

## **Jennifer Weiler**

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Tempe, AZ 85281

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*Arizona State University, Tempe AZ*  
PhD, Media Arts and Sciences, in progress

*East Tennessee State University, Johnson City TN*  
Master of Arts, New Media Studio, May 2014

*University of Kentucky, Lexington KY*  
Bachelor of Arts, Art History, May 2012  
Minor: Studio Art, Japanese

### **Computer Skills**

Programming Languages: Processing, Objective C, C++, Python, Swift  
HTML, CSS, JavaScript

Programs: Microsoft – Powerpoint, Word  
Adobe – Dreamweaver, InDesign, Photoshop, Premiere  
Other – Maya, Final Cut Pro, Corel Painter

### **Professional Development**

ASU: Arts, Media, and Engineering, Teaching Assistant (2014-present)  
ASU: Arts, Media, and Engineering, Research Assistant (2014-present)  
ASU: Digital Culture Summer Institute, Assistant Instructor (2015)  
ETSU: New Media Studio Department, Instructor of Record (2014)  
ETSU: New Media Studio Department, Research Assistant (2012-2014)

### **Conference Presentations**

J. Weiler, S. Kuznetsov, P. Fernando, E. Ritter, N. J. Greene, and P. Parekh. "Designing for Bottom-Up Adaption to Extreme Heat." Paper presented at International Symposium on Electronic Arts (ISEA). Manizales, Colombia, June 2017. (Accepted)

J. Weiler and S. Kuznetsov. "Crafting Colorful Objects: a DIY Method for Adding Surface Detail to 3D Prints." Poster presented at ACM Conference on Human Factors in Computing Systems (CHI). Denver, Colorado USA, May 2017. (Accepted)

J. Weiler and S. Seshasayee. "Mushi: A Generative Art Canvas for Kinect Based Tracking." Poster presented at ACM Symposium on Spatial User Interaction (SUI). Tokyo, Japan, October 2016.