

Kyle E. Evans

Immersive Art, Music, and Performance Technology

EDUCATION –

2011: **Master of Fine Arts**

The School of the Art Institute of Chicago. Department of Sound.
Concentrations: Sound, Video, New Media Art, Art & Technology

2009: **Bachelor of Fine Arts**

The School of the Art Institute of Chicago
Concentrations: Sound, Film, Video, Art & Technology

PROFESSIONAL EXPERIENCE –

The University of Texas at Austin

College of Fine Arts, School of Design and Creative Technologies,
Department of Arts and Entertainment Technologies

Assistant Professor of Practice

September 2023 - Present

Courses: - *Immersive Environments* - *Realtime Video Programming*
 - *DIY Synth Lab* - *Immersive Audio*
 - *Sound & Space* - *Solo Studio*
 - *Next Level Arcade*

Service:

- Lead faculty, Lab for Immersive Media (The LIM)
- Chair of the Events Committee (AY 24-25, 25-26, 26-27)
- Committee Appointments:
 - Executive Committee (AY 24-25)
 - Admissions Committee (AY 23-24)
 - Hiring Committee (Spring 2024)
 - Events Committee (AY 23-24)

Lecturer

January 2020 - May 2023

Courses: - *DIY Synth Lab* - *AET Design Studio*
 - *Immersive Art Installations* - *Senior Design Projects*
 - *Immersive Audio* - *Foundations of Music Technology*
 - *Immersive Pop-ups* - *Foundations of Creative Coding*
 - *Sound & Space* - *Future VJ: Video, Music, Code*

dadaLab LLC, Co-Founder and Manager

July 2019 - Present

Immersive art studio and event venue based in Austin, TX.

Select Clients: - *Porsche* - *Dropbox*
 - *Waterloo Greenway Conservancy* - *ACL Live at the Moody Theatre*
 - *Hotel Zaza* - *Austin Trail Conservancy*
 - *Festival Napa Valley* - *Tesla*
 - *Soho House Austin* - *Seismic Dance Event*

dadageek - Founding Board Member, Managing Director, and Instructor

March 2016 - Present

Educational nonprofit leading courses and workshops in creative technology. Austin, TX.

- Courses:
- *Projection Mapping for Immersive Art*
 - *Realtime Video Performance with Resolume Arena*
 - *TouchDesigner Bootcamp*
 - *Immersive Audio with Ableton Live*
 - *Interactive Video in Touchdesigner*
 - *Electrify Your Art: Intro to Arduino for Artists*
 - *Sound/Sense/Space: Creating Spatial Sound Environments with Sensors*
 - *Resolume Arena: Intro to Realtime Video and Projection Mapping*
 - *Programming Havoc*
 - *Intro to Digital Sound Synthesis and Performance with Max*
 - *Intro to Digital Video Processing with Max*

Bee Cave Buzzfest - Curator and Artistic Director

June 2020 - November 2023

Curating, designing, and deploying multiple large-scale immersive artworks and performances. Designing the live performance experience including sound system design, live visual projection mapping, and laser display design.

The Art Institute of Austin - Faculty

Department of Audio Production

July 2013 – June 2020

- Courses:
- | | |
|---------------------------------------|--------------------------------------|
| - <i>Electronics I, II & III</i> | - <i>Audio Technology I & II</i> |
| - <i>Audio for Interactive Design</i> | - <i>Acoustics</i> |
| - <i>Sound Design</i> | - <i>Digital Audio</i> |
| - <i>Audio Postproduction</i> | - <i>Fundamentals of Audio</i> |
| - <i>Portfolio</i> | - <i>Sound Design for Games</i> |
| - <i>Senior Projects I & II</i> | - <i>Internship I & II</i> |
- Service:
- | | |
|--|---|
| - <i>Admissions Committee</i> | - <i>Campus Relations Committee</i> |
| - <i>Audio Production Rubric Committee</i> | - <i>Campus Accreditation Committee</i> |

- Recognition:
- *Faculty of the Quarter, Winter 2016*

Single Cycle Post Production

Freelance video editing, post production sound, and motion graphics

July 2012 - July 2013

Champion Entertainment

Video production, editing and post production sound

June 2011 - July 2012

The School of the Art Institute of Chicago

Graduate Teaching Assistant

August 2009 - May 2011

ORGANIZATIONAL AFFILIATIONS –

dadageek, Founding Board Member, 2016 - Present

Creative technology and immersive arts educational non-profit in Austin, TX.

Rolling Ryot, Artistic Director and Board Member, 2018 - Present

Sonic arts and spatial sound non-profit in Austin, TX.

Bee Cave Arts Foundation, Board Member, 2021-2023

Community-focused non-profit arts organization in Bee Cave, TX.

SELECT ARTWORKS AND PERFORMANCES –

2026: **B Scene - Blanton Museum of Art**

Where the Future Hides Its Face

Blanton Museum of Art - university of Texas (Austin, TX)

Interactive laser installation

Currents New Media Festival

El Museo Cultural (Santa Fe, NM.)

BitWhisper.exe, live AV performance

Rainforest Reverb 2

Fusebox Festival (Austin, TX.)

32-channel sound installation produced by Rolling Ryot

Quad Quad - Fusebox Festival 2026

Curated by Graham Reynolds

dadaLab (Austin, TX)

Live AV performance in collaboration with Bob Hoffnar

CAST Creators in Performance

dadaLab (Austin, TX)

Untitled, live AV performance

New Mus

New Media Contemporary (Dallas, TX)

Untitled, live AV performance

2025: **Forklift Danceworks**

Way of Water: Confluence

Austin Water Center at Hornsby Bend (Austin, TX)

Media designed by dadaLab including spatial audio, projection, lighting design and laser design

Forklift Danceworks

Way of Water: Source

Laguna Gloria (Austin, TX)

Composer and programmer of an outdoor multi-channel immersive sound installation

Denver Month of Video

Rainbow Dome (Denver, CO)

BitWhisper.exe, live AV performance

Night Lights Denver

Daniels & Fisher Tower (Denver, CO)

Machine Dreams of a Clocktower, video work created for a monthlong projection on the Daniels & Fisher Tower in downtown Denver.

Fusebox Artist Salon

dadaLab (Austin, TX)

pulseCoder audio/visual performance

SoHo House x Porsche

SoHo House (Austin, TX)

Puzzle Grass, a large-scale illuminated artwork produced by dadaLab

QUADRANT v6.0

dadaLab (Austin, TX)

pulseCoder audio/visual performance

2024: Luminations 2024

Lady Bird Johnson Wildflower Center (Austin, TX)

Multiple outdoor immersive artworks produced by dadaLab

Seismic Dance Event 7.0

Concourse Project (Austin, TX)

Shuffle Pyramid, large-scale custom LED artwork produced by dadaLab

Grand Cru Classics

Festival Napa Valley (Napa, CA)

Live performance of custom visual content to accompany Ray Chen's orchestral performance of *Mendelssohn's Violin Concerto in E Minor*. Produced by dadaLab

UT Landmarks

University of Texas at Austin (Austin, TX)

Light and sound activation of Tony Smith's *Amaryllis* sculpture. In Collaboration with the Department of Arts and Entertainment Technologies and UT Landmarks. Produced by dadaLab

QUADRANT v2.0

dadaLab (Austin, TX)

pulseCoder audio/visual performance

2023: Bee Cave Buzzfest

Hill Country Galleria (Bee Cave, TX)

Multiple outdoor immersive artworks produced by dadaLab

Luminaria Contemporary Arts Festival

Hemisfair Park (San Antonio, TX.)

Squarematon and *Portal* - Large-scale, light and video installations produced by dadaLab

Waterloo Greenway Creek Show

Waterloo Greenway (Austin, TX)

Puzzle Grass, a large-scale illuminated artwork produced by dadaLab

Austin Trail Foundation

Seaholm Intake Building (Austin, TX)

The Current Underneath - Sculptural laser installation produced by dadaLab

Ghost Line X at The Moody Amphitheater

Moody Amphitheater (Austin, TX)

Rolling Ryot production of a massive 15-channel outdoor immersive sound experience

Presented as part of the 2023 Fusebox Festival.

Vision Collider

dadaLab (Austin, TX)

pulseCoder audio/visual performance

2022: Ghost Line X at Rosewood Park

Rosewood Park (Austin, TX)

Produced by Rolling Ryot

Dumpster Fire 2

dadaLab (Austin, TX)

Rolling Ryot production of a large-scale sound and percussion ensemble of 9 musicians

Programming of robotics, lighting effects, and audio systems

C3 Events ACL After Party

Distribution Hall (Austin, TX)

Installation of two immersive artworks;

Deep Quanta and a custom laser augmented video mapping project produced by dadaLab

Control Signals

Latent Space (Chicago, IL.)

Cracked Ray Tube sound and video performance in collaboration with James Connolly

Cyber Rodeo - Tesla Gigafactory Opening

Tesla Texas Gigafactory (Austin, TX.)

Installation of two dadaLab produced sound and light works; *Deep Quanta* and *Heximations*.

2021: Transmission Hardware Hacking Festival

Basketshop Gallery (Cincinnati, OH.)

de/Rastra audio and video performance

Luminaria Contemporary Arts Festival

Hemisfair Park (San Antonio, TX.)

Deep Quanta - Large scale, immersive sound and light installation produced by dadaLab

Seismic Dance Event 4.0

The Concourse (Austin, TX.)

Scanner - Immersive laser sculpture produced by dadaLab

Seismic Dance Event 3.3

The Concourse (Austin, TX.)

Heximations - Large-scale, outdoor immersive light sculpture produced by dadaLab

2020: Dumpster Fire

dadaLab. (Austin, TX.)

Immersive performance produced by Rolling Ryot with robotics, lights, and percussion

2019: Phase Hall

dadaLab, as part of the East Austin Studio Tour (Austin, TX.)

Multichannel interactive sound installation produced by dadaLab

MUTEK San Francisco

The Herbst Theater (San Francisco, CA.)

de/Rastra - Sound, video, and light performance

Rainforest Reverb

Fusebox Festival (Austin, TX.)

32-channel sound installation produced by Rolling Ryot inside a downtown parking garage

Crash Log

North Door (Austin, TX.)
pulseCoder performance, projectionist

2018: Exploded Drawing Audio/Visual Session

Native Hostel (Austin, TX)
pulseCoder performance; audio, realtime video, and lighting design
Emanations of a Bottom Line
1500 Studio, as part of *Immersion ATX* during the East Austin Studio Tour (Austin, TX.)
Sound and light installation

Psychoacoustic Cinema

James Turrell Skyspace at the University of Texas (Austin, TX.)
Light and color reactive sound installation produced by Rolling Ryot

Right, Rear Corner of The Universe

As a part of *Loop Mass 2*, Austin Museum of Digital Art (Austin, TX).
Outdoor audio/video installation. Created by Limited Hangout.

CounterVolt VERSION.001

North Door (Austin, TX.)
pulseCoder performance

Cool Summer Nights at the Bullock

Bullock Texas State History Museum (Austin, TX.)
de/Rastra performance

SynesthESpace#3: We Are Sphere

First Street Studio (Austin, TX.)
Interactive audio/video installation and video game

Dallas Ambient Music Nights 31

Texas Theatre (Dallas, TX.)
pulseCoder performance

Exploded Drawing 42

Austin School of Film (Austin, TX.)
pulseCoder performance

2017: Holodeck Reckords Presents...

Austin School of Film (Austin, TX.)
pulseCoder performance

Maker Faire Austin

Palmer Event Center (Austin, TX.)
de/Rastra performance
Awarded Staff Pick Blue Ribbon Award

Dallas Medianale 2017

In association with the Dallas Video Festival
Green Zone (Dallas, TX.)
Limited Hangout, performance

Artist In Session #1: Austin Beerworks X Limited Hangout

In association with Art of the Brew
Austin Beerworks Taproom (Austin, TX.)
Limited Hangout, performance

2016: **Late Night Live Art**

In association with the National Performance Network and Fusebox Festival
Museum of Human Achievement (Austin, TX.)
Limited Hangout, performance

Loop Mass

The Off Center (Austin, TX.)
de/Rastra performance

Emanations of a Bottom Line

ICOSA Gallery (Austin, TX.)
Sound Installation

Limited Hangout

Co-Lab Projects Demo Gallery (Austin, TX.)
Performance

Currents New Media Festival

El Museo Cultural (Santa Fe, NM.)
Cracked Ray Tube, Installation and performance

Beat the Rush

Blanton Museum of Art. (Austin, TX.)
Limited Hangout, Performance

2015: **The Paseo New Media Art Festival**

Taos Downtown Historic District (Taos, NM.)
de/Rastra, Performance

Limited Hangout

North Door (Austin, TX.)
New media performance. In Association with The Austin Museum of Digital Art

Currents New Media Festival

El Museo Cultural (Santa Fe, NM.)
de/Rastra, Performance

000000: Kyle Evans and Jessica Mathews

Pump Projects (Austin, TX.)
Collaborative installation exhibition with Jessica Mathews.

Dallas Medianale

In association with the Dallas Video Festival
McKinney Avenue Contemporary (Dallas, TX.)
Cracked Ray Tube, Performance

2014: **glitChicago**

Ukrainian Institute of Modern Art (Chicago, IL.)
Cracked Ray Tube, Installation and performance

New Media Art and Sound Summit

Salvage Vanguard Theatre (Austin, TX.)
de/Rastra, Performance

Transmission Archaeology

Big Medium (Austin, TX.)

Installation, part of the group show *Asterisk*

Discarded: The Afterlife of Everyday Electronics

Columbia College Arcade Gallery (Chicago, IL.)

Cracked Ray Tube, Installation and performance

Transmission Archaeology

Union Gallery (Dallas, TX.)

Solo exhibition

2013: **Hi-Fi Entertainment System**

Co-Lab Projects (Austin, TX.)

Installation as part of the group show *Conspectus: Two Thousand Thirteen*

de/Rastra: Installation

Co-Lab Projects (Austin, TX.)

Solo exhibition

Frequency Fridays

In association with the Fuse Factory. Wild Goose Creative (Columbus, OH.)

de/Rastra, Performance

Transmediale New Media Art Festival

Haus der Kulturen der Welt. (Berlin, Germany)

de/Rastra, Performance

2012: **GO by Kyle Evans**

Homeland Security (Dallas, TX.)

Solo exhibition

GLI.TC/H 2012 Conference and Festival

Happy Dog Gallery (Chicago, IL.)

de/Rastra, Performance

Cracked Ray Tube, Performance

Harrold Golen Gallery

In association with the Foundation for Emerging Technologies and Arts (Miami, FL.)

de/Rastra, Performance

Vancouver New Music Festival: Circuit Cabaret.

Scotiabank Dance Centre (Vancouver, B.C.)

Cracked Ray Tube, Performance

Dallas Video Festival

Dallas Museum of Art (Dallas, Tx.)

de/Rastra, Performance

de/Rastra

Inspace at The University of Edinburgh (Edinburgh, U.K.)

Performance

de/Rastra

Noise=Noise (London, U.K.)

Performance

Dimanche Rouge #19

La Rotonde (Paris, FR.)
de/Rastra, Performance

Variations V

Flatiron Fine Arts Building (Chicago, IL.)
Collaborative recreation of John Cage's original piece. Organized by Julia Miller.

2011: **GLI.TC/H 2011 Conference and Festival**

ENEMY (Chicago, IL)
Cracked Ray Tube, Performance

They, Who Sound

Avant Garden (Houston, TX.)
de/Rastra, Performance

Milwaukee Ave. Arts Festival

Milwaukee Ave. pop up gallery location (Chicago, IL.)
Sine.Magnet.Phosphoresced, Installation

SAIC 2011 Graduate Thesis Exhibition

Sullivan Galleries (Chicago, IL.)
Sine.Magnet.Phosphoresced, Installation

Version 11: Chicago Arts Festival

Co-prosperity Sphere (Chicago, IL.)
Cracked Ray Tube, Performance

Project Cabrini Green

Cabrini Green Housing Projects and Museum of Contemporary Art Chicago (Chicago, IL.)
Collaborative public installation conceived and organized by Jan Tichy.

Handmade Music Showcase, SXSW

Venue 222 (Austin, Tx.)
Cracked Ray Tube, Performance

I:3 nuFest: Trajectories in New Media by Emerging Chicago Artists

Jennifer Norback Fine Art Gallery (Chicago, IL)
Cracked Ray Tube, Installation and performance

2010: **Pixilerations: New Media Art and Experimental Music Showcase**

Brown University (Providence, RI)
Electronically Modified Didgeridoo, Performance

International Computer Music Conference 2010 (ICMC)

Columbia University (New York, NY)
Electronically Modified Didgeridoo, Performance

New Music at the Green Mill

The Green Mill (Chicago, IL)
Electronically Modified Didgeridoo, Performance

2009: **2009 Undergraduate Exhibition**

Sullivan Galleries (Chicago, IL)
VHF/Sillicon, Installation

WORKSHOPS, LECTURES, & PRESENTATIONS –

2026: **Real-Time 3D for Immersive Art with TouchDesigner**

Make Santa Fe (Santa Fe, NM)

In collaboration with Currents New Media

Create Immersive Experiences

Lab for Immersive Media, University of Texas at Austin (Austin, TX)

5-day high school summer workshop on motion capture, immersive audio, and lighting design

As part of the School of Design and Creative Technologies summer camp series

Symposium on Musicking Communities and Labor

Millennium Youth Entertainment Complex (Austin, TX)

Butler School of Music and the College of Fine Arts, UT Austin

From Gig Economy to Cultural Infrastructure - Panelists

2025: **Realtime Video AI Summit**

Gray Area (San Francisco, CA)

The Impact of AI on Creative Communities - Panelists

Immersive Audio with Ableton Live

POST (Houston, TX)

Two day workshop In collaboration with Art Club

TouchDesigner Bootcamp

POST (Houston, TX)

Two day workshop In collaboration with Art Club

Magic of Immersive Media

Lab for Immersive Media, University of Texas at Austin (Austin, TX)

5-day high school summer workshop on motion capture, immersive audio, and lighting design

As part of the School of Design and Creative Technologies summer camp series

2024: **Spatial Audio Basics**

dadaLab (Austin, TX)

Magic of Immersive Media

Lab for Immersive Media, University of Texas at Austin (Austin, TX)

5-day high school summer workshop on motion capture, immersive audio, and lighting design

As part of the School of Design and Creative Technologies summer camp series

2021: **Build Your Own Electronic Noisemaker**

Transmission Hardware Hacking Festival

Basketshop Gallery (Cincinnati, OH)

2019: **Immersive Information: Data and Sensors in New Media Art**

Digital Field Methods Institute

University of Texas in Austin, Digital Writing & Research Lab (Austin, TX.)

Cracking Ray Tubes: A/V Synthesis for Hackers, Benders, and Breakers

Southwest Synth Fest. Austin School of Film. (Austin, TX.)

Spatial Sound for Public Immersive Art

Eyeo Festival (Minneapolis, MN.)

- 2018: **Visiting Artist, University of Texas at Austin**
Arts and Entertainment Technology
March - April 2018
Organized and lead *Introduction to Arduino* workshop
- 2016: **Hardware Hacking and DIY Audio/Video Synthesis**
Meow Wolf (Santa Fe, NM.)
In association with the Currents New Media Festival
- Hardware Hacking and DIY Audio/Video Synthesis**
In association with the Dallas Medianale, Oil and Cotton (Dallas, TX.)
- Hardware Hacking and DIY Audio/Video Synthesis**
The Museum of Human Achievement (Austin, TX.)
- 2015: **DIY Video Transmission Workshop**
In association with The Paseo New Media Festival.
Taos High School (Taos, NM.)
- Hardware Hacking and DIY Audio/Video Synthesis**
In association with the Dallas Video Festival, Oil and Cotton (Dallas, TX.)
- DIY Synthesis Demo and Lecture**
In association with The Austin Museum of Digital Art and Austin Nerd Night.
The North Door (Austin, TX.)
- 2014: **Visiting Artist Lecture and Performance, Eye and Ear Clinic**
Hosted by The Department of Film Video and New Media and Animation at
The School of the Art Institute of Chicago (Chicago, IL)
- Visiting Artist Presentation**
Presented to the Hardware Hacking class in the Sound Department at
The School of the Art Institute of Chicago (Chicago, IL)
- Cracked Ray Tube Electronics Workshop**
In association with Art and Activism and Center for Community Arts Partnership.
Department of Audio Arts and Acoustics at Columbia College (Chicago, IL.)
- 2013: **DIY Video Transmission Workshop**
Fuse Factory electronics workshop series. (Columbus, OH.)
- 2012: **DIY Video Transmission Workshop**
In association with the Noise=Noise workshop series (London, U.K.)
- Cracked Ray Tube Artist Lecture**
The School of the Art Institute of Chicago Department of Sound (Chicago, IL.)
- 2011: **Cracked Ray Tube Electronics Workshop**
In association with the *GLI.TC/H* Conference and Festival. (Chicago, IL.)
- Cracked Ray Tube Electronics Workshop**
In association with the *Handmade Music* and *Switched On* workshop series. (Austin, Tx.)
- Sound Art and Active Listening Lecture**
Marwin arts education center for under-served youth. (Chicago, IL.)
In association with *Project Cabrini Green*.

Sound Art and Active Listening Lecture
After School Matters. Gallery 37. (Chicago, IL)
In association with *Project Cabrini Green*.

GRANTS, AWARDS, AND RESIDENCIES –

- 2024: **UT College of Fine Arts Community Seed Grant**
\$20,000 grant awarded in collaboration with Januibe Tejera for the creation of CAST (Contemporary Art and Sound Technologies) event taking place in Spring 2026
- 2018: **City of Austin Cultural Arts Division**
Community Initiatives Award for CounterVolt VERSION.002
- City of Austin Cultural Arts Division**
Community Initiatives Award for CounterVolt VERSION.001
- 2017: **Maker Faire Austin**
“Staff Pick” Blue Ribbon awarded for *de/Rastra* performance
- 2014: **Art and Activism**
Artist grant awarded to support a *Cracked Ray Tube* electronics workshop
- Center for Community Arts Partnership**
Artist grant awarded to support a *Cracked Ray Tube* electronics workshop
- 2012: **Guthman New Musical Instrument Competition**
2nd Place Prize awarded for *Cracked Ray Tube*. Georgia Tech University (Atlanta, GA.)
- 2011: **STEIM (The Studio for Electro-Instrumental Music)**
Artist in residence, January 2011 (Amsterdam, NL.)
- School of the Art Institute of Chicago Graduate Travel Grant**
Used to support travel to present work at the *Pixilerations*; New Media Art Showcase
- 2010: **School of the Art Institute of Chicago Graduate Travel Grant**
Used to support travel to present work at the *International Computer Music Conference*
- Guthman New Musical Instrument Competition**
Finalist. *Electronically Modified Didgeridoo*. Georgia Tech University (Atlanta, GA)

WORKS PUBLISHED, CITATIONS, AND REVIEWS –

- 2023: **Tech-Art Organization dadaLab Reboots in New Eastside Studio.**
Written by Wayne Lim. Austin Chronicle.
Feature article regarding dadaLab events, artworks, and community impact.
- 2021: **Sound and Image: Aesthetics and Practices.** Andrew Knight-Hill. Focal Press.
Featured text and citations of *Cracking Ray Tubes: Reanimating Analog Video in a Digital Context*
- 2020: **Weekend Edition, NPR.**
Review of Rolling Ryot's *Dumpster Fire*. Story produced by Andrew Weber

- 2016: **Conflict of Interest**
Q & A with Kyle Evans. Online and print. Interview by Rebecca Marino
- 2014: **Leonardo Music Journal**
Issue 24, Winter 2014.
Cracking Ray Tubes: Reanimating Analog Video in a Digital Context
- 2013: **Computer Music Journal**
Issue 37:4, Winter 2013.
DVD video documentation of *Cracked Ray Tube*.
- Neural Magazine**
Issue #45, Summer 2013.
Featured text and image documentation of de/Rastra
- 2012: **Composite Arts Magazine**
No. 8, Aberration. Summer 2012
Featured text and image documentation of Cracked Ray Tube
- The Creators Project**
Featured text and image documentation of Cracked Ray Tube
- 2010: **Popular Science Magazine**
April 2010 issue.
Featured text and image documentation of the Electronically Modified Didgeridoo
- 2009: **Make Magazine: Online Zine**
Featured text and image documentation of the Electronically Modified Didgeridoo
- Engadget**
Featured text and image documentation of the Electronically Modified Didgeridoo
- Handmade Electronic Music: The Art of Hardware Hacking (Second Edition)**
written by Nic Collins. Published in 2009.
Featured Text and video documentation of invented electronic instrument.

SELECT CURATORIAL PROJECTS –

- 2026: **QUADRANT v9.0**
Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director
- CAST - Premiere Night**
dadaLab (Austin, TX)
Co-curator, event producer, and visual technical director
- CAST - Creators In Performance**
dadaLab (Austin, TX)
Curator and event producer
- CAST - Me Mer Mo Takeover**
dadaLab (Austin, TX)
Curator and event producer

2025: **AET and dadageek Present: Frank Vigroux**

Iden B Payne Theater (Austin, TX)
Producer and artist liaison

QUADRANT v8.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

Fusebox + dadaGeek Presents The Sound Around Us

Live A/V performance event at dadaLab (Austin, TX.)
Co-curator and Technical Director

QUADRANT v7.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

QUADRANT v6.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

2024: **QUADRANT v5.0**

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

STARGRAVE | XUIQEN | BLEND.MODE | A.M. ARCHITECT

A/V performance event at dadaLab (Austin, TX.)
Curator and Technical Director

QUADRANT v4.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

Blacklight

dadaLab (Austin, TX.)
Event featuring Alberto Novello's performance of *Blacklight* and additional A/V performances.
Curator and event organizer

QUADRANT v3.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

QUADRANT v2.0

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

2023: **Bee Caves Buzz Fest 2023**

Light festival at the Hill Country Galleria (Bee Cave, TX.)
Curator and Artistic Director

QUADRANT 78724

Quadrophonic event series at dadaLab (Austin, TX.)
Curator and Technical Director

Ghost Line X at The Moody Amphitheater

Moody Amphitheater (Austin, TX.)
Organized an international call for works.

2022: **Ghost Line X at Rosewood Park**
Rosewood Park (Austin, TX.)
Organized an international call for works.

Vision Collider
dadaLab (Austin, TX.)
Electronic and experimental music event

Bee Caves Buzz Fest 2022
Light festival at the Hill Country Galleria
Curator and Artistic Director (Bee Cave, TX)

2020: **Bee Caves Buzz Fest 2020**
Light festival at the Hill Country Galleria
Curator and Artistic Director (Bee Cave, TX)

2019: **Rainforest Reverb**
Fusebox Festival (Austin, TX)
Organized an international call for works.

Crash Log
Electronic Music Event
North Door (Austin, TX.)

2018: **CounterVolt VERSION.002**
Electronic Music Event
North Door (Austin, TX.)

CounterVolt VERSION.001
Electronic Music Event
North Door (Austin, TX.)

Dropped//Frame
New media performance event
Museum of Human Achievement (Austin, TX)

2016: **Ariadne, Limited Hangout, John-Mike Reed**
First Street Studios (Austin, TX)
In association with Antumbrae Intermedia.

Strange Electronics 2 – MoHA
Museum of Human Achievement (Austin, TX)

Strange Electronics – MoHA
Museum of Human Achievement (Austin, TX)

2011: **Strange Electronics 2: Realtime A/V and Hardware Hacking.**
ENEMY Sound (Chicago, IL)

Strange Electronics: Realtime A/V and Hardware Hacking
Transistor (Chicago, IL)