

## **Jennifer Weiler**

Boston, MA

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### **Ph.D. Media Arts and Sciences, May 2020**

Arizona State University, Tempe AZ

Advisors: Todd Ingalls, Stacey Kunetsov

3.96/4.0 Cumulative GPA

### **M.A. New Media Studio, May 2014**

East Tennessee State University, Johnson City TN

3.942/4.0 Cumulative GPA

### **B.A. Art History, May 2012**

University of Kentucky, Lexington KY

Minors: Studio Art, Japanese

Summa Cum Laude, 3.96/4.0 Cumulative GPA

### **License and Certification**

Google UX Design Certificate, *Coursera*, November, 2023

Foundations of User Experience (UX) Design

Start the UX Design Process: Empathize, Define, and Ideate

Build Wireframes and Low-Fidelity Prototypes

Conduct UX Research and Test Early Concepts

Create High-Fidelity Designs and Prototypes in Figma

Build Dynamic User Interfaces (UI) for Websites

Design a User Experience for Social Good & Prepare for Jobs

Machine Learning, *Coursera*, January 2023

### **Skills**

HCI, UX research, UX design, usability studies, wireframes, prototypes, mockups

Programming: Processing, P5.js, Objective C, C++, Python, Swift, HTML, CSS, JavaScript

Software: Figma, Microsoft, Adobe

Other: Arduino, programmatic 3D model generation, 3D printing, creative coding

### **Material Experience**

2D Media: acrylic, watercolor, charcoal, pastel, etching

3D Media: bronze, ceramics, marble, glass, cloth, wood, mycelium (biofabrication)

### **Doctoral Thesis**

Beyond Plastic Filament: An Exploration of 3D Printing as a Part of Creative Practices. **J. Weiler**. Approved by Graduate Supervisory Committee: Todd Ingalls, Dr. Stacey Kuznestov, Mary Bates Neubauer, and Dr. Hye Yeon Nam. Arizona State University, April 2020.

## **Work Experience**

*Arizona State University, School of Arts Media & Engineering / School of Art*

### **Faculty Associate / Instructor of Record**

AME 230: Programming for Media Arts	2024 SP 2023 SP/SU/FA 2022 SU/FA, 2021 SP
AME 111: Introduction to Digital Culture	2024 SP, 2023 SP/FA
ART 438/538: Moving and Interactive Systems in Sculpture	2021 SP/SU, 2020 FA

*Pennsylvania State University, Digital Arts & Media Design*

### **Adjunct Lecturer / Instructor of Record**

DART 100: Introduction to Digital Arts & Media Design	2022 FA
DART 205: Creative Coding: Scripting for Art and Design	2022 SP

*Arizona State University, School of Arts Media & Engineering*

### **Teaching Assistant**

AME 230: Programming for Media Arts	2017-20 SP/FA
AME 210: Media Editing	2016 FA
AME 112: Computational Thinking	2016 SP
AME 294/220: Programming for the Web	2015 SP/FA
AME 494: Animating Virtual Worlds	2014 FA

### **Research Assistant**

Social and Digital Systems Group (SANDS)

*Arizona State University, Digital Culture Summer Institute*

### **Instructor of Record**

How to Code with Processing	2018
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### **Assistant Instructor**

Put Your Stamp on the World; 3D Animation; Make a Green Screen Film; Sound Design for Games; Code for Games 2D; Code for Games 3D;	2018
Solar Oven Competition; Screen Printing with Active Materials	2017
Unity for Games; Animation; How to Code	2015

*East Tennessee State University*

### **Instructor of Record**, Digital Media Department

DIGM 1650: Raster-Based Imaging	2014 SP
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### **Research Assistant**, Digital Media Department

### **Gallery Assistant**, Art Department

*University of Kentucky*

<b>Design Consultant</b> , Engineering Department, eStudio	2011-2012
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Western Kentucky University

**Camp Counselor**, The Center for Gifted Studies: SCATS & VAMPY 2010

### Exhibitions

- 2023 **INTERSCULPT 2023**, Ars Mathématique, Salle des Fêtes and Cité scolaire Raymond Poincaré, Bar-le-Duc, France
- 2022 **A Moment in Time, Forces of Attraction-Core d'Art Gala**, Park Central, Phoenix Artlink, Phoenix, AZ
- Speculative Object: Site in an Asynchronous Time**, International Conference on Cast Iron Art (ICCCIA), Berlin, Germany
- Rock Opera**: Baffin Bay, Galleria Giovanni Bonelli, Pietrasanta, Italy
- Rock Opera**: A Moment in Time, Lucifero Design Gallery, Pietrasanta, Ital
- DSP exhibition**, Giovanni Bonelli Gallery, Via Nazario Sauro, Italy
- DSP exhibition**, Della Fondazione Centoni, Parco delle Mura, Altopascio, Italy
- 3D Print Congress & Exhibition Lyon**, Ars Mathématique, Lyon Eurexpo, France
- 2021 **Exhibition of Faculty Work**, ASU Harry Wood Gallery, Tempe AZ, USA
- Parallel Play**, Works in 2D and 3D by 4 sculptors Schick Art Gallery, Skidmore College, Saratoga Springs NY, USA
- Dy3corpia- Future Intersections of the Body and Technology**, About Light Digital Gallery and Enterprise Square Galleries, Edmonton, Alberta, Canada
- INTERSCULPT 2020&1**, Ars Mathématique, Galerie Maître Albert, Paris, France
- 2020 **INTERSCULPT 2020**, DAAP Virtual World Sculpture Park, Activeworlds
- Tremont Mural**, permanent installation at private residence, Sarasota FL, USA
- Digital Craft**, Applied Contemporary Craft Gallery, Oakland CA, USA
- Worst in Show: The Subjectivity of Bad Art**, School of Art, ASU, Tempe AZ, USA
- Voice of Weather**, Bobick Gallery, University of West Georgia, Carrollton GA, USA
- WEAVE. construct. code. connect.**, Tempe Center for the Arts, Tempe AZ, USA
- 2019 **Open Source**, Los Angeles Center for Digital Art, Los Angeles CA, USA
- The Wrong Biennale**, University of Sunderland, UK
- Le Pietre Splendenti**, Oxo Collection Gallery, Castiglione di Garfagnana, Italy
- Simmer Down**, ASU Gallery 100, Tempe AZ, USA
- Metamorphosis**, Vizproto / 3DVP, ASU Harry Wood Gallery, Tempe AZ, USA
- Hybrid Materials**, ACM TEI'19, Tempe Center for the Arts, Tempe AZ, USA
- The Speculative Object: Site in a Asynchronous Age**, Power Art Gallery, William Paterson University, Wayne NJ, USA
- 2018 **Ars Mathématique**, European Symposium on Additive Manufacturing, Ecole Centrale Supelec, Orsay, France
- Ars Mathématique**, Salon Culture et Jeux Mathématiques, Place Saint-Sulpice, Paris, France
- Ars Mathématique**, International Day of Light, UNESCO, Paris, France
- Beyond Convergence**, ACM TEI'18, Stockholm Kulturhuset, Stockholm, Sweden
- The Speculative Object**, ASU Harry Wood Gallery, Tempe AZ, USA
- 2017 **Digital Culture Showcase**, ASU Herberger Institute, Tempe AZ, USA
- SANDS Open House**, ASU Digital Arts Ranch, Tempe AZ, USA

- The Speculative Object**, International Sculpture Conference, Kansas City Marriott Country Club Plaza, Kansas City MO, USA
- Sustain & Decay**, IEEE VISAP'17, Phoenix Convention Center, Phoenix AZ, USA
- Ars Mathématica**, European Symposium on Additive Manufacturing, Ecole Centrale Supelec, Paris, France
- Ars Mathématica**, Salon Culture et Jeux Mathématiques, Place Saint-Sulpice, Paris, France
- 2016 **Digital Culture Showcase**, ASU Herberger Institute, Tempe AZ, USA
- Digital Stone Project**, Garfagnana Innovazione, Garfagnana, Italy (2016-2023)
- Hard Copy**, Sala Ex Marmi, Pietrasanta, Italy
- 2015 **Digital Culture Showcase**, ASU Herberger Institute, Tempe AZ, USA
- 2014 **Digital Culture Showcase**, ASU Herberger Institute, Tempe AZ, USA
- End of Year Exhibition**, ETSU Digital Media Center, Johnson City TN, USA
- 2013 **End of Year Exhibition**, ETSU Digital Media Center, Johnson City TN, USA
- Ascension**, Tipton Gallery, Johnson City TN, USA
- 2012 **Breadth of Art**, Rasdall Gallery, Lexington KY, USA
- 2009 **Scholastic Art & Writing Awards National Art Exhibition**, Arnold & Shelia Aronson Gallery at Parsons, New York NY, USA
- Scholastic Art Competition and Exhibition**, Cheekwood, Nashville TN, USA

## Publications

1. Lithobox: Exploring Hybrid Crafting Practices through a Collaboration across Digital Fabrication and Fine Arts. **J. Weiler**, T. Ingalls, S. Kuznetsov. LEONARDO, Vol. 55, No. 3, pp. 230-234, 2022.
2. Mycelium Artifacts: Exploring Shapeable and Accessible Biofabrication. **J. Weiler**, P. Fernando, N. Siyambalapitiya, S. Kuznetsov. Demo presented at ACM Conference on Designing Interactive Systems (DIS). San Diego, California, USA, June 2019.
3. A Rough Sketch of the Freehand Drawing Process: Blending the Line between Action and Artifact. P. Fernando, **J. Weiler**, S. Kuznetsov. Full paper presented at ACM Conference on Human Factors in Computing Systems (CHI). Glasgow, Scotland, May 2019.
4. Lithobox: Creative Practice at the Intersection of Craft and Technology. **J. Weiler**, P. Fernando, T. Ingalls, S. Kuznetsov. Demo presented at ACM Conference on Tangible, Embedded and Embodied Interactions (TEI) Arts Track. Tempe, USA, Mar 2019.
5. Tracking, Animating, and 3D Printing Elements of the Fine Arts Freehand Drawing Process. P. Fernando, **J. Weiler**, S. Kuznetsov, P. Turaga. Demo presented at ACM Conference on Tangible, Embedded and Embodied Interactions (TEI) Arts Track. Stockholm, Sweden, Mar 2018.
6. Screenprinting and TEI: Supporting Engagement with STEAM through DIY Fabrication of Smart Materials. S. Kuznetsov, P. Fernando, E. Ritter, C. Barrett, **J. Weiler**, M. Rohr. Full paper presented at ACM Conference on Tangible, Embedded and Embodied Interactions (TEI). Stockholm, Sweden, Mar 2018.
7. 3D Visualization of Genetic Networks Using Diverse Art Materials. **J. Weiler**, K. Fowler. Short paper presented at IEEE VIS Arts Program (VISAP). Phoenix, USA, Oct 2017.
8. Designing for Bottom-Up Adaption to Extreme Heat. **J. Weiler**, S. Kuznetsov, P. Fernando, E. Ritter, N. J. Greene, P. Parekh. Full paper presented at International Symposium on Electronic Arts (ISEA). Manizales, Colombia, June 2017.

9. DIY Awareness of Ozone in Urban Desert Climates. **J. Weiler**. Poster presented at International Symposium on Electronic Arts (ISEA). Manizales, Colombia, June 2017.
10. Using Animated Vectors to Generate 3D Models from 2D Shapes. **J. Weiler**. Poster presented at International Symposium on Electronic Arts (ISEA). Manizales, Colombia, June 2017.
11. Crafting Colorful Objects: a DIY Method for Adding Surface Detail to 3D Prints. **J. Weiler**, S. Kuznetsov. Poster presented at ACM Conference on Human Factors in Computing Systems (CHI). Denver, USA, May 2017.
12. Mushi: A Generative Art Canvas for Kinect Based Tracking. **J. Weiler**, S. Seshasayee. Poster presented at ACM Symposium on Spatial User Interaction (SUI). Tokyo, Japan, Oct 2016.
13. Mushi: Computer Generated, Self-Animating Painting. **J. Weiler**. Demo presented at International Symposium on Electronic Arts (ISEA). Vancouver, Canada, Aug 2015.
14. Computational Art: Coding Art and Animation with the HTML5 Canvas Element. **J. Weiler**. Poster presented at International Digital Media and Arts Association (iDMAa). Laguna Beach, California USA, Nov 2013.

### **Invited Talks**

- “Fabrication technology as a part of creative practices.” AME 111: Digital Culture. ASU, Fall 2021.
- “An exploration of emerging technology as a part of creative practice.” ART 434/598: Advanced Sculpture: Context and Content. ASU, Spring 2021.
- “The benefits of computer programming.” ART 433/533: Foundry Casting Methods. ASU, Fall 2017.

### **Awards, Grants & Scholarships**

- 3<sup>rd</sup> Place, International Ars Mathematica Digital Sculpture Competition, 2020
- Outstanding Graduating Student Award, ASU Arts Media & Engineering Department, 2020
- ASU GPSA Individual Travel Grant, 2016
- Showcase Research Award, iDMAa, 2013
- UK Honors Program Diachun Award, 2012
- UK Presidential Scholarship, Fall 2009-Spring 2012
- UK Molony Scholarship, Fall 2009-Spring 2010
- National Scholastic Art & Writing Award of 2009 Gold Medal
- Regional Scholastic Art & Writing Award of 2009 Gold Key
- National Merit Commended Scholar

### **Graphic Novels**

- Creating with Code: A Fun Exploration of Computer-Generated Images and Machine Learning*, J. J. Weiler, 2021
- Lost Time no. 1-7*, JWC, 2019
- issue 1 “You Were Perfect”
  - issue 2 “The Grown-Up Game”
  - issue 3 “Menagerie”
  - issue 4 “The Sun and the Air”
  - issue 5 “Simon”

issue 6 "Star Opus"  
issue 7 "The People Downstairs"  
*The Citric Arc*, JWC, 2015

### **Comic Anthology Contributions**

"Oriana and the Canyon," JWC. *ACP D&D Charity Anthology*, ed. Eamonn Clarke, 2023  
"Virtue," JWC. *ACP D&D Charity Anthology*, ed. Eamonn Clarke, 2022  
"Changeling," JWC. *ACP D&D Charity Anthology*, ed. Sarah Harris, 2021  
"Tonight" and "Zoo," JWC. *The Best of Indie 2019 Anthology*, ed. Joey Sheehan, 2021

### **Comic Variant Covers**

"The Crown," JWC. *Miskatonic High Issue #8*, Mike Shea and Ryan Mendoza, 2020  
"Spirit Self," JWC. *Miskatonic High Issue #6*, Mike Shea and Ryan Mendoza, 2019

### **Service and Outreach**

Program Committee

Student Volunteer Committee Co-Chair: TEI 2019

Student Volunteer: TEI 2018, CHI 2018, DIS 2019

Associate Chair: CHI 2020

Technical Reviewer

CHI 2017'19'20'22, TEI 2017'18'19'20, DIS 2018'19

ASU: Arts, Media, and Engineering Student Association (AMESA)

Secretary (2015-16), Vice President (2016-19)

### **Workshops Attended**

Crafting and Tasting Issues in Everyday Human-Food Interactions, ACM DIS'19. San Diego CA, June 2019.

Disruptive Improvisation. ACM CHI'18. Montreal, Canada, May 2018.

Discovery Jam. IEEE VIS'17. Phoenix AZ, October 2017.

Ecology and Eco-art: Seed Sculpture Lab. ISEA'17. Manizales, Colombia, June 2017.

Open Design at the Intersection of Making and Manufacturing. ACM CHI'17. Denver CO, May 2017.

Digital Stone Carving Workshop. Digital Stone Project. Garfagnana, Italy, June 2016.

Intel RealSense Development Laboratory. Tempe AZ, June 2015.

Collage Printing on Glass. Arrowmont School of Arts and Crafts. Gatlinburg TN, June 2014.

Beyond the Kimono: Katazome. Arrowmont School of Arts and Crafts. Gatlinburg TN, June 2011.