

Amichi Wolf  
394 Broadway, 6th Floor, New York, NY 10013  
Tel: 646.644.9787  
Email: ami@amaret.net  
Web: www.amaret.net

## Education

2002-2004 M.A. Interactive Telecommunications  
Full University Fellowship, Interactive Telecommunications Program,  
New York University, New York

1996-2001 B.Sc. Computer Science  
Honors student of the College of Creative Studies,  
University of California, Santa Barbara, California

## Features & Publications

10/2005 Recipient New York State Council on the Arts Individual Artist Grant.  
10/2005 Invited Artist to 2006 International Symposium of Electronics Art.  
8/2005 Invited Artist, International Festival of Electronic Art, Brasil.  
7/2005 Flash Forward Conference Speaker. New York, New York.  
4/2005 Invited Artist, PixelAche Festival 2005, Helsinki, Finland.  
1/2005 Artist in Residence, Harvestworks New Media Art Center.  
11/2004 Installation, performance, & workshop at Intl. Festival of Electronic  
Art, Brasil. <http://www.file.org.br>  
9/2004 CoDECK Project in 'Democracy is Fun?' exhibit at Whitebox Gallery,  
Chelsea, NYC. <http://www.whiteboxny.org>  
6/2004 New Museum of Contemporary Art, The Bass-Station in <Fresh> New Media  
Art Exhibit, NYC.  
5/2004 WIRED Magazine features the Bass-Station Project.  
4/2004 Artist Residency, NADINE Media Arts Center, Brussels, Belgium.  
3/2004 WiFiSense Project published to Gizmodo, SmartMobs, other popular blogs.  
2/2004 NYCWireless Wireless Art in the Park. Bass-station in the park, NYC.  
10/2003 UbiComp 2003, WiFiSense paper and poster presented.  
9/2003 Linux Journal Magazine feature on Wireless projects in NYC, WiFiSense &  
The Bass-Station Project.  
8/2003 SIGGRAPH 2003, Publication and participation of The Bass-Station:  
A Community Based Information Space.

## Projects

2005 The Light Bead Curtain  
Designer and creator of the interactive sound and light installation. Supported  
by Harvestworks New Media Arts Center and the New York State Council on the Arts.  
<http://www.lightbeadcurtain.com>

#### 2004 The CoDECK

Team member & lead architect of an interactive multimedia device for sharing and responding to video based content in community settings. <http://www.codeck.net>

#### 2003 The Bass-Station

Inventor and lead architect of a wireless art project repurposing a 1980's Boombox into a community based media sharing device. <http://www.bass-station.net>

#### 2003 WiFisense

Inventor of a wearable object detecting open wireless networks. Collaborated on design of concept and engineered hardware and software. <http://www.wifisense.com>

#### Experience

1/2005 - Artist, Inventor, Freelance Technologist.

2005 Artist in Residence, Harvestworks. New York State Council on the Arts Grant Recipient. Participation in international media arts festivals and forums.

Freelance hardware and software developer, clients include: The Arnell Group, Rhizome.org, The Cooper Union, Vilamedia Productions, various independent Artists.

7/2004 - 12/2004 Senior Programmer & System Administrator - Advanced Communications Corporation

Principle programmer and maintainer of web based company's technology.

Management & maintenance of high volume website, large scale mysql database, administration and maintenance of all local and collocated servers (unix), repair of hardware. General programming & maintenance of existing functionality.

12/2003 - 12/2004 Interactive Technology Designer - Vilamedia Productions

Creator of interactive technology for educational children's game. Created custom infrared tracking system, software, and props for children. Directed use of technology and assisted with creative game play and interaction decisions.

6/2003 - 12/2003 Lead Hardware & Software Engineer - Engine 27 Sound Gallery

Hardware design & implementation of interactive sound spatialization system.

Created custom hardware for sensor data acquisition, designed software architecture for integration with custom spatialization system.

11/2002 - 8/2003 Lead Developer - Studio for Electro-Instrumental Music (STEIM), Amsterdam

Aided artists in design and prototype of interactive musical controllers. Worked with artist from concept to prototype. Developed a general purpose, network enabled, sensor device for multimedia artists. Audio and video programming.

10/2000 - 6/2001 Programmer - CREATE, University of California, Santa Barbara

Member of R&D team creating a portable, distributed architecture for real-time

sound synthesis & spatialization in a heterogeneous computing environment.  
Programming in C/C++ utilizing CORBA in a Unix/Windows environment.

### Technical Skills

Systems & Software: Mac OS 9/X, Unix/Linux, Windows,. Fluency in C, C++, Obj-C, Java, solid understanding of OOP concepts including design patterns. Network socket programming, Web programming including PHP, PERL, Shell scripting. Wired & wireless networking from the wire(less) up, server/rack setup & maintenance, system administration, database design & administration (MySQL).

Hardware: Digital circuit design, schematic capture, PCB layout, PCB production & assembly, digital electronics & microcontroller applications, embedded linux systems (toolchains & environment), microcontroller/firmware programming in C and assembly, driver level/systems level programming.