Kerstin Larissa Hovland

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Education		Technical Proficiency
2009-2012	**Master of Fine Arts** **California Institute of the Arts** Experimental Animation and Integrated Media	C/C++/Java/HTML5 iOS Development Cinema 4D Electronics/Arduino
2002 -2007	**Bachelor of Fine Arts** **Iowa State University** Integrated Studio Arts Minors: Computer Science, Digital Media Design	After Effects/Illustrator/Photoshop Final Cut Pro/Premiere/Pro Tools Isadora Processing/openFrameworks

Employment

1/2009-Present **Interactive and Video Design Freelance, Los Angeles, CA**
- Designed playback, interaction and projection systems for theater, performance art, and live music productions
- Designed and developed software, interactive solutions and websites for various clients

2/2012-Present **Video Design Subcontractor, Mode Studios, Los Angeles, CA**
- Created animation and video content for touring production and venue-specific shows

4/2011-5/2011 **Isadora Programmer and Video Design Assistant, Kirk Douglas Theater, Culver City, CA**
- Programmed and designed motion-tracking projection using Processing, Microsoft Kinect, and Isadora

9/2010 - 5/2012 **Programming and Software Instructor, Technical Mentor, Center for Integrated Media, California Institute of the Arts Valencia, CA**
- Taught a series of workshops and mentored students individually in Processing, Arduino, commercial software, and basic electronics
- Maintained the Center's equipment and check-out database
- Video editing, web presence maintenance, and project support

9/2010 - 5/2012 **Development Technical Assistant, CalArts School of Film/Video, California Institute of the Arts, Valencia, CA**
- Performed hardware and software maintenance for the Experimental Animation Labs
- Wrote UNIX scripts to automate maintenance tasks with Apple Remote Desktop
- Software packaging, deployment, and testing, and troubleshooting

1/2005-9/2006 **Technical Artist: Environment Creation, Micoy Corporation, Ames, IA**
- Modeling, texturing and render management for panospheric projection

1/2003-6/2005 **Research Assistant, Virtual Reality Application Center, CRC/NSF/AIA, Ames, IA**
- Joined the National Science Foundation Beijing and American Institute of Architecture project teams to implement code and model optimization for virtual psychological test environments and architectural walk-throughs
- Worked with a software development team to integrate sensors into the CAVE virtual reality environment and acted as Teaching Assistant for Wireless Network and Sensor course

5/2004-8/2004 **Embedded Systems Intern, Lockheed Martin Corporation, Eagan, MN**
- Embedded systems software development and testing for custom integrated graphics engines
- System and network administrator for Linux-based testing environment

Grants & Awards

2010 CalArts Interdisciplinary Grant
2010 School of Film/Video Project Grant
2009-2011 CalArts Scholarship

2007 Graduated Cum Laude
2007 Graduated with Full University Honors
2004 Lockheed Martin Engineering Scholarship