

Seth S. Ellis

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Education

May 1992: Graduated with a BA from Yale University. Awarded distinction for an independent major integrating Anthropology and Comparative Literature; thesis topic: Constructing Mythology: Attitudes towards Mythology in Anthropology and Art

May 1997: Graduated with an MFA from Columbia University School of the Arts, Film Division. Made Fellow of the School of the Arts, 1993-94. Thesis screenplay *Madder Hill* optioned by Good Machine production company.

Professional Experience

Instruction

August 2003 – present

Assistant professor of digital design in the Department of Art, University of North Carolina at Greensboro. Visiting assistant professor August 2003 – May 2005; tenure-track assistant professor thereafter.

September 2000 – May 2003

Adjunct faculty at the New School Online University, a distance learning program administered through the New School for Social Research in New York, NY. Courses taught include web page design and construction and basic and advanced animation for the Web.

May-June 2002

Guest instructor at the Desert Academy school in Santa Fe, NM. Led a four-week narrative video workshop, covering the production process from storyboarding to editing and distribution. The workshop culminated in a final project distributed in DVD form.

September 2001 - October 2002

Guest lecturer at Highlands University, Las Vegas, NM. Guest lectures given in screenwriting and Web animation courses.

January 1998 - August 1999

Taught several informal workshops at Simon's Rock College in Great Barrington, MA. Workshops included computer-aided design, website production, and an introduction to Flash.

Digital Arts and Web Development

October 2000 - present

Co-founder of Freelance Farm, a collective of freelance web developers (<http://www.freelancefarm.com>). Responsible for every facet of web development, including information architecture, interface design and production (HTML, DHTML, PHP, MySQL, JavaScript and Flash), as well as project management and coordination with other developers. Ongoing consulting development work continues through 2005; client list available upon request.

September 1999 - October 2000

Senior Web Developer for Panorama Point, a web development firm in Santa Fe, New Mexico. Worked on every facet of front-end design, including: consulting with clients on information architecture; interface design; all aspects of production, including Flash, DHTML, JavaScript, PHP, HTML; integration with back-end systems. Supervised junior developers within the department. Design and information architecture work featured in Robin Williams' Web Design Workshop (Peachpit Press 2001), a best-selling Web development book.

March 1999 - August 1999

Design Technologist for Xceed (previously Reset), a digital solutions provider in New York City. Worked with designers to develop functional, buildable interfaces; built high-end websites using HTML, DHTML, JavaScript and Flash; supervised the efforts of HTML coders, including the development of company-wide standards and code resources. Also edited video and audio for inclusion on media-rich websites.

June 1998 - March 1999

Website developer for StockObjects, a New York Internet company dealing in stock digital media. Redesigned existing site; designed and developed new sites; managed, created and updated content; and developed additional materials for clients, including spec graphic and interface design work.

March 1996 - June 1998

As co-founder of and partner in ilinx multimedia, a digital design studio (<http://www.ilinxmedia.com>), created both commercial and non-commercial interfaces and multimedia installations. Ilinx's independent online installations *OnSite Ireland*, an award-winning journal of Irish architecture, and *Shift City*, an interactive narrative project, have been featured in several publications, including Leonardo and Intelligent Agent magazines.

Exhibition

Solo/Two-person shows

January-February 2008 (forthcoming): two-person show, School of Art Gallery, Pratt at Munson-Williams-Proctor Art Institute, Utica, NY.

Juried group shows

November 2007 (forthcoming): *Type Emblem Font*, juried group show, Central Wyoming College

September 2007 (forthcoming): *Wicked and Wise*, juried group show, Randall State College

May 2007: *I/WE: Case Studies*, juried group show, Defoor Centre, Atlanta, GA.

February 2007: *Collected*, juried group show, OPENSOURCE Art, Champagne Urbana, IL.

June 2006: *The Museum of Contextual Amputations*, online group juried exhibition.

Curated group shows

Spring 2008 (forthcoming): *Exquisite History*, curated group show, University of Virginia, Charlottesville, VA.

November 2007 (forthcoming): *InMultiple*, curated group show, Green Hill Center, Greensboro, NC.

September 2004: *Ordinary Aura*, curated group show, Urban Institute for Contemporary Arts, Grand Rapids, MI.

Invitational group shows

November 2006: *Art on Paper*, invitational group show, Weatherspoon Museum, Greensboro, NC.

October 2005: *From the Hive*, invitational group show, Weatherspoon Museum, Greensboro, NC.

March 2005: *Collector's Preview*, Gallery 115, Greensboro, NC.

January 2005: *Art on Paper*, invitational group show, Weatherspoon Museum, Greensboro, NC.

Other exhibitions

1999: Year-long Web project *Book of Days* (collaboration with Beth McLendon) presented new work daily.

1997- 1999: Online project *Shift City* (in collaboration with Beth McLendon):
- premiered at ISEA '97 (International Symposium of Electronic Arts), Chicago, 1997
- featured in Intelligent Agent 3.03, March 1998
- featured in Leonardo Magazine (MIT Press), June 1998

1994: *Mab*, a short film, presented at Nuyorican Café and Symphony Space in New York, NY

Conferences

November 2007 (forthcoming): paper “The Alchemical Body: Descriptions of the Body as Body” at *Code*, Twenty-First Annual Conference, Society for Literature, Science and the Arts, Portland, ME

October 2007 (forthcoming): co-moderator of panel “Gesture and Process: the Influence of New Media on Artistic Education and Practice,” at the Southeastern College Art Conference, Charleston, WV.

July 2007: paper “Active Reading: The Story Engine,” at *inclusive-net: art dynamics in Web 2.0 mode*, MedialabMadrid, Madrid, Spain

November 2006: paper “New Media Process in Old Media Product,” at *Rates of Change*, International Digital Media and Arts Association conference, San Diego, CA

October 2006: paper “The New Fantastic: How New Media Transforms Old Media,” at the Southeastern College Art Conference, Nashville, TN

April 2006: paper “The Alchemical Body: Descriptions of the Body as Body” at *Digital Bodies/Human Systems*, iDMAa and IMS Conference, Oxford, OH

April 2006: *Kunstler's Anatomy*, work in progress, presented at &Now/LFLF literary festival, Lake Forest, IL.

Publication

Spring 2008 (forthcoming): *Exquisite History: The New World*, collaborative artist's book, University of Virginia Press.

Fall 2007 (forthcoming): “New Grotesques: new media process in old media product,” in the 2007 iDMAa Journal

November 2006: “The Alchemical Body: Descriptions of the Body as Body” in the 2006 iDMAa Journal

June 2006: project “Bunny” published in *Shifter Magazine #8* (<http://www.shifter-magazine.com>)

2001: several projects featured in [Robin Williams' Web Design Workshop](#) (Peachpit Press)

2001: Author and developer of a 3-part educational website for ACTR/ACCELS. The project was an intranet training and critical-theory course on computers and the Internet for use in educational institutions in Khabarovsk, Russia.

1997-1998: Founding editor of *OnSite Ireland*, award-winning online journal of Irish architecture:
- articles editor, 1997-1998;
- article "Architecture in Translation" published 1998

Grants & Awards

2007 (under review): 2007 Rhizome Commission for project *The Story Engine*

2007 (under review): 2007 Vectors fellowship for project *The Story Engine*

2007: UNCG Center for Critical Inquiry Summer Fellowship for *Place and Tele-place as a Locus of Memory*.

2006: UNC-Greensboro Summer Excellence grant for *Kunstler's Anatomy*.

Current Research/Projects

The Story Engine, interactive tool for creating collaborative visual narratives
⌘, random-generation narrative (digital prints, serial editions)
The New World, collaborative artist's book