

Oren Shoham

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Selected Projects

Life After BOB, *Ian Cheng*

An episodic anime series built in the Unity game engine and presented live in real-time, imagining a future in which our minds are co-inhabited by AI entities.

- Exhibited at The Shed NYC from 9/2021 - 12/2021.

Permanent Visibility, *Nica Ross*

A VR essay on architecture, surveillance, bodies and grappling, made with motion capture and point cloud data from CMU's Panoptic Studio.

The Shape of Empty Space, *Peter Burr*

An interactive online installation that serves as a guide and companion to Peter Burr's RESPONSIVE EYE exhibition at Telematic Media Arts.

People, *Peter Burr*

A computational artwork in which a speckled stalagmite of multi-colored digital bodies grows over the course of a workday.

- Exhibited at Telematic Media Arts in San Francisco, CA from 1/2021 - 3/2021.

Dirtscraper, *Peter Burr*

A simulation of an underground structure whose "smart architecture" is overseen by artificial intelligences, periodically interrupted by cinematic interludes that reveal different facets of life in the decaying arcology.

- Exhibited at Bitforms Gallery in New York, NY from 11/2019 - 1/2020.

DROP CITY, *Peter Burr*

A 7-minute single-channel video art work. A collapsing commune is overtaken by ads and computer desktop trash. Commissioned by Daata Editions.

Teaching

Creative Coding, NYU IDM

2019

An undergraduate introductory course on computation as medium for art and design taught in Processing and p5.js.

Experience

Freelance Creative Technologist

2016 – 2021

Unity, TouchDesigner, Max/MSP, and full-stack web development consulting for artists and corporate clients.

Education

NYU Tisch School of the Arts

2017 – 2019

M.P.S. in Interactive Telecommunications (ITP)

The School for Poetic Computation

2016 – 2016

Oberlin College

2010 – 2014

B.A. in Computer Science