

# JOSHUAH JEST

Architectural & Integrated Media Designer

785.633.9327

joshuahjest@gmail.com

joshuahjest.com

Updated March 2021

## EXPERIENCE

---

### JOSHUAH JEST LLC

2018 – Present

Principal Designer / Consultant

Tampa, Boston, Houston

Self-managed design consultancy and production studio founded to support growing contract work, creative commissions, and personal artistic work. Engagements include artistic research and production, development of lighting and activation plans for real estate developers, design and production of interactive multimedia installations and exhibitions, logo design and brand development, architectural design, and general consulting on matters of design and technology with a focus on projection and integrated display technology.

### SEISMIQUE

2020 – Present

Resident Artist

Houston, TX

Designed, produced, programmed, animated, and installed four permanent tentpole multimedia installations that support ongoing programming.

### UNIVERSITY OF TAMPA

(Intermittent) 2020 – Present

Adjunct Professor

Tampa, FL

Teaching on the subject of multimedia installation ideation, design, technology and production.

### DESIGN COMMUNICATIONS LTD.

(Intermittent) 2019 – Present

Creative Technologist

Boston, MA

Assisting in the design, prototyping, fabrications, and installation of custom integrated media solutions. Partners and clients include Hard Rock, Royal Caribbean, Harvard, Gensler, ESI, and more.

### LUMIN ARTZ

(Intermittent) 2018 – Present

Consultant & Acting Deputy Director

Boston, MA

Directing and executing on matters of business development, internal organization, financial planning, program development, installation design, and on-site installation in order to support the non-profit's mission to highlights local and regional artists who create innovative experiences that engage, educate and inspire. Clients include National Amusements, Showcase Cinemas, New Balance, & the Boston Marathon.

### GEIST

(Intermittent) 2016 – Present

Director

Cambridge, MA

Production studio founded to support the Astrodome Conservancy in reanimating the Houston Astrodome. Lead creative content production, and interfaced with various government offices, organizations, and companies (NFL, HR&A Advisors, Harris County TX, Houston First) to develop the project technically, financially, and architecturally.

### MASSACHUSETTS INSTITUTE OF TECHNOLOGY

2017 - 2018

Teaching Assistant & Exhibition Designer

Cambridge, MA

Hired to design and produce an exhibition for the MIT School of Architecture and Planning Junior Faculty for the 2017 ACADIA Conference. Production included design research, graphic design, coordinating with various departments, professors, and contractors, budgeting, technology specification, and final installation.

Production Assistant

Cambridge, MA

Assisting professor Azra Akšamija in ideation, research, design, and production of numerous international art projects, installations, and exhibits.

### THOMAS PHIFER AND PARTNERS

2013 - 2014

Intern

New York, NY

Worked directly under Thomas Phifer and associates on various projects ranging from conceptual phase designs to construction support. Notable projects: Corning Museum of Glass, House for Thomas Phifer, and various other private residences.

### URBANSREEN

2012, 2013

Intern and Fellow

Bremen, Germany

Pushing technology and theory to merge digital and physical. Research and development for site-specific reality-augmentation installations. Concept development. Site documentation. 3D scanning. 3D digital modeling. Animation. Cinematography. Post-production. Model fabrication. Architectural model restoration. Firefighting.

### PROMYTHIC

(temporarily suspended) 2013 - 2019

Founder and Product Architect

Cambridge, MA

Illuminated outerwear design and production startup.

### BRENNEREI NEXT GENERATION LAB

2013

Visiting Fellow

Bremen, Germany

Thinktank member for next-generation digital media at the architectural scale.

### WISGA

2011

Graphic Designer and Site Architect

Houston, TX

### THREADLESS

2008

Freelance Graphic Designer

Chicago, IL

### YMCA

2005-2008

Lifeguard

Tampa, FL. USA

## EDUCATION

---

### Massachusetts Institute of Technology

2015 - 2018

Master of Science in Art,

Cambridge, MA

Culture, and Technology (S.M.ACT)

### Rice University

2013 - 2015

Bachelor of Architecture (B.Arch.)

Houston, TX

### Rice University

2009 - 2013

Bachelor of Architecture (B.A.)

Houston, TX

## PUBLICATION & TEXT

---

### *Fooling Ourselves:*

2018

*Topics and Design Strategies for Media Architecture,*

MIT

*Integrated Media, and Composite Reality*

Master's Thesis

### *Gestations*

2018

Citation Blowup. p. 32-35

ACT, MIT

### *Field Studies*

2017

A Public I Not. p. 22-25

ACT, MIT

### *"Occluded Clutter"*

2013

PLAT 3.5 – *Model Misbehavior*. p. 38-43

## HONORS & AWARDS

---

### Fay Chandler Emerging Artist

2018

City of Boston Department of Arts and Culture

### Schnitzer Prize in the Visual Arts

2016

Council for the Arts at MIT (CAMIT)

### "BEST OF" Computer Animation

2014

Arz Electronica

### Lumen Award

2013

Urbanscreen

### Distinction in Research and Creative Works

2013

Rice University

### Eagle Scout

2008

Boy Scouts of America

## FUNDING & FELLOWSHIPS

---

### CAMIT Grant: *Gestations*

2018

Council for the Arts at MIT

### CAMIT Grant: *Field Studies*

2017

Council for the Arts at MIT

### ProjX: Promythic

2016

TechX, MIT

### Mary Ellen Hale Traveling Fellowship: *Frontlines*

2013

Rice University

# JOSHUAH JEST

Architectural & Integrated Media Designer

785.633.9327

joshuahjest@gmail.com

joshuahjest.com

Updated March 2021

## SELECTED INSTALLATIONS, PROJECTS & EXHIBITIONS

### SEISMIQUE

2020

Permanent resident artist

Houston, TX

#### *Brainwasher*

15 channel, "total" projection mapping environment / platform

#### *Fracture*

9 channel, generative "total" projection mapping environment / platform

#### *Kaleidral*

7 channel, interactive alien jukebox (audiovisual installation) / platform

#### *Specimen*

8 channel, interactive backlit projection installation / platform

### FMX Faculty Exhibition

2020

Group exhibition

Scarfone/Hartly Gallery

#### *Working Model (iter. 1)*

Media-augmented sculpture

Tampa, FL

#### *Star Dome Collection + Lightweaver*

Videos

### Hollywood Halftone

2019

Popup projection installation

Showcase SuperLux, Chestnut Hill, MA

### Drinkwater

2019

Popup, site-specific projection installation

Private Residence, Beverly, MA

### Fay Chandler Emerging Artist Exhibition

2018

Group exhibition

Scollay Square Gallery

#### *Water Hole I (iter. 1, Pooling)*

Digital print on aluminum

Boston City Hall

Boston, MA

### Digital Terraria

2018

Projection-mapped living sculpture (set of four)

Cambridge, MA

### Scopes

Media-augmented sculpture series

#### *Awescope I*

Projection-mapped sculpture

2018

Cambridge, MA

#### *Vantage Condensate*

Projection-mapped sculpture

2018

Cambridge, MA

### Gestations (Unrealized)

2018

Multi-channel projection façade installation

Cambridge, MA. USA

### Field Studies

Mixed media study and sculpture series

#### *Center Pivot I (iter. 4, Cultivation)*

Media-augmented sculpture

2017

Cambridge, MA

#### *Watering Hole I (iter. 1, Pooling)*

Media-augmented sculpture

2017

Cambridge, MA

#### *Black Plain I (iter. 1, Nature vs Nurture)*

Media-augmented sculpture

2017

Cambridge, MA

#### *Center Pivot I (iter. 3, Share Cropping)*

Media-augmented sculpture

2017

Cambridge, MA

### STAR DOME

2015 - Ongoing

Projection installation and stadium retrofit

Houston, TX

### Dodo Dance

2017

MIT graduate student gala / exhibit

Harvard Museum of Natural Science

#### *Edificesaurus +*

#### *Specimen Scannings*

Popup, site-specific projection installations

Cambridge, MA

### OPTIMISM

2017

MIT SA+P Junior Faculty Exhibition

Cambridge, MA

### Global Community Bio Summit

2017

Pop-up group exhibition

MIT Media Lab

#### *Bio Tiles*

Popup, site-specific projection installation

Cambridge, MA

### Impressions

Projection installation series investigating the limitations and capabilities of shadows as a tool of two-dimensional compression (capture) and decompression (playback)

#### *Test Room 2*

2017

Projection installation

Cambridge, MA

#### *Gestures*

2016

Projection installation

Houston, TX

#### *Test Room 1*

2015

Projection installation

Cambridge, MA

#### *LET ME OUT*

2015

Projection installation

Cambridge, MA

#### *Reality Compressor*

2015

Projection installation

Cambridge, MA

#### *Registration Plane*

2015

Projection installation

Cambridge, MA

#### *Palimpsest of '89 (A Tale on Textile)*

2017

Media-augmented tapestry

Scollay Square Gallery, Boston, MA

Moderna Galerija / Museum of Modern, Ljubljana, Slovenia

#### *Beyond The Surface*

2016

Video Sculpture Installation

Cambridge, MA

#### *AN ACT OR NO FUTURE*

2016

Group Exhibition

MIT Media Lab

#### *Cubic Microscope*

Four-channel live microscopy

recording and display apparatus

Cambridge, MA

#### *Optical Opt-Out*

2016

Anti-facial recognition environment

Cambridge, MA

#### *Decompressions*

Mixed media study and sculpture series

#### *Lithographic Decompressions*

2016

Media-augmented sculpture

Cambridge, MA

#### *THE PORTAL*

2015

Floating Theater Proposal

Berlin, Germany

#### ★ *Selected Entry*

2015

OISTAT

Berlin, Germany

#### *Archi-arts: CHARGE*

2015

Video Installation, Live Music/Video Performance

Houston, TX

#### *ARCHITECTRONICA: THE VOID*

2014

Video Installation, Live Music/Video Performance

Houston, TX

#### *The Colony (A Tale on Textile)*

2013

Video Sculpture

Bremen, Germany

#### ★ *Lumen Award*

2013

Urbanscreen

Bremen, Germany

#### ★ *"Best of" Computer Animation*

2013

Arz Electronica

Linz, Austria

#### *Rule 11*

2013

Multi-media installation

Houston, TX

#### *Archi-arts: Prohibition/Exhibition*

2013

Video Installation, Live Music/Video Performance

Houston, TX

#### *NØT A RAVE*

2012

Projection Mapping Installation, Live Music

Houston, TX

#### *ARCHITECTRONICA: RAVEHAUS*

2012

Projection Installation, Live Music/Video Performance

Houston, TX

#### *ARCHITECTRONICA: MIES VAN DER RAVE*

2011

Projection Installation, Live Music/Video Performance

Houston, TX

#### *SOAR*

2008

Wall mural

Tampa, FL

# JOSHUAH JEST

Architectural & Integrated Media Designer

785.633.9327

joshuahjest@gmail.com

joshuahjest.com

Updated March 2021

## LECTURES & PRESENTATIONS

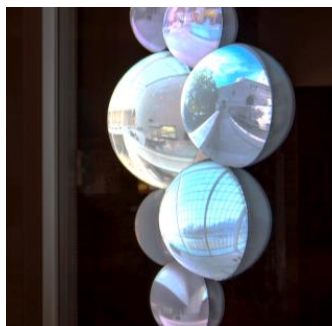
<b>Media Architecture</b>	<b>2020</b>
Artist Talk	Tampa University. Tampa, FL
<b>Media Architecture</b>	<b>2017</b>
Lecture	Rice University. Houston, TX
<b>Star Dome: Reanimating the Houston Astrodome</b>	<b>2017</b>
Presentation	George R. Brown Convention Center. Houston, TX

## TEACHING & WORKSHOPS

<b>FMX-463 Multimedia Installation Art</b>	<b>2020</b>
Design studio	Graduate School of Design, Tampa University
<b>Projection Mapping</b>	<b>2017</b>
Technical workshop	Graduate School of Design, Harvard
<b>Projection Mapping</b>	<b>2015</b>
Technical workshop	Program for Art Culture and Technology, MIT
<b>Projection Mapping</b>	<b>2014</b>
Technical workshop	Houston, USA
<b>inFORMATION</b>	<b>2012</b>
Organized design competition	Houston, USA

## INTERESTS

Emergent technology, psychology, the American Southwest, futurism, physio-digital design convergence, sci-fi, automation, network management, illusion, synthesizers, education, vinyl, cultivating ecosystems, and things that glow.



## HARD SKILLS

<b>Visual Design</b>	*****
Brand development, graphic design, advertising, illustration	12 years
<b>Architectural / Installation Design and Planning</b>	*****
Schematic design, drafting, sourcing, construction/shop drawings	11 years
<b>Creative Development</b>	*****
Research, design, iteration, refinement	11 years
<b>Projection</b>	*****
Theory, research, design, iteration, refinement, media infrastructure	9 years
<b>Project Management</b>	*****
Team mgmt., budgeting, client relations, grant/proposal writing	8 years
<b>Event Production</b>	*****
Creative intent, host/vendor coordination, permitting, etc	8 years
<b>Photography / Post Production</b>	*****
DSLR, low light, time-lapse, shoot management, Photoshop	12 years
<b>Video Production / Post Production</b>	*****
Storyboarding, staging, lighting, shoot management, editing	6 years
<b>Sound Design / Editing / Musical Composition</b>	*****
Digital & analog synthesizers, various instruments, Ableton, recording	9 years

## SOFTWARE PROFICIENCIES

<b>Adobe Suite</b>	*****
Illustrator, Photoshop, InDesign, AfterEffects, Premiere, ...	15 years
<b>Rhinoceros</b>	*****
2D / 3D design, V-Ray / rendering, grasshopper, various plugins	10 years
<b>Resolume</b>	*****
Scenic organization, video and midi input routing, midi programming	10 years
<b>Ableton Live</b>	*****
Orchestral and electronic composition, scoring, backtracks, mixing	8 years
<b>Touch Designer</b>	***
Platform for realtime interactive audio / video installations	3 years
<b>AutoCad</b>	*****
Architectural and installation design and drawing production	8 years
<b>3DS Max</b>	**
Parametric geometry modeling, animation, rendering, motion control	2 years
<b>Arduino</b>	■
Stepper motors, light sensors, Hull effect sensors, LEDs	2 years
<b>Houdini</b>	■
Procedurally-generated design, geometry, and animation,	1 year
<b>Notch</b>	■
Realtime visual effects and compositing	1 year

## FABRICATION

<b>Woodworking / Carpentry</b>	*****
Carving, power tools, model making, upholstery, etc	20 years
<b>Laser / CNC Milling</b>	*****
	10 years
<b>Molding / Casting</b>	*****
Concrete, Silicon, urethane, plaster, concrete, small & large scale	10 years
<b>Composites</b>	***
Fiberglass, glue-lam, cast electronics, etc	8 years
<b>3D Printing</b>	*****
	6 years
<b>Electronics Fabrication</b>	***
Interactive controls, Eagle, PCB milling, soldering, soft electronics	6 years
<b>Metalwork</b>	**
Milling, drilling, welding, tapping, etc	3 years