

**Education;**

University of Texas at Austin  
BFA in Studio Art (minor in Philosophy), 2013

Carnegie Mellon University  
MFA in Studio Art, 2018

**Selected Exhibitions;**

2019

Hallucinating the Cloud, Samek Art Museum, Lewisburg, PA (*solo*)  
Ellinger, TX, Plexus Projects Vitrine Screening Series, Brooklyn, NY (*solo*)  
Going Away.tv, The Wrong Biennale, Global/Online  
Vague But Exciting, Vivid Projects, Birmingham, UK  
Travels Through the Unreal, Outpost Artist Resources, Queens, NY  
Screensaver Collection, 153b, Denton, TX

2018

Monopines, Not Gallery, Austin, TX (*2-person*)  
Immutable Stage, Miller ICA, Carnegie Mellon University, Pittsburgh, PA  
Stream Capture, Minneapolis College of Art and Design, Minneapolis, MN  
Artificial Creativity, Boston Cyberarts Gallery, Jamaica Plain, MA  
Pixels x Paper, Babycastles, New York, NY  
Melbourne Queer Games Festival, Melbourne, Australia  
Make Pictures, Bitforms, New York, NY  
Author Function, Rotch Library, MIT, Cambridge, MA

2017

24 Hour Water, Powder Room, Pittsburgh, PA (*solo*)  
GIPHY Presents: TIME\_FRAME: 30 Years of the GIF, Gallery 151, New York, New York  
Subsurface: site-specific sight and sound, Brady's Bend Mine with Carnegie Mellon University, PA  
Up In Arms, Ezra and Cecile Zilkha Gallery, Wesleyan University, Middletown, CT  
First Digital Popup, The Uncommon at Miyako Yoshigana Gallery, Chelsea, New York  
Intake, Austin Design Week, Seaholm Power Plant, Austin, TX  
Spam's The Internet: The Restaurant, IRL & Fusebox Festival, Austin, TX  
Small Objects on Tables, Flotilla Flotilla, Pittsburgh, PA  
Invisible Cities: #digitalbaroque, Miriam and Ira D. Wallach Art Gallery, Columbia University, New York, NY  
(id)ea.code++: algorithmic objects, Vitrine Gallery, Holon Institute of Technology, Holon, Israel  
Cabinet, Project Room at David B Smith Gallery, Denver, CO  
The Highest Grossing Film of 1994, Museum of Human Achievement, Austin, TX  
The Very Best Deserts on Planet Earth, 937 Liberty Gallery, Pittsburgh, PA  
Mild Rumpus, The Game Developer's Conference, San Francisco, CA

2016

The Milano Game Festival, XXI Triennale, Triennale Design Museum, Milan, Italy  
Beazley Designs of the Year, The Design Museum, London, UK  
The Art of Bots, Abandon Normal Devices, Somerset House, London, UK  
What's a steak, 5122 Penn and Carnegie Mellon University, Pittsburgh, PA  
Mild Rumpus, The Game Developer's Conference, San Francisco, CA

Electronic Literature: A Matter of Bits, The Stedman Gallery at Rutgers University, Camden, NJ

2015

picking figs in the garden, Not Gallery, Austin, TX (*solo*)  
Now Play This, Somerset House, London, UK  
Babycastles Living, Babycastles Gallery, New York City, NY  
ELO: The End(s) of Electronic Literature, Bergen, Norway  
The Only Knowledge Worth Possessing, Gray Duck Gallery, Austin, TX  
Ins & Outs, Art Science Gallery, Austin, TX  
Shapes and Other Shapes with Octopus Project, Fusebox Festival, Austin, TX, 2015  
Electronic Objects Salon, XOXO Fest, Portland, OR

2014

six drawings of dogs and some of rocks, LPM Gallery, Austin, TX (*solo*)  
West, The Haskell House, Austin, TX  
Group Hug, Pump Project Flex Space/Lullwood Group, Austin and San Antonio, TX  
Baroquemon, Museum of Human Achievement, Austin, TX

2013

Texas Biennial, Blue Star Contemporary Art Museum, San Antonio, TX  
New Digital Art Biennale, The Wrong, Global/Online  
Basements Were Rooftops, Fusebox Festival, Austin, TX  
Snowfall DESTROYS 3 Cars, Fusebox Festival, Austin, TX  
The Grayduck 5k, Grayduck Gallery, Austin, TX  
October, Joshua Tree Art Gallery, Joshua Tree, CA  
17 Tips Project, Sleeth Gallery, Buchannon, WV

### **Arts administration and teaching;**

Visiting Assistant Professor, Carnegie Mellon University, Pittsburgh, PA, 2019-current  
Board of Directors, The Museum of Human Achievement, Austin, TX, 2016-current  
Teacher & student, School for Poetic Computation, periodically  
Gallery Director, The Museum of Human Achievement, Austin, TX, 2014-2016  
Director and Founder, Wardencllyffe Gallery, Austin, TX, 2011-2013

### **Residencies, Programs, and Grants;**

PLAYA Sumer Lake, OR, 2019  
Media Archeology Lab, Boulder, CO, 2019  
100 W Corsicana Residency, TX, 2019  
MASS MoCA, North Adams, MA, 2019  
Ekard Visiting Artist, Bucknell University, Lewisburg, PA, 2019  
Soaring Gardens Artist Retreat, Laceyville, PA, 2019  
Center for Land Use Interpretation at Wendover, UT, 2018  
Signal Culture, Owego, NY, 2018  
Montello Foundation, NV, 2018  
Triple Canopy Publication Intensive, Los Angeles, CA, 2018  
Lacawac Station, Lake Ariel, PA, 2018  
How to: not make an architecture magazine, a mutinous workshop, CCA, Montréal, Ca, 2018  
Shell House, Roxbury, NY, 2018  
North Street Collective, Willits, CA, 2018  
isthisit? Online Residency, 2018  
Welcome to my Homepage, Digital Artist Residency, 2017  
Hunting Art Prize Finalist, Houston, TX, 2015 + 2016

New York Mills Arts Retreat, New York Mills, MN, 2014  
Pilot Balloon Church House, Lawrence, KS, 2014  
Caldera, Sisters, OR, 2014  
Madrono Ranch, Madrono, TX, 2013  
Joshua Tree Artist Residency, Joshua Tree, CA, 2013  
Artist of the Year: Early Career, Austin Visual Arts Awards, 2012

### **Talks and Publications;**

Corpora as Medium: On the work of curating a poetic textual dataset, Roguelike Celebration 2019  
This is Not my Beautiful House: Examining the Desktop Metaphor, 1980-1995, The Journal continent., Winter 2019  
Nichons-nous dans l'Internet n°10, Winter 2019  
A City for Humans, presented at the Association for Computers and the Humanities 2019  
Visiting Artist Lecture, Bucknell University, Lewisburg, PA, Spring 2019  
Workshop: Building Nets for Floating Data, School for Poetic Computation, Winter 2019  
Where it is easy to do good, Logic Magazine (Play Issue), Spring 2019  
Art and Code at XOXO festival, Portland, OR, 2018  
If Jupiter had Turned into a Star, Taper #2, Bad Quarto, Winter 2018  
Fragment Ecology for Online Space, Eyeo Festival, Walker Museum, Minneapolis, MN, 2018  
Finding Judith Bronte, the accidental spam poet of Southern California, Blackflash Magazine, 2018  
Visiting Artist Lecture, Youngstown State University, Youngstown, OH, 2017  
Visiting Artist Lecture, MICA Interactive Arts Department, Baltimore, MD, 2017  
A Prehistory of Farmville, Interrupt 4, Brown University, Providence, RI, 2017  
A Digital Flower Cycle, Feral Vector, Hebden Bridge, UK, 2017  
A Video Game Immerses You in an Opera Composed by Dogs, Hyperallergic, 2017  
Guillaume: Visitar a Chris Marker en Second Life, Backroom Caracas, 2017  
Holy words in service to generative text, Workshop in the Woods, Dartmouth University, NH, 2016  
A garden-ecology for bots, Electronic Literature Organization, University of Victoria, Victoria, Canada, 2016  
The Contemporary Melitzah, WORDHACK XXIII, Babycastles, New York City, NY, 2016  
Bots & the rise of digital folklore, Botsummit, Victoria & Albert Museum, London, 2016  
Language after the Writing Machine, Indiecade, Los Angeles, CA, 2015  
Selfhood, the Icon, and Byzantine Presence, Bot Summit MIT Media Lab, Boston, MA, 2014  
Pecha Kucha Vol 20, at The Contemporary Austin, TX, 2014  
Curating Youtube Ephemera, Lawrence Arts Center, KS, 2014

### **Selected Press;**

A Viral List of Hundreds of Opportunities for Artists, Compiled by One Person to Encourage Community, Hyperallergic, 2019  
Searching for the Perfect Artist Residency? A Young Artist Has Generously Compiled a Huge Google Doc of Everything You Need to Find It, Artnet News, November 2019  
Unpopular Content: Outsmarting the YouTube algorithm, The Baffler, May 2019  
Let's take a trip back to YouTube circa 2006, The Outline, April 2019  
Default Filename plays YouTube videos uploaded straight from the camera, The Verge, April 2019  
Hallucinated HD textures and distorted deep dream tilesets, Rock Paper Shotgun, February 2019  
Priceless Play, Rock Paper Shotgun, September 2018  
A Twitter Bot Is Posting the Names and Locations of Immigrant Detention Centers, Slate, June 2018  
A Twitter Bot Has Joined the Immigration Battle to Fight ICE With Facts, Gizmodo, June 2018  
6 Bots That Deliver Science and Serendipity on Twitter, The New York Times, April 2017  
Printed Web #5, Library of the Printed Web, February 2017  
Design Museum names this year's top designs, Creative Review, August 2016  
A Collection of Magical Realist Games for Your Smartphone, Hyperallergic, August 2016

These robots are better at art than you are, Dazed Digital, April 2016  
Curator's choice: Digitale Kunst, Kunst Bulletin, March 2016  
Local Game Poems, The Austin Chronicle, February 2016  
About a bot, Furtherfield, December 2015  
12 Weird, Excellent Twitter Bots, New York Magazine, November 2015  
How to Make a Moth, Studio 360, WNYC, August 2015  
These procedurally generated space bowls are killer, Boing Boing, November 2015  
Review: The Only Knowledge Worth Possessing, The Austin Chronicle, August 2015  
Procedurally-generated moths are wonderfully haunting, plausible, Boing Boing, July 2015  
A Twitter Bot That Generates Beautiful, Imaginary Moths, Hyperallergic, July 2015  
The Art of Twitter Art, The Atlantic, February 2015  
Techno-Artistic, The Austin Chronicle, August 2013