

Brian Diesel

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EDUCATION

- 8.2004 - 9.2007 State University of New York at Buffalo, School of Architecture and Planning.
State University of New York at Buffalo, Dept. of Media Study.
Masters of Architecture.
Masters of Fine Arts in Media Studies.
Research in Site Specific Computing.
- 8.1999 - 6.2003 State University of New York at Buffalo, School of Architecture and Planning.
BSC degree in Architecture.

EXPERIENCE

- 8.2009 - Present Mesh Architectures New York, New York
Architect Intern.
Involved in the design of large scale media installations. And local commercial and residential projects.
- 10x Studios New York, New York
Developer
Developed and implemented several projects using open source technologies including a social networking web site providing home cooks a way to interact and share recipes. Built using Ruby on Rails, MySql and Amazon Web Services.
Found at: www.food52.com, And a video site found at: www.imperial.tv
- 8.2006 - 1.2007 Physical Computing University At Buffalo
Teaching Assistant
Instructed the laboratory component of a creative computing course introducing the fundamentals of programming, microprocessors, sensors and actuators.
- 9.2006 - 11.2006 Architecture and Situated Technologies Architecture League of New York
Organizing Assistant
Assisted in the publication and event coordination for a three day symposium to discuss the role of situated technology in contemporary urban space.
- 5.2006 - 9.2006 .Orange-Solutions Bosnia i Herzegovina
Intern Interface Designer
Designed and modeled interfaces for a collaborative e-learning software package suited for academic and medical industries.
- 5.2006 - 9.2006 EXIT Centre Bosnia i Herzegovina
Interactive Media Designer
Participated in the development and presentation of interactive literature for an NGO, with a mission to foster the development of technical infrastructure in BiH.
- 6.1998 - 8.2008 Donald Diesel Inc. New York
Plaster Mason
Several years of training as a plaster mason in my family's small business. I gained experience in on-site project management and cost estimation for 20+ projects

QUALIFICATIONS

Design: Skilled in manual and mechanical drawing. Computer generated visualizations and animations for architectural and analytical projects using 3D modeling applications: 3D StudioMax, AutoCAD, Digital Project, Maya, and Rhinoceros. Interactive multimedia created with: OpenGL, Flash, Rhinoscript, and Yradgsil. Graphic design using vector illustration, photo manipulation, and page layout software.

Technical: Experience in C++, Java, Python, Ruby, Visual Basic, and Processing. Web development experience in HTML, Javascript, Ajax, Actionscript, PHP, Drupal, MySQL, Apache, and Ruby on Rails.

Fabrication: Create interactive installations and prototypes using basic electronics, machine vision (Matrox), GPS hardware, mobile phones, PIC micro-controllers and serial interfaces. Rapid prototyping and manufacturing using 2D laser cutter and 3D stereo lithography. Precision machining and complex measuring for metal and plastics, and building experience in carpentry, metalworking, and masonry.

EXHIBITIONS and PUBLICATIONS

- 11.2007 Dwelling in the Digital. Presented as part of Architecture + Technology Lectures. University of Toronto Faculty of Architecture, Landscape, and Design. November 9, 2007.
- 10.2007 Site Specific Computing: For a Data Based Place. Masters thesis submitted to the School of Architecture and Dept. of Media Study at the University at Buffalo.
- 4.2007 Responsive Architecture, curated an exhibition on coordinating computing and architecture. (with Nick Bruscia and Heamchand Subryan). April 5-10, 2007.
- 4.2006 Building the Envelop Presented as part of "NET <3" exhibition. UB Center for the Arts. April 12, 2006.

MEMBERSHIPS

Association for Computing Machinery, Interaction Design Association, Institute for Distributed Creativity.