

CV: Max B. Kazemzadeh, MFA, PhD

Location: Washington, DC

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Education:

PhD, The Planetary Collegium, University of Plymouth, UK, Aug 2020

MPhil, The Planetary Collegium, University of Plymouth, UK, Aug 2016.

Thesis Title: *Apophenosis & the Origins of Creativity: Virtual Pattern Recognition, Error, Paths to Consciousness & Augmenting the Evolution of Self*

MFA, Design & Technology, Parsons School of Design/New School University NY NY

2000. Thesis Title: *A Seesaw and A Scoreboard: Competition and Cooperation within Interactive Artworks*

Certified Instructor of 3D Studio Max, 2002.

Post BFA, Studio Art, Hunter College, NY, NY, 1998

BFA, Painting & Drawing, University of North Texas, Denton, TX, 1998

Employment

11/01-present Owner, COO - Wonderblimp Advertising, Washington, DC

(clients: NYIT, Kays Naturals, Paris Review, UNICEF, United Nations, Durban International Conferences, Bain Coffman Photography, Aeric Meredith-Goujon Photography, Ansar Baha'i Jewelry, Astral Hawk Productions, Brad Kniffen Real Estate, Shakti Music, Veritas Interiors, Technico Environmental, Mike Relph Photography, PGS Advertising, Global Music Festival of the Arts 2002 in NYC)

Job Responsibilities:

Company History:

- Founded as a small freelance business in Brooklyn, NY out of place of residence in 2001.
- Pitched a few larger longer-term clients and the company grew.
- Relocated to McKinney, TX in 2003 and added local clients in the Dallas area.
- Relocated to Washington, DC in 2009

Business Leadership and Strategy:

- Set the company's vision, mission, and long-term strategic goals.
- Develop and execute business plans to achieve growth and profitability targets.
- Make high-level decisions regarding company direction, and resource allocation.

Client Acquisition and Relationship Management:

- Identify and pursue new client opportunities via networking, marketing, and sales efforts.
- Cultivate and maintain strong relationships with clients, ensuring their needs are met and expectations exceeded.
- Collaborate with clients to define project goals, objectives, and specifications.

Project Management/Implementation:

- Oversee project planning, execution, and delivery to ensure projects are completed on time and within budget.
- Allocate resources, including personnel and technology, to optimize project workflows.
- Monitor project progress, resolve issues, and ensure quality control.

Creative Direction and Design Leadership:

- Provide creative direction and guidance to design and development teams.
- Participate in the design process, offering expertise in user experience (UX) and user interface (UI) design.
- Ensure that design work meets client requirements and industry standards.

Financial Management:

- Manage the company's financial health, including budgeting, forecasting, and financial reporting.
- Set pricing structures for services and products.
- Control costs and maximize revenue while maintaining profitability.

Team Leadership and Development:

- Recruit, hire, and train employees, including designers and developers.
- Foster a collaborative and creative work environment.
- Conduct performance evaluations and provide feedback to team members.

Quality Assurance:

- Implement quality assurance processes and best practices to ensure the delivery of high-quality projects.
- Conduct regular reviews and testing to identify and resolve issues.

Marketing and Branding:

- Develop and execute marketing strategies to promote the company's services.
- Manage the company's online presence, including the website and social media accounts.
- Build and maintain a strong brand identity.

Legal and Compliance:

- Ensure compliance with legal and regulatory requirements, including contracts, licenses, and intellectual property rights.
- Manage legal issues, such as contracts, disputes, and intellectual property protection.

Technology and Innovation:

- Stay updated on industry trends and emerging technologies.
- Identify opportunities for innovation and the adoption of new tools and platforms.
- Make decisions about technology investments and upgrades.

Client Education:

- Educate clients about web design best practices, trends, and the value of user-centered design.
- Provide guidance on maintaining and updating their websites.

Community Engagement:

- Participate in industry associations and events.
- Contribute to the local or global design and development community through workshops, conferences, or mentorship programs.

08/17-present Full Professor, Art & Media Design Program (Tenured 11/30/2012)– Gallaudet University, Washburn Arts Center, Washington, DC

Previously:

05/13-08/17 Associate Professor of Art & Media Design
08/09-05/13 Assistant Professor of Art & Media Design

Job Responsibilities:

Teaching and Curriculum Development:

- Deliver engaging and effective lectures, seminars, and workshops in art and media design, robotics and interactivity, 2D/3D Modeling, Animation and Compositing, 3D printing, web design, game design, creative software development with Java, Javascript, C++, and more, utilizing innovative teaching methods.
- Develop and revise course content, syllabi, and teaching materials to reflect current industry trends and best practices.
- Mentor and advise undergraduate and graduate students, providing academic guidance and career counseling.

Research and Scholarship:

- Pursue scholarly research and creative projects in the field of interactive art and media design.
- Publish research findings in reputable academic journals and present at national and international conferences.
- Secure research grants and funding to support research endeavors.
- Serve as Co-PI for NASA Space Grant that annually funds the TinkerLab consumable materials, Paid TinkerLab Internships and Robotics courses,

Leadership and Program Development:

- Provide leadership within the department, contributing to the development of academic programs and departmental policies.
- Collaborate with colleagues on curriculum planning and program assessment.
- Participate in faculty meetings, committees, and other departmental initiatives.

Academic Advising:

- Serve as an academic advisor to sometimes more than 10 students at a time, assisting them in course selection and academic planning.
- Supervise undergraduate and graduate thesis projects, providing guidance and mentorship.
- Encourage students to explore their creative potential and excel in their studies.

Professional Development:

- Stay updated on industry trends, emerging technologies, and pedagogical innovations in art and media design.
- Attend professional development workshops, conferences, and seminars to enhance teaching and research skills.
- Foster a culture of lifelong learning and academic excellence.

Community Engagement and Outreach:

- Engage with the local and global arts and media design communities through exhibitions, collaborations, and partnerships.
- Organize and participate in public events, lectures, and workshops to promote the department and its mission.
- Contribute to the university's outreach efforts to attract prospective students and maintain alumni connections.

Commitment to Inclusivity and Diversity:

- Promote diversity and inclusion within the department, fostering an equitable and supportive learning environment.
- Encourage diversity in curriculum content and engage with underrepresented student populations.
- Advocate for equity and inclusion in all aspects of academic life.

Service to the University:

- Participate in university-wide committees, task forces, and governance bodies.
- Contribute to the university's mission by serving on academic or administrative committees.
- Collaborate with other departments and faculties to promote interdisciplinary initiatives.

Evaluation and Assessment:

- Participate in the assessment of student learning outcomes and program effectiveness.
- Use assessment data to make improvements to the curriculum and teaching methods.
- Contribute to accreditation processes and reports as required.

Professional Associations and Service:

- Maintain active involvement in professional associations related to art and media design.
- Serve as a peer reviewer for academic journals or as a panelist for grant applications.
- Engage in community service and outreach projects related to art and media design.

08/16-present Director of the TinkerLab at Gallaudet - Gallaudet University, Washburn Arts Center, Washington, DC

Job Responsibilities:

1. Program Leadership:

- Provide visionary leadership and strategic direction for the "TinkerLab" in alignment with the NASA Space Grant's goals and objectives.
- Develop and communicate a clear mission and vision for the facility, guiding its growth and development.

2. Student Intern Supervision:

- Recruit, hire, train, and supervise a team of 10+ student interns funded by the NASA Space Grant.

- Assign projects and tasks, provide mentorship, and conduct regular performance evaluations.
3. Budget Management:
 - Oversee the budget provided by the NASA Space Grant, ensuring efficient allocation of funds for equipment, materials, and operational needs.
 - Track expenses, manage financial reporting, and seek opportunities for cost savings.
 4. Equipment and Materials Acquisition:
 - Research, evaluate, and procure state-of-the-art equipment, materials, and robotics tools and kits to support student projects and research initiatives.
 - Collaborate with vendors and suppliers to negotiate contracts and maintain an up-to-date inventory.
 5. Maintenance and Repair:
 - Take responsibility for the maintenance and repair of all equipment within the "TinkerLab."
 - Establish preventive maintenance schedules and procedures to ensure equipment longevity and safety.
 6. Curriculum Development:
 - Design and oversee the development of educational programs, workshops, and training modules that align with the NASA Space Grant's objectives.
 - Collaborate with educators and experts to create engaging and relevant curriculum content.
 7. Project Management:
 - Oversee student-led projects and research endeavors, ensuring that they meet the NASA Space Grant's requirements and deliverables.
 - Provide guidance and technical expertise to students working on space-related projects.
 8. Grants and Funding:
 - Collaborate with the NASA Space Grant as Co-Principal Investigator (Co-PI) to secure additional grants and funding opportunities to support the "TinkerLab."
 - Prepare grant proposals, manage grant budgets, and ensure compliance with grant requirements.
 9. Safety and Compliance:
 - Establish and enforce safety protocols and ethical standards within the "TinkerLab," ensuring compliance with NASA Space Grant guidelines and best practices.
 - Conduct regular safety audits and training sessions.
 10. Assessment and Reporting:
 - Develop key performance indicators (KPIs) and assessment metrics to evaluate the impact and effectiveness of programs and services.
 - Prepare regular reports and progress updates for the NASA Space Grant, detailing achievements and outcomes.
 11. Community Engagement and Outreach:
 - Foster a collaborative and inclusive community within the "TinkerLab" by organizing events, workshops, and collaborative projects.
 - Cultivate partnerships with NASA, local schools, colleges, and organizations to expand the facility's reach and impact.
 12. Public Relations and Marketing:
 - Promote the "TinkerLab" and its achievements through marketing initiatives, social media, and outreach efforts.
 - Raise public awareness of the facility's contributions to space-related research and innovation.

01/18-08/21 Chairperson of Art, Communication & Theater (ACT) Department –
 Gallaudet University, Washburn Arts Center, Washington, DC

08/14-08/21 Program Director of Art & Media Design
08/14-08/21 Program Director of Communication Studies

Job Responsibilities:

Leadership and Administration:

- Provided visionary leadership for the Art & Media Design program, shaping its strategic direction and goals.
- Oversaw the daily operations of the department, including budget management, resource allocation, and staff supervision.
- Chaired departmental meetings and fostered collaboration among faculty members.
- Developed and implemented departmental policies and procedures to ensure smooth functioning.

Curriculum Development and Enhancement:

- Led efforts to design, revise, and update the curriculum to align with industry trends and educational standards.
- Evaluated and selected instructional materials, technologies, and resources to enhance teaching and learning.
- Collaborated with faculty to create innovative courses and interdisciplinary programs.
- Ensured that the curriculum provided students with a well-rounded education in art and media design.

Faculty Development and Mentoring:

- Supported professional development initiatives for faculty, including workshops, conferences, and research opportunities.
- Mentored junior faculty members, providing guidance and support for their academic and career growth.
- Conducted faculty evaluations and assessments to maintain teaching excellence.

Student Advising and Support:

- Advised students on academic and career matters, helping them set and achieve their educational goals.
- Implemented academic support programs to assist students in their academic journey.
- Promoted a culture of inclusivity and diversity within the department.

Community Engagement and Partnerships:

- Cultivated relationships with industry partners, artists, and media professionals to create internship, collaboration, and job placement opportunities for students.
- Organized and promoted art exhibitions, media showcases, and cultural events to engage the community and raise the department's profile.
- Participated in outreach activities to attract prospective students and maintain strong alumni connections.

Accreditation and Assessment:

- Managed the department's accreditation process, ensuring compliance with accrediting bodies' standards and requirements.
- Oversaw the assessment of student learning outcomes and applied data to make improvements to the curriculum and teaching methods.

Research and Scholarship:

- Pursued personal scholarly research and creative endeavors in the field of art and media design.
- Encouraged and supported faculty and student research initiatives.
- Published research findings and presented at conferences to contribute to the academic field.

Collaboration with University Administration:

- Collaborated with university administrators, deans, and other department chairs to advance the university's mission and strategic objectives.
- Provided regular updates and reports on departmental activities and achievements.

Professional Associations and Service:

- Maintained active involvement in professional associations related to art and media design.
- Served on university committees and task forces to contribute to the broader university community.

06/05-present Visiting Professor / Artist in Residence – Central Academy of Fine Art in

Beijing, China (<http://www.cafa.edu.cn>)

Job Responsibilities:

- Prepared workshop curriculum for BFA and MFA Digital Media students in the area of interactive Computer Vision and Sensor Based Installations using software and hardware.
- Taught and manage ~ 20-30 students in 3-4 week-long hands on workshops where each student produced a final work to exhibit in a custom location on campus
- Curated and coordinated the exhibitions of each of the students interactive technology-based artworks with them every year
- Presented the exhibition to the campus community and directors of the Digital Media Program
- Advised a number of BFA undergraduate and MFA graduate students beyond the workshops in their educational and professional efforts

06/12-08/12 Technical Assistant/Project Advisor for Interactivos Group Workshop and Exhibition – Medialab-Prado, Madrid, Spain

Job Responsibilities:

- Served as a technical and conceptual advisor for each group's projects as they were developing to confirm feasibility, and refine projects so that they had their most effective impact
- Aided each group with implementing those technical and design goals.
- Assisted with the completion and formatting of the exhibition of the works as both curator and technical advisor

06/05-08/10 Contributing Writer – ArtLies Magazine, Houston, TX

08/03-08/09 Assistant Professor of New Media Art – University of North Texas, College of Visual Arts + Design, Denton, TX

08/99-08/03 Visiting Lecturer in Interactive Media – Pratt University, New York, NY

02/00-11/02 Interactive / Visual Designer – R/Greenberg and Associates (R/GA Interactive), New York, NY (clients: Nike -*Business Pitch, Lab, Goddess, Basketball, Running, Soccer-*, IBM -*NewBlue site, Small Business Portal, PartnerWorld, Software Premier Club, Version 11 Standards, AIX5L, Servers, High Performance Computing, Lotus Mobile Notes, Pervasive Computing, Web Phone Apps-*, Estee Lauder, Prada, Purina, Doritos, Activision, General Cigar, Warner EMI, AOL Time Warner, Discovery Health, Ellis Island Immigrant Experience, Sony Style Magazine, Rhode Island School of Design: RISD, Sex in the City)

Design Awards for: RISD, Ellis Island, Prada, IBM

* Communication Arts Site of the Day for Design of [www.risd.com]-2000

* AIGA Silver Pencil for Prada Kiosk-2000

* AdWeek Ecommerce Best Designed Site [www.ibm.com]-2000

Job Responsibilities:

1. User-Centered Design:

- Collaborate with cross-functional teams, including UX designers, researchers, and developers, to define user requirements and project objectives.
- Conduct user research and usability testing to inform design decisions.
- Create intuitive and user-friendly digital interfaces that enhance the overall user experience.

2. Conceptualization and Ideation:

- Participate in brainstorming sessions and design thinking workshops to generate creative concepts and innovative solutions.
- Develop wireframes, sketches, and prototypes to visualize and communicate design ideas.

3. Visual Design:

- Create visually stunning and on-brand digital designs, including websites, mobile apps, and interactive media.
 - Design user interfaces, graphics, icons, and multimedia elements that convey a cohesive visual identity.
4. Interaction Design:
 - Define user interactions, user flows, and navigation structures to ensure a seamless and engaging user journey.
 - Incorporate best practices in interaction design, including principles of usability and accessibility.
 5. Design Systems and Guidelines:
 - Contribute to the development and maintenance of design systems and guidelines to ensure design consistency and scalability across projects.
 - Collaborate with front-end developers to implement design systems effectively.
 6. Prototyping and Testing:
 - Build interactive prototypes to demonstrate and test design concepts.
 - Gather feedback from stakeholders and users, iterating on designs based on usability testing results.
 7. Collaboration and Communication:
 - Work closely with copywriters, developers, and project managers to ensure design concepts are effectively translated into functional digital products.
 - Present and articulate design solutions to both internal teams and clients.
 8. Industry Trends and Research:
 - Stay current with industry trends, emerging technologies, and design best practices.
 - Incorporate innovative design elements and techniques into projects when relevant.
 9. Client Collaboration:
 - Engage with clients to understand their business goals, brand guidelines, and design preferences.
 - Present design concepts to clients, address feedback, and ensure client satisfaction.
 10. Quality Assurance:
 - Conduct quality checks on design deliverables to ensure they meet design specifications and client requirements.
 - Collaborate with QA teams to resolve design-related issues during the development phase.
 11. Project Management:
 - Manage multiple design projects simultaneously, adhering to project timelines and budgets.
 - Provide accurate project estimates and participate in project planning.
 12. Awards and Recognition:
 - Contribute to the submission of design projects for industry awards and recognition, showcasing the agency's creative excellence.
 13. Training and Mentorship:
 - Mentor junior designers and interns, providing guidance on design principles and industry practices.
 - Foster a culture of creativity and innovation within the design team.

- 05/98-02/00** **Interaction / Web Designer** – Delirium, Inc, New York, NY (clients: Shinsegae Fashion Site, Delirium Site)
- 06/98-07/98** **Interaction / Visual Designer** – Pseudo/Franklin Furnace New York, NY (Franklin Furnace PR Tool – Interactive CD)
- 03/97-09/98** **Interaction / Web Designer** – Digital Media Design (DMD) Inc, New York, NY (clients: Intel Fest '98 NYC)
- 06/95-03/97** **Creative Director** - PGS Advertising, Dallas, TX (clients: Sprint, Kays Naturals, Feizy, Pecan Deluxe Candy Company, Tiana Jewelry, Digital Light Processing by TI, P.A. Turner & Co., Fisher-Rosemount, Chase Cardiovascular, Custom Stone Supply, Elcom Technologies Corporation-ezTV, Ornamental Arts, R & D Machine

Fabrication, Elante International, Reliance Comm/Tec, Technico Environmental, Electric Imaging International, MZB Video Solutions Inc., Clara Foods Inc.)

Job Responsibilities:

1. Creative Strategy and Conceptualization:
 - Develop and lead the creative vision for advertising campaigns, ensuring alignment with client objectives and target audiences.
 - Collaborate with clients, account managers, and marketing teams to understand campaign goals and requirements.
 - Generate innovative and compelling campaign concepts, messaging, and visual ideas.
2. Creative Team Leadership:
 - Manage and inspire a team of copywriters, art directors, graphic designers, and other creative professionals.
 - Assign tasks, set project priorities, and provide creative direction to ensure the team produces high-quality work.
 - Foster a collaborative and creative work environment, encouraging team members to contribute their best ideas.
3. Campaign Development:
 - Lead brainstorming sessions and creative meetings to refine campaign concepts and strategies.
 - Oversee the development of advertising materials, including print, digital, video, and social media assets.
 - Review and approve creative content, ensuring it meets brand guidelines and campaign objectives.
4. Client Collaboration:
 - Work closely with clients to present creative concepts, gather feedback, and make necessary adjustments.
 - Build strong client relationships by demonstrating a deep understanding of their industry, market, and business goals.
 - Act as a trusted advisor, providing creative solutions that align with the client's brand and objectives.
5. Budget and Resource Management:
 - Manage project budgets, ensuring that creative initiatives stay within allocated funds.
 - Allocate resources efficiently, including freelance talent and production resources.
 - Negotiate contracts and agreements with vendors and production companies.
6. Quality Assurance:
 - Conduct thorough quality checks on creative assets to ensure accuracy and consistency.
 - Maintain high standards of creativity, craftsmanship, and attention to detail.
 - Address any issues or revisions promptly to meet project deadlines.
7. Campaign Analysis and Optimization:
 - Monitor the performance of advertising campaigns and analyze key performance indicators (KPIs).
 - Use data-driven insights to optimize creative elements for improved campaign effectiveness.
 - Provide recommendations for adjustments and refinements to maximize ROI.
8. Presentation and Pitching:
 - Present creative concepts and campaigns to clients, stakeholders, and internal teams.
 - Prepare persuasive pitches and proposals to secure new business and client contracts.
 - Effectively communicate the creative vision and strategy to diverse audiences.
9. Trends and Industry Knowledge:
 - Stay current with industry trends, emerging technologies, and best practices in advertising and marketing.
 - Incorporate innovative ideas and approaches into creative strategies.
 - Attend industry events, conferences, and workshops to expand knowledge and networks.
10. Brand Management:

- Ensure that all creative materials align with and reinforce the client's brand identity and values.
 - Uphold brand consistency across various marketing channels and campaigns.
11. Mentorship and Talent Development:
- Provide mentorship, guidance, and training to junior team members, fostering their professional growth.
 - Identify talent gaps and recommend hiring or training initiatives as needed.

06/90-03/95 **Graphic Designer/Assistant Photographer** - PGS Advertising, Dallas, TX (clients: Sprint, Kays Naturals, Feizy, Pecan Deluxe Candy Company, Tiana Jewelry, Digital Light Processing by TI, P.A. Turner & Co., Fisher-Rosemount, Chase Cardiovascular, Custom Stone Supply, Elcom Technologies Corporation-ezTV, Ornamental Arts, R & D Machine Fabrication, Elante International, Reliance Comm/Tec, Technico Environmental, Electric Imaging International, MZB Video Solutions Inc., Clara Foods Inc.)

2. Research, Scholarly, & Creative Activities

a. Articles in Refereed Journals.

Kazemzadeh, Max B. "Postnational Technollaboration within the Postbiotanical Village" *Technoetic Arts Journal*, Volume 11, Issue 3, Intellect Publishers, December 2013

Kazemzadeh, Max B. "Art, Skill & Thought: The Moist Machine" *Skilled Art: Engenho & Arte*, Artshare Publishers, May 2012.

Kazemzadeh, Max B. "Apophenoetics: Virtual Pattern Recognition, the Origins of Creativity & Augmenting the Evolution of Self." *Technoetic Arts Journal*, Volume 10, Number 1, Intellect Publishers, May 2012. pp. 115- 118. ISSN: 1477965X, Online ISSN: 17589533

Kazemzadeh, Max B. "From Walls to Walkways, from Facts to Fields: Apopenia, DIWOD, Open Src Everything, the Post Nomadic Community & Syncretic Methods for Exploring Consciousness" CR12 Presence in the Mindfield: Art Identity and the Technology of the Transformation: editors: Roy Ascott and Luis Miguel Girao. Universidad de Aveiro, November 2011. ISBN: 978-972-789-356-0

Kazemzadeh, Max B. "Visibly Invisible: Spukhafte Fernwirkung, *Mechano-Moist* & (the) Enlightenment." Making Reality Really Real. editors: Roy Ascott, Gangvik, Jahrman, TEKS Publishing, Trondheim, Norway, November, 2010 ISBN: 978-82-998211-2-4

Kazemzadeh, Max B. "Psychic Systems and Metaphysical Machines: Experiencing Behavioral Prediction with Neural Networks" *Technoetic Arts Journal*, Volume 8, Number 2, Intellect Publishers, pp. 189-198(10), November 2010 , ISSN 1477-965X

Kazemzadeh, Max B., Parberry, I., Roden, T., Nunn, J. R., Scheinberg, J., Carson, E., Cole, J., "Challenges and Opportunities in the Design of Game Programming Classes for a Traditional Computer Science Curriculum" Publisher: larc.unt.edu, Publication Date: Jan 1, 2010

Kazemzadeh, Max B., Parberry, I., Roden, T., "The art and science of game programming" Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2006

Kazemzadeh, Max B., Parberry, I., Roden, T., "Experience with an industry-driven capstone course on game programming," Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2005

b. Presentations, Abstracts, and Other Professional Papers Presented.

i. Refereed conference proceedings.

- 1. Paper Presentation**, Di-Egy Festival Consciousness Reframed Conference Series, International Research Conference on Art, Technology, and Consciousness, Cairo, Egypt. 03/31/13-04/02/13
- 2. Paper Presentation**, CAA College Art Association Conference, presenting the paper "Postnational Technollaboration within the Postbiotanical Village," New York City, NY. 02/13/13
- 3. Paper Presentation**, "*Technoetic Teleos: Art, Myth and Media in Consciousness Reframed Series*" International Research Conference on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/18/11 – 04/20/11
- 4. Paper Presentation**, The 11th Annual International Research Conference: *Consciousness Reframed: Art & Consciousness in the Post-Biological Era*, "CR12: Presence in the Mindfield," Macromedia University of Applied Sciences (MHMK), Lisbon, Portugal, 11/30/11 – 12/02/11
- 5. Paper Presentation**, International Research Conference on Art, Technology, and Consciousness "*Transcultural Tendencies, Transmedial Transactions*" hosted by Shanghai Institute of Visual Art, Fudan University, Planetary Collegium: University of Plymouth, Shanghai, China, 08/26/11-08/27/11
- 6. Poster Presentation**, International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/15/11 – 05/15/11
- 7. Paper Presentation**, The 11th Annual International Research Conference: *Consciousness Reframed: Art & Consciousness in the Post-Biological Era*, "Making Reality Really Real," convened by TEKS-Trondheim Electronic Arts Center, Trondheim, Norway, 11/19/09 – 11/22/09
- 8. Paper Presentation**, International Research Conference on Art, Technology, and Consciousness "*Skilled Art: Engenho & Arte*" Guimaraes, Portugal, 04/23/10 – 4/24/10
- 9. Paper Presentation**, The Planetary Collegium's Xth International Research Conference, *Consciousness Reframed: Art & Consciousness in the Post-Biological Era*, "Experiencing Design, Behaving Media," Macromedia University of Applied Sciences (MHMK), Munich, Germany, 11/19/09 – 11/22/09

c. Webpages:

<http://www.maxkazemzadeh.com> - Personal Creative Website

<http://www.wonderblimp.com> - Company Site

<http://emedia.wordpress.com> - Blog

Additional Invited Lecture Presentations and Curatorships

- 2016 Conference BreakOut Session.** Worked with Ben Ashworth and Maen Hammad to organize a Breakout Session for the Creative Time Summit DC "Occupy The Future," sponsored by the Corcoran School of Arts and Design @ GW, which took place at the

now Gallaudet: Finding A Line (CRATERS) Skateboard Bowl. 10/16/16

One Day Workshop, “Madrid, Spain ‘16” Workshop: Creating Apps to Generate Remote Actions at a Distance” MediaLab Prado, Madrid, Spain. - 7/18/16

Four Week Workshop, “Beirithms ‘16” Workshop: Creating Apps to Generate Remote Physical Actions at a Distance,” Central Academy of Fine Arts, Beijing China. 05/15/16-06/15/16

Initiative: Worked with Kennedy Center for Performing Arts in DC, George Mason University and the DC Pavilion, as well as Ben Ashworth and Dave Mutarelli to move the skateboarding bowl from the Kennedy Center’s “Finding A Line” 2-week event in 09/15 to Gallaudet University, which has been renamed “CRATERS: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)” due to a recent annually gifted NASA Space Grant. Project began in 11/2015 and is ongoing.

Artist Talk, MICA, invited by Professor Jason Sloan and IDA Program, Baltimore, MD. 04/15/16

2015 **Artist Talk**, *UCLA Sci/Art NanoLab Summer Institute*, Los Angeles, CA. 07/21/15

Four Week Workshop, Basics of Programming thru Micro-Computer Vision, Instructor for *UCLA Sci/Art NanoLab Summer Institute*, Los Angeles, CA. 07/18/15-07/31/15

2014 **Three Day Workshop**, The Hague University of Applied Art, The Hague, Netherlands. 12/14/14-12/16/14

One Day Workshop, Dabarithms: Algorithms in Art & Technology “American University Dubai, Dubai, UAE. 10/31/14

Artist Talk, *UCLA Sci/Art NanoLab Summer Institute*, Los Angeles, CA. 07/18/14

Four Week Workshop, Basics of Programming thru Micro-Computer Vision, Instructor for *UCLA Sci/Art NanoLab Summer Institute*, Los Angeles, CA. 07/15/14-08/15/14

Four Week Workshop, Designing & Coding Interactive Systems w/Processing & Arduino, Beijing, China. 05/17/14-06/15/14

Curator, “PTSD: Post Technomatic Similacral Deconstructions”, Linda Jordon Gallery, Gallaudet University, Washington, DC. 02/14-03/14

2013 **Coordinator**, *Make With Moto (Google) Hackathon Weekend Workshop at Gallaudet University, Washington, DC. 08/23/13-08/25/13*

Invited Lecture, “**Hacking Communication**” *American University, Washington, DC. 03/22/2013*

Invited Lecture, “**Art is Hacking**” *University of Massachusetts, Boston, Massachusetts 06/25/2013*

- One Week Workshop**, Designing & Coding Interactive Systems w/Processing & Arduino, Di-egy Festival, Cairo, Egypt. 03/25/13-03/29/13
- Curator** (with NASA Program Director, Janelle Turner co-curating), "Mars as Art" Exhibition, Linda Jordon Gallery in the Washburn Art Center at Gallaudet University, (also organized a lecture: Dr. Meyer, lead scientist for NASA Mars Exploration Program at Gallaudet University on the same day) 01/24/13-02/11/13
- 2012** **Artist Talk (regarding projects with refarmthecity.org)**, Open Hardware Summit, Eyebeam, New York City, NY. 06/2012
- Artist Talk**, Interactivos? '12 Dublin Festival, Trinity College, Dublin, Ireland. 07/2012
- Curator (with Jonah Brucker-Cohen co-curating)**, "The D.O.L.L. Show: DIWO, OPNSRC, LMFAO, LHOOQ." Artisphere, sponsored by WPA, 04/14/12-06/14/12
- 2011** **Artist Talk**, Parsons School of Design: MFA Design & Technology: organized by Victoria Vesna, "Apophenia, Schizophrenia Artificial Intelligence & Computer Vision," New York, NY. 11/15/2011
- Artist Talk**, Maryland Institute College of Art (MICA): Interactive Digital Art (IDA) Program: organized by Jason Sloan, "Gesture, Perception, Disruption & Response" Baltimore, MD. 11/08/2011
- Workshop**, Creative Coding w/Processing, Summer Love Lab, Laboral Center for Art & Technology, Gijon, Spain. 08/2011
- Workshop**, Creative Coding w/Processing, Visualizar Festival, Medialab-Prado, Madrid, Spain. 06/2011
- Artist Talk**, Visualizar Festival, Medialab-Prado, Madrid, Spain. 06/2011
- Three Week Workshop** – "Interactive Installation w/Open Source Computer Vision and Robotics," Central Academy of Fine Arts, Beijing, China, 05/11 - 06/11
- Poster Presentation**, International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/15/11 – 05/15/11
- 2010** **Artist Talk**, Interactivos Festival, Medialab-Prado, Madrid, Spain. 06/2010
- Three Week Workshop** – "Interactive Installation with Computer Vision and Robotics," Central Academy of Fine Arts, Beijing, China, 05/10 - 06/10
- 2009** **Artist Talk**, Dorkbot (DC) & Hack DC Lecture Series, "Psychic Systems and Metaphysical Machines" and other works, Washington, DC. 11/03/2009
- Curator**, Houston Center for Photography, Serving as a co-curator for a exhibition highlighting Kinetic Photography with Madeline Yale, Spring 2009 (date still TBD)
- Three Week Workshop** – Central Academy of Fine Arts, Beijing, China, 05/09 - 06/09
- Artist Talk / One Day Workshop** – The Dallas Museum of Art's Center for Creative Connections, Dallas, TX. Spring '09

One Week Workshop - Autonomous University of Toluca, Toluca, Mexico, 03/10/09 – 03/14/09

Artist Talk / One Day Workshop - Visual Arts Society of Texas, Denton, TX, 02/05/09

e. Contracts and Grants

- 2023** **Awarded:** \$56,500 from the New England Foundation for the Arts (NEFA) Program: National Dance Project/Production Grant, Title: “Cross-Pollination”, Location: San Francisco, CA. 2023-2024
*Description: Capacitor presents a new motion sculpture work, *Cross Pollination*. Created in collaboration with Deaf choreographer Antoine Hunter, new-media artist Max Kazemzadeh, and Gallaudet University's TinkerLab, *Cross-Pollination* will feature a mixed cast of Deaf and hearing dancers and will be choreographed by Jodi Lomask and Antoine Hunter.
Awarded: Annual \$12,120 from the NASA Space Grant to support paid TinkerLab Internships 2023-2024
Awarded: Annual \$4650 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2023-2024
- 2022** **Awarded:** Annual \$11,200 from the NASA Space Grant to support paid TinkerLab Internships 2022-2023
Awarded: Annual \$4400 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2022-2023
- 2021** **Awarded:** Annual \$8820 from the NASA Space Grant to support paid TinkerLab Internships 2021-2022
Awarded: Annual \$4370 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2021-2022
- 2020** **Awarded:** Annual \$4000 NASA Space Grant to support the TinkerLab needs as well as ascART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2020-2021

- 2019** **Awarded:** Annual \$4200 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2019-2020
- 2018** **Awarded:** Annual \$4500 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2018-2019
- 2017** **Awarded:** Annual \$6000 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2017-2018
- 2016** **Awarded:** Annual \$6106 NASA Space Grant for the ART 495 Special Topics course entitled Skateboarding Tracking & Data Visualization as well as the Robotics & interactivity courses and the preparation and research necessary to encourage their growth.
Worked with Kennedy Center for Performing Arts in DC, George Mason University and the DC Pavilion, as well as Ben Ashworth and Dave Mutarelli to move the skateboarding bowl from the Kennedy Center's "Finding A Line" 2-week event in 09/15 to Gallaudet University, which has been renamed "CRATERs: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)." Project began in 11/2015 and is ongoing.
- 2014** **Awarded, Grant from Gallaudet University for Travel to exhibit and give a workshop at American University Dubai for ISEA2014: 20th International Symposium for Electronic Art, Dubai, EAU. 10/30-11/08 - \$800.00**
Awarded: In 2014 collaborated with Emily Zivot and the National Parks Service to received a \$30,000 grant from the "America's Best Idea Grant" foundation in 03/2014
- 2012** **Awarded, Grant from Gallaudet University for Travel ["Technoetic Teleos: Art, Myth and Media in Consciousness Reframed Series" International Research Conference on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece] 04/18/11 – 04/20/11 – \$1450.00**
- 2011** **Redesigned a New Curriculum: Redesigned the new "Art" Undergraduate Degree Program along with the Art Department, to further integrate technology into the program, Gallaudet University, began Fall 2012.**
Awarded, Grant from Gallaudet University for Travel [The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "CR12: Presence in the Mindfield," Macromedia University of Applied Sciences (MHMK), Lisbon, Portugal] 11/30/11 – 12/02/11 – \$1263.00
Awarded, Grant from Gallaudet University for Travel [International Research Conference on Art, Technology, and Consciousness "Transcultural Tendencies, Transmedial Transactions" hosted by Shanghai Institute of Visual Art, Fudan University, Planetary Collegium: University of Plymouth, Shanghai, China] 08/26/11-08/27/11 – \$1435.00
Awarded, Grant from Gallaudet University for Travel [International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece] 04/15/11 – 05/15/11 – \$1384.00
- 2010** **Awarded, Grant from Gallaudet University for Travel [The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "Making Reality Really Real," convened by TEKS-Trondheim Electronic Arts Center, Trondheim, Norway] 11/19/09 – 11/22/09 – \$1742.00**

Awarded, Grant from Gallaudet University for Travel [International Research Conference on Art, Technology, and Consciousness "Skilled Art: Engenho & Arte" Guimaraes, Portugal] 04/23/10 – 4/24/10 - \$1295.00

2009 Awarded, Grant from Gallaudet University for Travel [The Planetary Collegium's Xth International Research Conference, Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "Experiencing Design, Behaving Media," Macromedia University of Applied Sciences (MHMK), Munich, Germany] 11/19/09 – 11/22/09 - \$1430.00