Andrew Sempere

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Curriculum Vitae

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1005 Lausanne

Education

4/15/2015 - PhD / Docteur ès Sciences
École Polytechnique Fédérale de Lausanne
Department of Architecture (EDAR)
Dissertation: *Computational Shifts in Theatrical Space*

8/17/2003 - MS, Media Arts and Science
Massachusetts Institute of Technology Media Lab
Grassroots Invention Group
Thesis: *Just Making Faces? Animatronics, Children and Computation*

5/19/2001 - BFA, Visual Communication / Art and Technology
School of the Art Institute of Chicago
Thesis: *Typography and Murder: Jan Tschichold and the Fascist Aesthetic*

6/2/1996 - High School
Phillips Academy, Andover

Employment

8/2016 – Current
Senior User Experience Designer
Food52.com
Food media and e-commerce company

2015
Principal
Digital Scenographic
Creative Technology Consultancy

2015
Primary Investigator HESSO Funded Research Grant
DS/PS: Digital Scenography / Performing Space
La Manufacture Haute École Théâtre de Suisse Romande
Applied University of Theatre for Western Switzerland

Visiting Lecturer
Digital Ghosts: Design of Immersive Environments in 3D
HEAD – Genève, Haute École d'art et de design
Applied University of Design, Geneva

Visiting Lecturer
Research Through Practice
ZHdK – Zürcher Hochschule der Künste
Applied University of the Arts, Zürich

Visiting Lecturer
New Technologies for Stage Production
La Manufacture Haute École Théâtre de Suisse Romande
Applied University of Theatre for Western Switzerland

2012 - 2015
Lausanne CH

Doctoral Assistant
École Polytechnique Fédérale de Lausanne
Swiss Federal Institute of Technology in Lausanne (EPFL)

Researcher
Haute Ecole de Théâtre de Suisse Romande
Applied University of Theatre for Western Switzerland
SINLAB

2007 - 12
Cambridge MA

Design Researcher
IBM Research, Center for Social Software

2005 - 07
Boston MA

Senior Software Engineer
Pearson Education, Pearson Early Learning

2004
Los Angeles CA

Senior Designer
Bricolage Systems, LLC

2001 - 03
Cambridge MA

Research Assistant
MIT Media Lab

1997 - 05
Putnam Valley NY

Senior Developer/Designer
Evolving Systems, Inc

Teaching : Courses

2013

Teaching Assistant, École Polytechnique Fédérale de Lausanne
CS-489: PxS Design studio for computer scientists
Special topic MOOCs in Africa

Delivered several lectures on industrial design research and the design process in a research environment. Topics covered included the development of paper and video prototypes, wire-framing for software interfaces and approaches to lightweight user centered and participatory design. Special topics included the history of pedagogy and education and design for diverse user audience.

2006 - 08 **Instructor, Harvard Extension School**
CSCI E-9: Computational Art

Co-taught with a physicist, computational art was a three-part foundational course designed to introduce students to the idea of creating interactive works using microcontrollers, 3D software and on-screen data visualizations. The course alternated theoretical and practical units interspersed with discussion. Topics covered included interaction design, Wolfram's New Kind of Science, morality and technology, robots and science fiction and self and identity online.

2003 **Teaching Assistant, Harvard University**
FAS Interactive Environments
w/ Profs. Jeffery Huang and Muriel Waldvogel

Taught three weeks of the course including a one week intensive electronics workshop. Designed and constructed an interactive floor called MagicFloor *which could sense the presence of occupants in a space using capacitive fields, along with a software interface students could use to create their own interactive experiences using this interface.*

Teaching : Workshops

2013 **Guest Lecture**
HEAD (Haute Ecole d'art et de Design)
Geneva, Switzerland
Art <-> Design <-> Research

2012 **Guest Lecture and Workshop Lead**
Tsinghua University Art & Science Media Lab
Beijing, China

2011 ***Artistic Mediums II***
Curatorial lecture
New Art Center Newton, MA

2003 ***Jackal Project***
Electronics and art workshops
Boston MA, Chicago IL, Austin TX

2002 ***The City That We Want***
Electronics workshop with the Bradesco Foundation
Sao Paulo and Campinas, Brazil

Selected Exhibitions and Performances

2015 *Blue Butterfly*

Science communications theatre
Collaboration with UNIL / Catalyst Theatre

2014 *Hotel City / CinemaMutation*
Interactive film installation / game engine
HETSR 10 year anniversary, Lausanne Switzerland

2014 *LIWYĀTĀN / LEVIATHAN*
Theatre production/performance
Work with SINLAB Artist in Residence MOTUS Company

2013 *CYBORG[AME]*
Theatre production/performance
Work with SINLAB Artist in Residence with Gildas Milan

Lines of Desire
Invited Artist in Residence
ENSAL (École nationale supérieure d'architecture de Lyon)

SHiNMu
Dance production/performance
Collaboration with ATOU dance company and Theoriz Crew

Stage Digital II
Interactive technology demonstration and residency
ZhDK Zürich, Switzerland

2012 *Les Urbaines*
Interactive technology demonstration for a public festival
Lausanne, Switzerland

Stage Digital I
Interactive technology demonstration and residency
ZhDK Zürich, Switzerland

2011 *The Meaning of Work*
Interactive Video for Interior-Ity at the
Fourth Moscow Biennale of Contemporary Art
Moscow, Russia

Publications

October 2016 *Staging Space. The Architecture of Performance in the 21st Century* (Forthcoming)
Park Books, Zurich

2015 *Computational Shifts in Theatrical Space*
École Polytechnique Fédérale de Lausanne (Doctoral Thesis).

2013 *Experience Catalysts and Architecture: Towards a New Tradition*
2013 eCAADe Conference on Future Traditions: Rethinking Traditions and Envisioning the Future in Architecture through the Use of Digital Technologies

2011 *Architecture and Design for Virtual Conferences: A Case Study*
MDPI Future Internet 3, no 3: 175-184

2011 (cont.) *Circles of Crowdsourcing: The Social Organization of Participatory Sensing – IBM Research Report*
Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Andrew Sempere, Reid Priedhorsky

Participatory Sensing through Participatory Design: Collaborating on Requirements with the CARD Method – IBM Research Report
Michael Muller, Susanne Hupfer, Andrew Sempere, Stephen Levy, Reid Priedhorsky, Daniel Gruen

MoCoMapps - An Experiment in Crowdsourcing both Data and Applications for Mobile Services – IBM Research Report
Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Reid Priedhorsky, Andrew Sempere

2010 *Avatars Meet Meetings: Design Issues in Integrating Avatars in Distributed Corporate Meetings – IBM Research Report*
N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson

Enhancing Distributed Corporate Meetings with 'Lightweight' Avatars IBM Research Report
N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson

2009 *The Work of Art in the Age of Virtual Production*
25th Annual CHArt Conference Proceedings

2005 *Animatronics, Children and Computation*
IEEE Journal of Educational Technology & Society 2005, Vol. 8
Special Issue on "Crafting Learning in Context"

2004 *CTRL_SPACE: Using Animatronics to Introduce Children to Computation.* Proceedings, IEEE International Conference on Advanced Learning Technologies

2003 *Just Making Faces? Animatronics, Children and Computation*
Masters Thesis, MIT