Aaron Oldenburg
University of Baltimore
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Art and Research

Juried Exhibitions, Screenings and other Curated Collections *(% works accepted where known)*

2020
Animality and the Planetary, International Symposium on Electronic Art (ISEA), Montreal, Canada, and online (10% accepted)
Issue 2, July 2020, Art Hole, online
Everyday Hallucinations and Videogame Landscapes (**solo**), Hamilton Arts Collective, Baltimore, MD
ADJUSTING the LENS, Unrequited Leisure, Nashville, TN

2019
Game On – El arte en el juego, Centro Cultural San Martín, Buenos Aires, Argentina (22% accepted)
Slamdance DIG Showcase, Wisdome, Los Angeles, CA
IEEE-GEM 2019 (Games, Entertainment and Media), Center for Collaborative Arts and Media, Yale University, New Haven, CT (29% accepted)
Vitrine, Plexus Projects, Brooklyn, NY
BIDEODROMO International Experimental Film and Video Festival, BilbaoArte, Bilbao, Spain
Second Tri-Annual Maryland State Artist Registry Juried Show, Maryland Art Place, Baltimore
ALC Videoart Festival, la Caja Negra de Las Cigarreras, Alicante, Spain (30% accepted)
Art of Mind, Imurj, Raleigh, NC
The Game, MILLEPIANI Gallery, Rome, Italy (7% accepted)
October Issue, Wotisart? Magazine

2018
In Play, Flow, and Ritual (**trio**), King Street Gallery, Silver Spring, MD (12% accepted)
LeftField Collection, EGX Rezzed, London, UK (9% accepted)
Streams and Channels, Peekskill, NY (25% accepted)
On Demand, Light City, Baltimore, MD
soundMIGRATION, The W:OW Project, online & Madrid, Spain
Loss & Lucidity, SANTORASPACE205, Santa Ana, CA, as well as two other shows in 2019 at Appleton Gallery and Fabrica Braco de Prata in Lisbon, Portugal (30% accepted)
Scenes and Screens Festival 2018, AltSpaceVR, online
Experimental Video Show, The Exchange, Bloomsburg, PA (22% accepted)

2017
Slamdance DIG, Big Pictures LA, Los Angeles, CA (10% accepted)
Procedural Experience (**solo**), VisArts, Rockville, MD
Field Work, ArtScape, Baltimore, MD
On Demand, Light City, Baltimore, MD
netcult.net (online exhibition)
January 1ˢᵗ Issue, Average Art Magazine (print) (5% accepted)

2016
5th International Games and Playful Media Festival, A MAZE. / Johannesburg 2016, South Africa
International Indie Den, Game Happens! Genova Cornigliano, Italy
Signification, A1LabArts, Knoxville, TN
What Happens When..., POWRPLNT, Brooklyn, NY (34% accepted)
Glitch Festival, Peripheral Forms (online)
dronesTruck Audio Graffiti Project, Hamline University, St Paul, MN
Over & Over, Please Hold Magazine, St Louis, MO (online) (5.3% accepted)
FILMIDEO 2016, Newark Museum, NJ
Art Beyond Sight ‖ Sensored, Art with a Heart, Altrincham, UK
Maryland Artist Registry Juried Exhibition, Maryland Art Place, Baltimore, MD (1.3% selected)

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Looking for Truth, Peace and Humanity, 10th C3C - Carnival of e-Creativity, Shillong, India
animateCOLOGNE, 44th Cologne Art & Animation Festival, Germany
Lightworks 2016, We Must Create, Grimsby, UK

2015
Electronica, Towson Arts Collective, Towson, MD
WISH Show, Staten Island Culture Lounge, NY
The Mischief of Created Things, The New River: a journal of digital writing and art, Blacksburg, VA (online)
STROBE Network, Flux Factory, Queens, NY
Were the Eye Not Sunlike, ACRE TV (online)
Synthetic Zero Event (fall), bronxartspace, Bronx, NY
Synthetic Zero Event (spring), bronxartspace, Bronx, NY
Open Studio Weekend, Washington ArtWorks, Rockville, MD
Digital Muddy Expanded Media Festival V1.0, Southern Illinois University, Carbondale, IL

2014
Beep Bop Boop, The Projects/North Art Warehouse, Fort Lauderdale, FL
Ne Fest 2, Sofia, Bulgaria
Blank Arcade, DiGRA 2014, Snowbird, UT
PRISM Sheffield, UK (6% accepted)
#screenshotsaturday Showcase, IndieCade, online
FILE Media Art, 15th Electronic Language International Festival, São Paolo, Brazil
Videofocus, Stigmart/10 (online)
Beacons Festival, North Yorkshire, UK
The Pirate Bay Bundle (online)
DEL+REW, Goldsmiths College, London (online)
cueFilm, Cox Cable/Virginia Film Office, Richmond, VA
The International Collection, UVAM (online)
Black Noise, 222Lodge, Dordrecht, The Netherlands
Salón de Arte Digital - X Edición, PDVSA La Estancia, Maracaibo, Venezuela
Web Art Show Room, Fonlad 2014 (online)

2013
A State of Un-Play, atelier 35, Bucharest, Romania
New Writings of Sound and Music, L'autre Musique Laboratoire (online)
Towa Towa, The New River: a journal of digital writing and art, Blacksburg, VA (online)
Synthetic Zero Event, bronxartspace, Bronx, NY
Hybrid City II: Subtle rEvolutions, National and Kapodistrian University of Athens, Greece
24-hour video loop, Gallerie Chartier, Derby, CN
net.works, Vector Game + Art Convergence, Toronto, ON
Issue 6, Infinity's Kitchen, Baltimore, MD

2012
Game Play 2012, The Brick, Brooklyn, NY
Silent Surveillance, Serial Box Projects, University of Missouri, Columbia, MO
CODE 2012 - A Media, Games & Art Conference, Swinburne University of Technology, Melbourne, Australia
Ready for Extinction, Pleasure Dome, Toronto, ON
Endless Plain, MIA Screening Series at The Armory Center for the Arts, Pasadena, CA
Movement Museum, NETwork in moveMENT project, Zagreb, Croatia (online)
Nichts, geh8 art space and studios, Dresden, Germany
Multiplexer, Emergency Arts Building, Las Vegas, NV
Web Art, FONLAD: online digital arts festival_08.2012, Coimbra, Portugal
Mis-In-Formation, Fringe Arts Bath, UK
Art-Object-Registration, 4 Art & Documentation Festival, Łódź, Poland
art:screen fest, Örebro, Sweden (works also showed at the Vetlanda Museum)
Art for Mobile Devices, Afflatus Project (online)
FILE RIO 2012 Media Art Festival, Oi Futuro - Flamengo Gallery, Rio de Janeiro, Brazil
Cinesonika 2, Simon Fraser University, Vancouver, BC

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Humanity Explored, Culture Unplugged (online)

2011

SIGHT.SOUND [INTERACTION] 6, Rosenberg Gallery, MICA, Baltimore, MD
Salón de Arte Digital - IX Edición, PDVSA La Estancia, Maracaibo, Venezuela
FILMIDEO: 6th Annual Film & Video Screenings, Index Art Center, Newark, NJ
Letting Go, Rogue Video and Performance, Newark, NJ
Interactive Lounge, BetaScape, Baltimore, MD
Video Takeaway, Come To Ours, Plymouth Fringe, England
CologneOFF VII (Art & the City: Land-scaping), Cologne International Videoart Festival, Germany
Not for Sale, Fictilis Gallery, Seattle, WA
Multimedia Showcase 2011, Park Art Magazine, Oporto, Portugal (online)
Game Show NYC, Macy Gallery, Columbia University, New York
FILE Media Art, 12th Electronic Language International Festival, São Paolo, Brazil
D-Art2011 Online Gallery of Digital Art, 15th International Information Visualisation Conference, London, UK
danubeVIDEOARTfestival, Stadtkino Grein, Austria
4th International Video-art Festival, Camagüey, Cuba
9x12 Works, Hungarian Multicultural Center, Dallas, TX
The Final Girl, Washington Project for the Arts, D.C.
TPS Reports: Performance Documents, SpaceCamp MicroGallery, Indianapolis, IN
Action 2011, Prokuplje, Serbia (online)

2010

FILE Media Art, São Paolo, Brazil
Tel Quel, DUMBO Arts Festival, Brooklyn, NY (2% accepted)
Reality Show, Video Art for All, Macau
Force: On the Culture of Rape, Current Gallery, Baltimore, MD
Baltimore vs. the World, Current Gallery, Baltimore, MD
Slideluck Potshow, Gallery 4, Baltimore, MD
Strangely Funny, ASPECT-EZ (DVD), Boston, MA
6x6 Media Arts Event #6: Mystery, Cinelab, Athens, GA
One Shot | 8th International Short Film Festival, Aremenian Center for Contemporary Experimental Art,
    Yerevan, Armenia
New Media, Sex and Culture in the 21st Century, Museum of New Art, Detroit, MI
Searching for God, Kuhn Fine Art Gallery, Marion, OH
The EYE-KEA Project International Video Art Festival, Cork City, Ireland
Cyber Human Forms, UAVM & Fonlad #06_2010, Coimbra, Portugal (online)
Virtual Worlds, UAVM, Coimbra, Portugal (online)
One Minute Film Collection 2, VideoChannel Cologne 2010, Germany (online)
JavaMuseum 2010 "Celebrate!", Cologne, Germany (online)
Flash & Thunder, Festival Miden, Kalamata, Greece (online)
TINT Arts Lab online residency exhibition
Episode 574: Look What I Found, ArtGrease: Television by Artists, Buffalo, NY
You Turn Me On and On and On, Embassy Gallery, Edinburg, Scotland
Instructions for Initial Conditions, Drift Station Gallery/Parallax Space, Lincoln, NE
Gamescenes: Art in the Age of Videogames, Matteo Bittanti (online)

2009

art.tech, The Lab, San Francisco, CA
VIDEOKILLS International Video Art Festival 2009, Berlin, Germany
As X Approaches Infinity, Krowswork Gallery, Oakland, CA
Square Eyes Festival, Arnhem, The Netherlands (25% accepted)
namaTRE.ba 3 Project, Trebinje, Bosnia & Herzegovina
Crosstalk Video Art Festival, Budapest, Hungary
HZ Net Gallery #13: December 2009 (online)
Articulture, Media, PA
R U Evolved: Artists Reflect on Darwin @ 200, A Shenere Velt Gallery, Los Angeles, CA

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AWKWARD, AVA Gallery, Chattanooga, TN
2008
　SIGGRAPH: Slow Art, Los Angeles, CA
　IMAFY, Cairo, Egypt
2007
　artDC New Media Lounge, Washington, DC
　Second Film Festival, Contemporary Image Collective, Cairo, Egypt
　Portland Underground Film Festival, Portland, OR
　Nihilist Film Festival, Santa Barbara, CA
　Electro-online 2007, Alternate Articulation, Newcastle, Australia
　Film und Videofestival One Minute, Aarau, Switzerland
　WATCH THIS SPACE! Warehouse Gallery, Washington, DC
2006
　Maryland Film Festival, Baltimore, MD
　Janus, Maryland Art Place, Baltimore, MD
　Born Again Dada, District of Columbia Art Center, Washington, DC
　In War/At War: The Practice of Everyday, OPENSOURCE Gallery, Champaign, IL
　Planet Ant Film & Video Festival, Detroit, MI
　Holy Crap! What do you believe? Baltimore, MD
　Takoma Park Film Festival, Takoma Park, MD
　Sundeis Film Festival, Boston MA (Best Animated Film)

Publications

"*Altered State Machines: Coding Salvia Space,*" **Psychedelic Press XXII**, November 2017
"*Abstracting Evidence: Documentary Process in the Service of Fictional Gameworlds,*" **Game Studies**, Volume 17, Issue 1, July 2017 [double-blind peer reviewed] (15% accepted)
"*Sonic Mecanics: Audio as Gameplay,*" **Game Studies**, Volume 13, Issue 1, September 2013 [double-blind peer reviewed] (5% accepted)
　Republished: "Neviditelné krajinářství: Experimentální hry se zvukem" (Czech translation of excerpt from *Sonic Mechanics*)*,* **A2**, Volume 23, November 2013
"*Simulating Faith*," **Journal of Gaming and Virtual Worlds**, Volume 3, Issue 1, Spring 2011 [double-blind peer reviewed]
"*Pieces of Jonestown*," **The Jonestown Report**, October 2010, Volume 12
　Republished: Artist Statements: Pieces of Jonestown, **The Soundtrack**, Volume 5, Issue 1, June 2012
"*The Mischief of Created Things*," **NMC Media-N**: Foreignness and Translation in New Media (Spring 2009)

Conferences and Invited Lectures

Desert Mothers: a multiplayer virtual reality meditation circle, presented as prerecorded video talk at the Science of Consciousness REBOOT conference, Center for Consciousness Studies, University of Arizona and online, 2020
Proceduralizing Altered States of Consciousness within Generative Videogame Landscapes, presented at the Mid-America College Art Association (MACAA) Conference, Lincoln, NE, 2018
Procedural Landscapes as States of Consciousness, invited artist talk at the King Street Gallery, Montgomery College, Silver Spring, MD, September 27, 2018
Heaven and Hellscapes: Exploring Altered Mind States through Procedural Environments, presented at the 24th International Symposium on Electronic Art (ISEA) 2018, Durban, South Africa [double-blind peer reviewed]
Artist Talk: Procedural Experience, VisArts, Rockville, MD, July 12, 2017
Getting to the Bottom of Reality: Designing Contexts for the Emergence of Truth(s) in Documentary

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Videogames, presented at the 20th International Symposium on Electronic art (ISEA) 2014, Dubai, UAE
Convergence of Film and Video Games, invited panel discussion at the Maryland Film Festival, May 9, 2014
Alum Visiting Artist, Imaging and Digital Arts 1st Year Welcome Event, University of Maryland, Baltimore
    County, Sept. 20, 2013
Ludic Listening: Sound Art in Video Game Design, presented at the 12th International Symposium on
    Electronic Art (ISEA) 2011, Istanbul, Turkey
Irrational Mechanics, presented at Soft Borders, the 4th Upgrade! International Network Conference and
    Festival, São Paulo, Brazil, 2010
Faith-based Games, presented at the 12th Biennial Symposium at the Ammerman Center for Arts and
    Technology, 2010
Intuitive Design of Interactive Narrative, presented at the Game Writers Summit at Game Developers
    Conference Austin, 2009

Press

"*My Idea of Fun: Aaron Oldenburg's Slow Cinema Video Games,*" BmoreArt (Brandon Soderberg), February 14,
    2020
"*Indies a la Deriva – Vol. VIII Aaron Oldenburg,*" HyperHype (Josué Campuzano), January 22, 2020
"*King Street Gallery Presents Dengke Chen, Goran Fazil, and Aaron Oldenburg In Play, Flow, and Ritual,*" East
    City Art (Editorial Team), December 25, 2018
"*The city is not sleeping,*" Weird Fucking Games Vol. L, September 13, 2018
"*Visiting Jonestown: Site of the Largest Murder-Suicide in Modern History,*" VICE Australia (Julie Fenwick),
    September 6, 2018
"*Games Without Frontiers,*" Bethesda Magazine (Stephanie Siegel Burke), July-August, 2017
"*Islid Lets You Enter That Curious Half-Asleep State While Fully Awake,*" Kill Screen (Michelle
    Ehrhardt), June 8, 2016
"*Islid,*" L'OUJEVIPO (Pierrec), June 2, 2016
"*How visitors of genocide sites in Cambodia transfer their feelings and impressions into
    digital games,*" Southeast Asia in Video Games, May 30, 2016
"*Notes on Cho-Am: The Myth of Closure,*" Sufficiently Human (Lana Polansky), May 28, 2016
"*1,000 Heads Among the Trees' at MAP,*" Baltimore City Paper (Rebekah Kirkman), March 23, 2016
"*A Videogame about the Impossibility of Grieving for Pol Pot,*" Kill Screen (Daniel Fries), February
    29, 2016
"*1000 Heads Among the Trees: brujería en la noche del desierto peruano,*" Anait Games
    (pinjed), August 28, 2015
"*The Blair Witch Project of Videogames Comes Out September 1st,*" Kill Screen (Chris Priestman),
    August 14, 2015
"*Explore a Town Founded by Peruvian Desert Witches in Cachiche,*" Kill Screen (Chris Priestman),
    August 14, 2014
"*Explore an alternate human reality in photo-based generative narrative Cachiche,*"
    IndieGames: The Weblog (John Polson), June 1, 2014
"*The upcoming Cachiche tells much more than a ghost story,*" Creepy Gaming (Luca Colosso), June 1, 2014
"*Live Free, Play Hard: The Week's Finest Free Indie Games,*" Rock, Paper, Shotgun (Porpentine),
    November 4, 2012
"*Depression (2011),*" Line Hollis: Videogame Criticism, July 6, 2011
"*Escape the Cage,*" Pierrec, L'Oujevipo, March 27, 2011
"*GDC Austin: Interactive Narrative as a Counselor,*" Kris Graft, Gamasutra News, September 15,
    2009

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Honors and Awards

Distinguished Scholarly and Creative Activities Award 2015, Yale Gordon College of Arts and Sciences, University of Baltimore, $2000
Maryland State Arts Council Individual Artist Award for Digital Art 2010, $1000
Suction and *REPENT* selected for inclusion in Rhizome.org Artbase, 2010

Internal Grants and Other Research Assistance

(University of Baltimore)

2020 The Science of Consciousness online conference registration grant, $238
2019 IEEE-GEM 2019 travel grant, $1200
2018 College of Arts and Sciences Summer Grant Program, $2000
International Symposium on Electronic Art 2018 Travel Grant, $2000
2018 Mid-America College Art Association Conference Travel Grant, $730
Slamdance DIG (Digital, Interactive, Games) 2017 Exhibition Travel Grant, $1064
Helen P. Denit Honors Program Enhanced Course, 2018, $985
Sabbatical Fall 2015
2015 College of Arts and Sciences Summer Grant Program, $600
International Symposium on Electronic Art 2014 Travel Grant, $1400
Technology Investment Grant, FY 2013 (Computer Vision and Motion Capture Using Microsoft Kinect), $3772
2013 College of Arts and Sciences Summer Grant Program, $400
Vector Game + Art Convergence 2013 Travel Grant, $606
2012 College of Arts and Sciences Summer Grant Program, $500
Technology Investment Grant, FY 2011 (Teaching Pervasive Game Design Using GPS & Microcontroller Technology), $7963
International Symposium on Electronic Art 2011 Travel Grant, $1200
Soft Borders Conference Travel Grant, 2010, $1200
Jonestown Periphery Travel Research Grant, 2010, $1200
12th Biennial Ammerman Arts and Technology Symposium Travel Grant, 2009, $759
Slow Art Exhibit at SIGGRAPH Travel Grant, 2008, $1200

Education and Teaching

Education History

MFA, **Imaging and Digital Art**, University of Maryland, Baltimore County, 2007
BFA, **Studio Art**, Florida State University, 2001

Relevant Software Experience

(software currently used and/or taught regularly in bold)
Adobe Audition, Adobe Illustrator, **Adobe Photoshop, Adobe Premiere, Arduino, Audacity,** Autodesk 3ds Max, **Autodesk Maya,** Autodesk Mudbox, Blender, Final Cut Pro, **GNU Image Manipulation Program**, **Godot**, iPiSoft MoCap, **KdenLive, Krita**, **Linux Command Line and Shell Scripting**, Logic Pro, **Microsoft Visual Studio**, Processing, Procreate, **Unity Certified Professional: Programmer (3/12/20), Vim**

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Teaching Experience

August 2008-present
University of Baltimore, Division of Science, Information Arts and Technologies (SIAT), Simulation and Game Design Program (previously Simulation and Digital Entertainment)
- · Associate Professor (2014 – present)
- · Assistant Professor (2008 – 2014)

Fall 2007-Spring 2008
University of Baltimore (UB), Simulation and Digital Entertainment program, Baltimore, MD, &
Anne Arundel Community College (AACC), Communication Arts Technology, Arundel County, MD
- • Adjunct Instructor for seven 3-credit courses

Johns Hopkins University (JHU), Digital Media Center, Baltimore, MD
- · Instructor for two multi-session workshops

Fall 2006
University of Maryland, Baltimore County (UMBC), Imaging and Digital Arts Dept.
- · Student Instructor for one 3-credit course

Courses Taught

University of Baltimore (Fall 2008-present)
- • COSC 155 Internet Technologies: Mastering the Basics (HTML/CSS/JavaScript)
- • COSC 160 Graphics for Game Design
- • COSC 260 Introduction to 3D Graphics
- • COSC 320 Game Concept and Design
- • COSC 324 Designing for Humans (user-centered design and usability testing)
- • COSC 330 Applied Simulation
- • COSC 405 Business of Game
- • COSC 410 3-D Modeling
- • COSC 414 Audio in Game Design
- • COSC 415 Coding Tools for Designers
- • COSC 418 Design of Multiplayer Games
- • COSC 440 Frontiers of Game Design (Rotating subjects: non-visual digital games, computer vision, physical computing, proceduralist artgames)
- • COSC 445 Practical Game Programming
- • COSC 450 SDE Internship
- • COSC 469 & 470 Game Development Project I & II (senior capstone project)
- • COSC 497 / IDIA 750 Special Topics in Computer Science (mobile game development)

Prior Part-time Teaching (Fall 2006 – Spring 2008)
- • Workshops: Flash ActionScript and Character Animation (JHU)
- • Visual Concepts III: Three-Dimensional Form, Space, and Interaction (UMBC)
- • CAT 211 Media, Materials and Processes (AACC)
- • CAT 278 Flash (AACC)
- • COSC 460 Games, Simulations and Society (UB)

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Service

University, College and Division

- University System of Maryland / University of Baltimore Board of Regents Task Force Implementation Team
    - o Member of several work groups (leader of one) tasked with making recommendations on financial responsibility and alignment.
- Online Advisor Board member (Fall 2021-present)
- Academic Policy Committee voting member (Fall 2017-Spring 2020)
- Chair of Academic Policy Committee (Fall 2019-Spring 2020)
- Simulation and Game Design Program Director (spring 2012 – spring 2015, fall 2016 – spring 2018)
    - o Responsibilities: course schedule for program at two campuses for 200+ students, hiring and evaluating adjunct instructors, leading curricular changes, program and course assessment, recruitment activities, created an advisory board, program name change, and other tasks related to the functioning of the program.
- General Education Council voting member (Fall 2013-Spring 2015)
- Library Committee Chair (Fall 2011-Spring 2012)
- SIAT Executive Committee Chair (divisional evaluation and recommendations for promotion and tenure): 2013, 2014, 2017, 2018, 2020
- Post-tenure Review Committee: Fall 2015
- Faculty Search Committees: Spring 2011 (SDE), 2011-12 (SDE), 2012-13 (Chair, SDE), Spring 2017 (Applied Information Technology)
- Global Game Jam primary organizer for Universities at Shady Grove (2011, 2012, 2013) and Baltimore campus (2014) sites
- GameScape Festival: 2014 hosted Simulation and Game Design table, 2015-present co-organizer
- Brain-to-Computer-Interface (BC2I) Competition, IEEE Baltimore, game design point person

Recent Service to Profession and Other Volunteer Work

2020: *Reviewer*, Leonardo Journal
2020: Grant Reviewer, National Endowment for the Humanities
2019: *International Program Committee Member*, International Symposium on Electronic Art (ISEA)
    Reviewed paper submissions
2017, 2018, 2019: *Judge*, A MAZE. / BERLIN Award. International Independent Videogames and Playful Media Festival.
2017: *Reviewer*, Game Studies, the International Journal of Computer Games Research
2017: *Reviewer*, Media and Communication, Cogitatio Press
December 2012 – November 2018: *Visitor*, Prisoner Visitation and Support, Lewisburg, PA
    Monthly visits to individuals incarcerated in special management units and work camp at U.S. Penitentiary Lewisburg
June 2014 - December 2016: *Volunteer*, Spring Grove Hospital Center, Catonsville, MD
    Hosted weekly board game table for individuals under psychiatric care
November 2012, 2013, 2014: *Jurist*, Serious Games Showcase and Challenge
    Evaluate assigned entries in competition
February 2013 - March 2014: *Volunteer*, Clifton T. Perkins, Jessup, MD

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One-on-one game design activities in a forensic psychiatric facility
March 2012 – June 2013: *Volunteer*, Hand in Hand, Baltimore, MD
Facilitating group activities for kids awaiting trial as adults at the Baltimore City Detention Center

Professional Memberships

New Media Caucus
International Game Developers Association
HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory)

Other Work Experience

December 2007-November 2008   MTV Networks   San Francisco, CA
Independent Contractor for AddictingGames.com website
Created six casual Flash games for their website
August 2004-June 2007   University of Maryland, Baltimore County, Art Dept.
Graduate Research Assistant for Imaging Research Center
Summer 2005 & 2006   Cybercamps, Giant Campus, Inc.   DC Metro
Camp Director, George Mason Univ., Univ. of Baltimore, and Johns Hopkins Univ.
Jan. 2004-Aug. 2004   Pyramid Studios   Tallahassee, FL
Art Instructor for adults with developmental disabilities
Aug. 2001-Nov. 2003   Peace Corps   Mali, West Africa
HIV Health Extension Agent (volunteer)
1999-2001   WVFS Tallahassee   Tallahassee, FL
Radio announcer (volunteer)
1999-2001   Telephone Counseling and Referral Service   Tallahassee, FL
Program Specialist, Trainer for the Florida HIV/AIDS Hotline
Crisis Counselor and Backup Supervisor for Helpline24
Family Health Hotline Counselor
1996-2001   Telephone Counseling and Referral Service   Tallahassee, FL
Florida HIV/AIDS Hotline Telephone Counselor (volunteer and paid)