Chris Reilly
1428 Edison St, Detroit, MI 48206 USA
(312) 933-8389
chris@chris-reilly.org
http://chris-reilly.org

EDUCATION

Master of Fine Arts 2011 – 2013	**University of California Los Angeles** School of the Arts and Architecture
Bachelor of Fine Arts 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

2018   *EDITION 18;* Simone DeSousa Gallery; Detroit, MI
        Eitt Andartak (One Moment); Icelandic Film Photography Association Members Exhibition; Gallery
            Fold; Reykjavík, Iceland (catalog)
        Rome Art Week; Art Exhibition Link; Rome, Italy

2017   *Liminal Luminal;* 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 Luminal; 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

2018   Residency, Banff Artist in Residence Program, Banff, Alberta, CA (July – Aug, 2018)

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

2018   Hepber, Abbey. "In Process: Q&A With Banff Artists in Residence." strangefirecollective.com. Sep 20, 2018.
        CTN Ann Arbor. "Let's Watch with the Ann Arbor Film Festival - Chris Reilly." youtube.com. Feb 26, 2018.

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 Fabbing: 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

2018   Artist in Residence Lecture, Jul 30, 2018, Banff Centre for Arts & Creativity, Banff, Alberta, Canada.

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

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

Associate Professor	Teach the following courses:
2013 – Present	Foundations Digital Media
Eastern Michigan University	Digital Fabrication
School of Art & Design	Animation, Video, & Moving Image
Ypsilanti, MI	Creative Coding
	Graduate Studio
	Senior Capstone
Author	Develop and teach the following courses:
2011 – Present	Grasshopper Essential Training
Lynda.com	Rhino for Mac Essential Training
Ventura, CA	Learning Rhino for Mac
	Learning Grasshopper
	Game Character Creation in Maya
Teaching Assistant	Assist with teaching the following courses:
2011-2013	Color
University of California Los Angeles	Gaming 1
School of the Arts and Architecture	Gaming 2
Los Angeles, CA	Worlduilding: Experimental Games & Game Art
	Senior Projects: Interactivity and Games
	Design Futures: Design and Society

Research Assistant 2011-2012 **University of California Los Angeles** UCLA Game Lab Los Angeles, CA	Consult with faculty and staff on acquisition and curricular integration of digital fabrication equipment and software. Software and hardware design for Darkgame.
Interactive Developer 2011-2012 **Three Communications Design** Chicago, IL	Storyboard and animate original animations. Design and develop kid's games for web and mobile devices
Instructor 2008-2010 **School of the Art Institute of Chicago** Film, Video & New Media Dept Architecture & Designed Objects Dept Chicago, IL	Develop and teach the following courses: Grad Spatial Imaging Digital Modeling and Fabrication Furniture Design Independent Study Art Mods: Videogame Modification
Advanced Output Center Manager 2006-2011 **School of the Art Institute of Chicago** Computing Resources & Info. Tech. Chicago, IL	Manage digital fabrication resources including laser cutters, 3D scanning, 3D printing, CAD/CAM software.
Studio Assistant 2004-2006 **Jason Salavon Studio** Chicago, IL	Assist with web design; documentation; fabrication; art handling and preparation.

TECHNICAL SKILLS

Digital
Programming (C, C++, Lua, Javascript, PHP, Processing)
iOS App Design/Programming (Corona, Unity)
Web Design/Development (Wordpress, Dreamweaver, LAMP)
3D Modeling (Rhinoceros/Grasshopper, Maya, Blender)
Video Game Design (Unity, Unreal Engine)
Augmented/Virtual Reality (ARToolKit, Unity)
Non-Linear Editing (After Effects, Premiere, Final Cut Pro)
2D Image-Making (Illustrator, Photoshop)
Audio Editing (Audacity, Audition)

Production-Based
Animation
Video Production
Projection Mapping
Photo Production
Inkjet Printing
Sound Recording
3D Scanning
3D Printing
Laser Cutting
CNC Routing/Milling
Microcontroller Programming
Electronics & Circuit-Building

Manual
Moldmaking & Casting
Chemical Photography
Drawing
Woodworking
Metalworking
Performance
Kinetic Art

Scholarly
2D/3D/4D Design
Interaction Design
Game Design
Creative Ideation
Improvisation
Algorithmic Thinking