

Michael Naimark

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[website](#) | [linkedin](#) | [medium](#) | [wikipedia](#)

Skills

- o Helping to found labs and programs
- o Making novel emerging media projects
- o Understanding immersion and presence
- o Communicating via audiovisual-rich presentations

Founder Positions

- 2017-2021: Visiting Associate Arts Professor, Interactive Media Arts, **NYU Shanghai**, CHINA
- o Developed “[VR/AR Fundamentals](#)” curriculum, including a [6-part series](#) (in English and [Chinese](#))
 - o Directed “[Telewindow](#),” research initiative, including a [cheap, simple hack](#) for improving online classwork
- 2015-2016: VR Resident Artist, **Google**, Mountain View
- o Google’s first-ever VR Resident Artist
 - o Produced and published [VR Cinematography Studies](#)
- 2004-2008: Visiting/Research Associate Professor, Interactive Media & Games Division, School of Cinematic Arts, **USC**
- o Headed Master’s Thesis class for first 3 years
 - o Directed [Viewfinder](#), research into spatially situating your images inside a 3D Earth model
- 1992-2001: Founding Member, **Interval Research Corporation**, Palo Alto
- o Directed projects in [immersive display](#) and [volumetric video](#)
 - o Initiated [Kundi.com](#), a spinoff venture around spontaneous video webcasting
- 1987-1990: Founding Member, **Apple Multimedia Lab**, San Francisco
- o Directed production of flagship project The Visual Almanac
 - o Published [Elements of Realspace Imagining](#), a precursor to Quicktime VR
- 1986-1990: Founding Member, **Lucasfilm Interactive**, Nicasio
- o Directed post-production of [GTV](#), a first collaboration between Lucasfilm, Apple, and National Geographic
- 1982-1984: Founding Member, **Atari Research**, Sunnyvale
- o Liaison to National Geographic
- 1980-1981: Founding Design Team Member, **MIT Media Lab**
- o On original design team with architects, advised on “The Cube” immersive interior space

Additional Positions

Corporate Consulting & Producing:

Jaunt VR (2016), **Hasbro** (2011), **Mattel** (1987), **Lotus** (1987), **Microsoft** (1986), **Panavision** (1985), **Disney Research** (1982), **National Geographic** (1981).

Academic Visiting Faculty Appointments:

Media Lab, **MIT** (2011-2014); Tisch School of the Arts, **NYU** (2009-2013, 2004); Graduate Media Design Program, **Art Center College of Design** (2005); New Genres Department, **San Francisco Art Institute** (1989-1990); School of Film/Video, **Cal Arts** (1986); School of Creative Arts, **San Francisco State University** (1986-1987, 1981-1982).

20 different classes at 9 universities over 4 decades.

Nonprofit Curating & Residencies:

Ars Electronica, Linz AUSTRIA (2009, 2004); **Institute of Advanced Media Arts and Sciences (IAMAS)**, Gifu, JAPAN (2001-2002); **Banff Centre for the Arts**, CANADA (1991, 1993); **Zentrum fur Kunst und Medien (ZKM)**, Karlsruhe, GERMANY (1990); **Exploratorium**, San Francisco (1987).

Education

M.S., Media Arts & Sciences (first year of the program), **Massachusetts Institute of Technology**, 1979

B.S., Cybernetic Systems (independent major, with high distinction and high honors), **University of Michigan**, 1974

Selected Projects

[VR/AR Student Projects](#) at NYU Shanghai (2017-2021)

- o 8 classes + a "Sunday Project" using stereo-panoramic cameras, game engines, photogrammetry, VR headsets, and projection.

[Telewindow](#), NYU Shanghai (2018-2021)

- o Research into 1:1 glasses-free live tele-immersion, which led to a [cheap simple hack](#). (36,000 views on Medium).

[Viewfinder](#), USC (2008)

- o Method to spatially situate your photos inside a 3D Earth model.

[Be Now Here](#), Interval Research / UNESCO (1995-1997, 2008)

- o Stereo-panoramic projection installations of UNESCO World Heritage "[In Danger](#)" sites.

[Displacements](#) (1980-84, 2005)

- o Re-projected movie onto a composed living room spray-painted white, [early projection mapping](#).

[Camera Zapper](#) (2002)

- o [New York Times story](#), still [#1 on Google searches](#).

[Banff Kinetoscope](#) (1994)

- o Wide-angle 3D descendent of MIT's [Aspen Moviemap](#).

More selected projects can be found [here](#).

Patents

- o [16 as lead inventor](#), relating to cameras, display, haptics, and live.

Exhibitions

- o 75 to date, including 9 solo shows.
- o Works in the permanent collections of the [Exploratorium](#), San Francisco ([Golden Gate Flyover](#)); [Zentrum für Kunst und Medien](#) (ZKM), Karlsruhe, GERMANY ([Karlsruhe Moviemap](#)); and the [American Museum of the Moving Image](#), Queens, NY ([Banff Kinetoscope](#)).

Publications

- o 111 to date, including 25 journals and conference proceedings, and 5 book chapters
- o [MIT Press](#), [Springer](#), [Addison Wesley](#), [Presence Journal](#), [First International Moscow CHI Workshop](#) (1991)

More selected publications can be found [here](#).

Presentations

- o 290 to date, in 22 countries, including 12 keynotes
- o [Siggraph](#), [Sigchi](#), [Aspen Design Conference](#), [National Museum of Singapore](#), [First Annual Hacker's Conference](#) (1984)

Boards

- o Advisor-at-Large, [Alan Lomax's Global Jukebox Project](#), New York, (1997 – present)
- o Advisory Board Member, [Gray Area Foundation for the Arts](#) (2012 – present)
- o Founding Board Member, [Zero1: The Art & Technology Network](#), San Jose (1998 – 2012)
- o Member, Scientific Council of the [Ludwig Boltzmann Institute](#) for Media Art Research, Vienna, AUSTRIA (2006-2009)
- o Member, [MIT Corporation](#) Visiting Committee, Media Arts & Sciences (2004-2008)
- o Member, Board of Advisors, [Media Lab Europe](#), Dublin, IRELAND (2001-2005)

Awards

- o Technology-Enhanced Education (TEE) grant, [NYU Shanghai](#) (2018-2020)
- o [Google Research Award](#) for "Collective Photo Mapping" (2007)
- o [Rockefeller Foundation](#) Creativity & Culture grant, New York (2003) ([Redux](#), 2019)
- o First Award, [World Technology Award](#) for the Arts, New York (2002)
- o First Award, Futures Scenario, [ACMSigchi](#), Monterey (1992)
- o Artist Fellowship Program Grant in "New Genres," [California Arts Council](#) (1992)
- o First Award, SECA "Film as Art," [SFMOMA](#) (1984)
- o Media Arts Fellowship, [National Endowment for the Arts](#) (1980)

[Full CV \(13 pages\)](#)