

# Jon Chambers

Chicago  
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## Education

**MFA, New Media Arts, University of Illinois at Chicago, Chicago, 2012**

**BFA, Sculpture, Grand Valley State University, Allendale, MI, 2005**

**Summer Study Abroad, Kingston University, London, England, Summer 2003**

## Exhibitions

***I Was Raised on the Internet***, Museum of Contemporary Art, Chicago, *Upcoming 2018*

***UMW Media Wall***, University of Mary Washington, Fredericksburg, VA, 2018

***Being, enough***, Chicago Artist Coalition, Chicago, 2017

***Ethno / graphic***, Chicago Artist Coalition, Chicago, 2016

***Activate***, Downtown Chicago, 2016

***Athens Digital Arts Festival***, Athens, Greece, 2016

***r4w.ERR.b1t5!***, TCC, Chicago, 2016

***What Happens When...***, Powrplnt, New York City, 2016

***Post-Nature, Tele-Ecologies Pt. 2***, ACRE gallery, Chicago, 2015

***DAAC @The Fed***, The Fed Galleries at KCAD, Grand Rapids, MI, 2015

***Post-Nature, Tele-Ecologies***, ACRE gallery, Chicago, 2015

***Suite***, Palmer House, Chicago, 2015

***Terms of Service***, UICA, Grand Rapids, MI, 2015

***Everything Is Text***, Comfort Station, Chicago, 2014 (Solo)

***Please Stand By***, ACRE TV Screening, Internet and MANA Contemporary, Chicago, 2014

***STUFF ON STUFF ON STUFF***, Tritriangle, Chicago, 2014

***The Wrong- New Digital Art Biennale***, Internet, Organized in São Paulo, Brazil, 2013

***RAZR: Left Over Mythologies of the Best Selling Clamshell Phone***, The Milk Factory, Chicago, 2013 (Solo)

***#Programa La Plaza***, Medialab-Prado, Madrid, Spain, 2013

***Error<415>***, Internet, ArtPadSF, San Francisco, CA, 2013

**[STREET\_TEAM:NYC]**, The Met in NYC, Internet, Davis, CA, 2012

**Torch Song: UIC MFA Thesis Exhibition**, Gallery 400, Chicago, 2012

**Screenology: UIC New Media Arts Exhibition**, Jackman Goldwasser Catwalk Gallery @ Hyde Park Art Center, Chicago, 2011

## **Professional Experience**

### **Instructor, School of the Art Institute of Chicago, 2014-Present**

Media Practices: a freshmen level class that teaches students how to utilize and develop skills with various moving image techniques, while screening contemporary and historical examples and reading relevant texts. These techniques range from using a 16mm Bolex camera to creating animated GIFs and webpages.

New Media Crash Course: This Introductory course focuses on screen-based new media works, their historical contexts and their specific aesthetics and theoretical concerns. Students gain an understanding of the emerging cultures and histories of new media through lectures and workshops, while creating their own weekly projects. Interactive, game, networked and web-based technologies are introduced from the perspective of media art making and history.

### **Adjunct Instructor, Northwestern University, 2016-Present**

Computer Code as Expressive Medium: A senior to graduate level class that introduces the expressiveness of computing to visual artists. Students learn the basics of the open sourced software Processing to create their own tools for interaction, animation, game design, movement, and form. Students are encouraged to establish interdisciplinary collaborations stemming from their own field of research, while thinking critically about these software spaces. In addition to weekly code assignments, we explore various games and digital art works via lectures along with assigned readings.

Designing for the Internet: This studio course covers the principles of graphic design as they apply to the interactive world of the web. Sensitivity to the visual elements of online interfaces is developed through analysis of existing site designs. HTML and CSS are introduced along with software such as Dreamweaver, Sublime Text, Photoshop and the mobile framework Bootstrap. Students eventually conceive and create their own web-based project.

### **Adjunct Professor, University of Illinois at Chicago, 2017- Present**

Introduction to New Media Arts: A studio based course that provides an overview of the theories and practices of New Media Arts. Students learn fundamental practices of electronic arts including but not limited to circuit design, basic to intermediate electronics, hacking, and programming for interactivity. Through hands on workshops, students will explore basic electronic techniques and use of programmable microcontrollers (Arduino) to control interactive art, sound, light, and environments. Students are also introduced to and are encouraged to draw inspiration from various artists and their work through lectures rooted in the history, theory, and current practices of responsive and new media art. This course encourages experimentation, research, and copy-right ethics through sharing sources, skills, and insights on a class blog and IRL.

### **Adjunct Professor, University of Illinois at Chicago, 2014-2015**

Info Aesthetics: an interdisciplinary research studio utilizing an Interdisciplinary Research Studio methodology to research and generate new concepts in civic innovation for the city of Chicago. Multidisciplinary student teams consider the city as a resource (data & research) and lab (exploration & prototyping) for translating data into fully activated projects or proposals for civic services or critical social interventions.

### **Freelance 2012-Present**

Freelance jobs include designing and developing websites and custom game development using Processing.

### **Web Developer, UIC, Chicago, 2012-2015**

Worked as a front-end web developer for the College of Architecture, Design and the Arts at UIC. My responsibilities included: HTML and CSS development, light PHP/MySQL development, light JavaScript development, Drupal development, and Custom CMS development.

### **Research Assistant, Electronic Visualization Laboratory, UIC, Chicago, 2011-August 16, 2012**

Was EVL webmaster and responsible for audio and video documentation of EVL's research projects. Specific activities included: worked with a back-end web developer to redesign EVL's website look and function; experimented with and learned JavaScript, jQuery, CSS3, and HTML5; made an EVL interactive timeline with jQuery; made touch-screen applications using Processing for Cyber-Commons, a 20-foot LCD tiled display wall with PQ Labs touch overlay; learned 3D video workflow; documented projects created by EVL faculty, staff and students. My experience at EVL enabled me to think more about how humans interact with technology in new ways, especially involving the Internet.

### **Graduate Assistant, Instructional Technology Lab, UIC, Chicago, 2010-2011**

Assisted professors and students with technological problems, such as updating websites, video conversion and editing and using digital video cameras.

## **Talks, Workshops, Projects**

### **Artist Talk and Demo, School of the Art Institute of Chicago, Chicago, 2017**

Gave an artist talk and 3D scanning demo for Hope Esser's *Core Studio* class at the School of the Art Institute of Chicago.

### **Artist Talk and Workshop, School of the Art Institute of Chicago, Chicago, 2016**

Gave an artist talk and HTML/CSS workshop for Christopher Meerdo's Photography class at the School of the Art Institute of Chicago.

### **Dorkbot, Chicago, 2015**

Discussed and gave a demo of work from my solo show *Everything Is Text*.

### **VIA Festival Chicago, 2014**

Presented live visuals for the VIA Festival in Chicago. This festival pairs visual new media artists with musicians to create an experimental laboratory.

### **Artist Talk, School of the Art Institute of Chicago, Chicago, 2013**

Gave an hour artist talk for Marlena Novak's *Experimental 3D* class at the School of the Art Institute of Chicago.

### **Presenter, Mobile Processing Conference, Chicago, 2013**

Presented a workshop on the basics of Processing, while setting up attendees with the Android SDK in order to work in Android mode with Processing.

### **Presenter, Processing Chicago Workshop, Chicago, 2013**

Presented a 45-minute workshop on Processing.js.

### **Guest Lecturer, University of Illinois at Chicago, Chicago, 2013**

Guest lectured for an *Intro to Responsive Arts* class at UIC. Topics covered included how to integrated DC motors and servo motors with the Arduino microcontroller.

**Presenter, Processing Chicago Workshop, Chicago, 2012**

Presented a 15-minute workshop on combining Arduino with the MP3 Trigger board: the electronics in *Call and Response*.

**Assistant and Videographer, Mobile Processing Conference, Chicago, 2011**

Helped with an "Intro to Processing" workshop and video documented some of the conference.

**Videographer and Attendee, Processing Android Conference, Chicago, 2010**

Helped video document the conference and attended various workshops.

**Board Member, Volunteer, Curator, Division Avenue Arts Collective, Grand Rapids, MI, 2007-2010**

The DAAC is an all-ages venue that supports the Grand Rapids creative community. Served as an elected board member, volunteer and curated art and music shows.

**Residencies**

***HATCH Projects @ the Chicago Artist Coalition 2016-17***

***ACRE, Steuben, WI, July 2014***

***Media Archeology Lab, Boulder, CO, May 2014***

**Press**

[Review](#) for my solo show *RAZR: Left Over Mythologies of the Best Selling Clamshell Phone* by: Jenyu Wang on the Chicago Artist Writers blog

**Other**

**Offsite Reviewer For SIGGRAPH Conference, 2017**

Reviewed projects submitted to the SIGGRAPH conference.