developer</i> 2011-2012 Three Communications Design Chicago, IL</p>	<p>Storyboard and animate original animations. Design and develop kid's games for web and mobile devices: Sam Phibian ABC-Clamp Monkey The Scariest Halloween Story Ever!</p>

<p><i>Instructor</i> 2008-2010 School of the Art Institute of Chicago Film, Video & New Media Dept Architecture & Designed Objects Dept Chicago, IL</p>	<p>Develop and teach the following courses: Grad Spatial Imaging Digital Modeling and Fabrication Furniture Design Independent Study Art Mods: Videogame Modification</p>
<p><i>Advanced Output Center Manager</i> 2006-2011 School of the Art Institute of Chicago Computing Resources & Info. Tech. Chicago, IL</p>	<p>Manage digital fabrication resources including laser cutters, 3D scanning, 3D printing, CAD/CAM software.</p>
<p><i>Studio Assistant</i> 2004-2006 Jason Salavon Studio Chicago, IL</p>	<p>Assist with web design; documentation; fabrication; art handling and preparation.</p>