

Ryan Buysens

Curriculum Vitae

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Education

- 2004: Cranbrook Academy of Art, Bloomfield Hills, MI
Master of Fine Arts in Sculpture
Recipient of "Merit Scholarship"
- 2002: Saginaw Valley State University, Saginaw, MI
Bachelor of Fine Arts
- 1997: University of Macerata, Macerata, Italy
Completed a study abroad program in art history

Exhibitions

- 2016: Systems Fail - NOVA Gallery, Woodbridge, VA (*Solo Exhibition*)
- 2016: UCF Faculty Exhibition - UCF Art Gallery, Orlando, FL
- 2016: Turbulence - Orlando Science Center, Orlando, FL (*Permanent Installation*)
- 2016: Mind 2 Machine 2 Material, NAU Art Museum, Flagstaff, AZ
- 2015: Emergence: Craft + Technology, Wayne Art Center, Wayne, PA
- 2015: 3D Printshow Dubai - Dubai Airshow Site, Dubai, UAE
- 2015: 3D Printshow Paris - Carrousel du Louvre, Paris, FR
- 2015: UCF Faculty Exhibition - UCF Art Gallery, Orlando, FL
- 2015: Interactive Structure by Ryan Buysens - Maker Faire Orlando, Orlando, FL
- 2015: resistance - Ultimaker Corporate Office, New York, NY (*Permanent Installation*)
- 2015: 3D Printshow Pasadena - Pasadena Convention Center, Pasadena, CA
- 2015: Recent Work By Ryan Buysens - Alexander Brest Museum, Jacksonville, FL
- 2015: You Are Here - Derek Gores Gallery, Melbourne, FL
- 2015: 3D Printshow London - London, UK
- 2015: resistance - Fidelity Investments Corporate Office, Durham, NC (*Permanent Installation*)
- 2015: Central Florida Faculty Show - City Hall, Orlando, FL
- 2015: Structure & Perspective - Snap! Space, Orlando, FL
- 2014: Kinetica Art Fair - Truman Brewery, London, UK
- 2014: UCF Faculty Exhibition - UCF Art Gallery, Orlando, FL
- 2014: ICARUS - Projective Eye Gallery, Charlotte, NC
- 2014: Intertropes and Ornithopters by Ryan Buysens - World Maker Faire NYC, New York, NY
- 2014: "Resistance" an Interactive Installation by Ryan Buysens - Maker Faire NC, Raleigh, NC
- 2014: Kingdom - Manifest Galery, Cincinnati, OH
- 2014: Cranbrook Scholarship Exhibition - Detroit Artist Market, Detroit, MI
- 2014: Cyberspace II - University Gallery, Saginaw Valley State University, Saginaw, MI
- 2014: Art + Tech - Foster Gallery, UW - Eau Claire, Eau Claire, WI
- 2014: NC Artist Fellowship Exhibit - Contemporary Art Museum Raleigh, Raleigh, NC
- 2013: Intertropes by Ryan Buysens - Maker Faire C'ville, Charlottesville, VA
- 2013: The Machine - Union Street Gallery, Chicago Heights, IL
- 2013: Kinetic Conceptions - Kinetic Gallery, SUNY Geneseo, Geneseo, NY
- 2013: Animated! - Green Hill Center for NC Art, Greensboro, NC
- 2013: Aggregation Transformation - Projective Eye Gallery, Charlotte, NC
- 2013: Intertropes by Ryan Buysens - Maker Faire NC, Raleigh, NC
- 2013: Bits to Its: 3D Printed Sculpture - Landing Gallery, Rockland, ME
- 2013: Kinetica - Manifest Gallery, Cincinnati, OH
- 2013: Snap to Grid - LA Center for Digital Art, Los Angeles, CA
- 2012: Urban Exquis - First Street Green, Manhattan, NY
- 2012: Down on the Farm Iron Pour - Ludeking Farm, Decorah, IA
- 2011: TEDx Charlotte - Charlotte, NC
- 2011: The Studio - SIGGRAPH, Vancouver, BC Canada
- 2011: Automata - Ironworks Gallery, New Orleans, LA
- 2010: The Studio - SIGGRAPH, Los Angeles, CA
- 2009: Make Shift - Mark A. Chapman Gallery, Manhattan, KS

Exhibitions (Continued)

2009: The Studio - SIGGRAPH, New Orleans, LA
2008: Intertropes - MakerFaire, Austin, TX
2008: Optic Illusion - Southern Exposure, San Francisco, CA
2008: The Studio - SIGGRAPH, Los Angeles, CA
2007: Eye Tricks - Walsh Gallery, South Orange, NJ
2007: Riverside Film Festival - Pit and Balcony Community Theater, Saginaw, MI
2007: His and Hers - Paramount Gallery, Detroit, MI
2007: Automation - CAID, Detroit, MI
2007: Snowfest - Frankenmuth, MI
2006: between - Urban Institute for Contemporary Art (UICA), Grand Rapids, MI (*Solo Exhibition*)
2006: Saints, Sinners and Spatzle - Marshall Fredericks Art Museum, Saginaw, MI
2006: Robotics and Emergent Systems (RES exhibition and symposium) - Bloomington, IN
2006: Flickering Signifier - Fuller Projects Gallery, Bloomington, IN
2005: Cinephile Film Festival - Buskirk-Chumley Theater, Bloomington, IN
2005: Ultranite - SoFA Gallery, Bloomington, IN
2005: Saints, Sinners and Salsa - Marshall Fredericks Art Museum, Saginaw, MI
2005: Vacation '05 - SoFA Gallery, Bloomington, IN
2005: Herman Iron Pour - Niemickl Lake Park, Herman, MN
2005: Motown Winter Blast - Detroit, MI
2004: Graduate Degree Exhibition - Cranbrook Academy of Art, Bloomfield Hills, MI
2004: Cranbrook Video Festival - Cranbrook Academy of Art, Bloomfield Hills, MI
2004: Ann Arbor Film Festival Special Event - Firefly Club, Ann Arbor, MI
2004: Winterfest - Mackinaw City, MI
2003: Alumni Exhibition - Saginaw Valley State University, Saginaw, MI
2003: FLOAT Exhibition - Socrates Sculpture Park, Long Island City, NY
2003: Cranbrook Video Festival - Cranbrook Academy of Art, Bloomfield Hills, MI
2003: Ann Arbor Film Festival Special Event: Kodachrome Kommandos - Firefly Club, Ann Arbor, MI
2002: New York International Film and Video Festival - Madison Square Gardens, NY
2001: BFA Exhibition - Saginaw Valley State University, Saginaw, MI
1997: Valleyfest - Saginaw Valley State University, Saginaw, MI
1996: All Area Show - Saginaw Art Museum, Saginaw, MI

Collections

Orlando Science Center, Orlando, FL
3D Printshow Collection, London, UK
Ultimaker Corporation, NY, NY
Fidelity Investments, Durham, NC
Haney Collection, Cincinnati, OH

Accepted Articles and Associated Conferences

BuysSENS, Ryan.

Paper Title: "Toolbox of the new artist: 3D printing as a supplement to making"
SECAC 2016, Roanoke, VA, 18 - 23 October 2016.

BuysSENS, Ryan; Dombrowski, Matt; Smith, Peter.

Paper title: "Utilizing digital game environments for training prosthetic use."
HCI International 2016. Toronto, Canada, 17 - 22 July 2016.

BuysSENS, Ryan; Dombrowski, Matt; Smith, Peter.

Paper title: "Designing alternative interactive techniques to aid in prosthetic rehabilitation for children" AHFE 2016.
4th International Conference on Affective and Pleasurable Design. The AHFE 2016 Conference Proceedings will be published in cooperation with Springer in Multi-volume Edited Books (ISSN: 2194-5357). All papers presented during the conference and peer-review accepted in the AHFE 2016 Conference Proceedings with at least one registered author will also be submitted for indexing by: ISI Citation Index, EI Engineering Index, ACM Digital Library.

Recent Research Support

Year: 2016

Title: STREAMS: An Interactive Multimedia Installation

Agency Name: University of Central Florida/Office of Research and Commercialization; \$7,500 awarded

Principle Investigator: Ryan Buysens; CoPI: Elizabeth Danker

Project Description: "Streams" is an immersive and interactive multimedia installation about the social and environmental dimensions of water. Using sensors in conjunction with projection mapping software to control multiple video projections of water, the installation will provide an experience of synthesized projections that will appear fluid, immersive and interactive to viewers.

Accomplishments and Outcomes: In Progress

Year: 2016

Title: Sculpture Technology Upgrades V.2

Agency Name: University of Central Florida/Office of Research and Commercialization; \$125,853.95 awarded

Principle Investigator: Ryan Buysens

Project Description: Acquisition of equipment (3D Printers, 3D Plotters, CNC Routers 3Doodlers, and Computers) needed to further update the sculpture facilities and integrate digital fabrication to be added to the curriculum.

Accomplishments and Outcomes: In Progress

Year: 2015

Title: Sculpture Technology Upgrades

Agency Name: University of Central Florida/Office of Research and Commercialization; \$39,361.61 awarded

Principle Investigator: Ryan Buysens

Project Description: Acquisition of equipment (3D Printers, Video Equipment and Computers) needed to begin updating the sculpture facilities to allow for digital fabrication to be added to the curriculum.

Accomplishments and Outcomes: Complete

Year: 2012

Title: North Carolina Artist Fellowship

Agency Name: North Carolina Department of Cultural Resources; \$10,000 awarded

Principle Investigator: Ryan Buysens

Project Description: Development of interactive, kinetic/mechatronic artwork using traditional and digital fabrication.

Accomplishments and Outcomes: Complete - Fellowship exhibit at CAM Raleigh

Pending Grant Proposals

Contract Agency: National Endowment for the Arts (NEA)

Proposed Amount(s): C&G External: \$30,000.00, C&G

Internal Cost Share Required: \$30,000.00

Principal Investigator: Ryan Buysens

CoPI(s): Matthew Dombrowski, Emily Johnson

Status: Pending

Description: To support the SYNAPTOGRAPH Synaptic Engine we seek to create a system that utilizes wearable Brain-Computer Interface (BCI) in combination with Rapid Prototyping (such as 3D Printing & 2D/3D Robotic Fabrication) for the creation of objects and images from thought alone. We are interested in the process itself as a form of creation without the loss of translation of information between the mind and the hand. We also seek to showcase the similarities and connections between the participant-creators as a cross-section of humanity.

Title: Sculpture Technology Upgrades V.3

Agency Name: University of Central Florida/Office of Research and Commercialization; \$57,809.70 proposed

Principle Investigator: Ryan Buysens

Project Description: Acquisition of equipment (Robotic Arms, 3D Printers, 3D Scanners and Computers) needed to further update the sculpture facilities and integrate digital fabrication to be added to the curriculum.

Awards

2014: First Place - Cyberspace II Juried Competition, Saginaw Valley State University, Saginaw, MI

2013: Faculty Research Award (\$1,500) - UNCC College of Arts + Architecture Summer Experiment, Charlotte, NC

2012: State Fellowship (\$10,000) - North Carolina Arts Council Artist Fellowship Award, NC

2007: First Place (National Competition) - Snowfest, Frankenmuth, MI

2005: Grant recipient (\$500), Cinephile Filmmakers Forum, Bloomington, IN

2005: Second Place - Motown Winter Blast, Detroit, MI

2004: First Place (State Competition) - Winterfest, Mackinaw City, MI

2003: Scholarship of Merit - Cranbrook Academy of Art, Bloomfield Hills, MI

Published Reviews, Images, Books, Patents

- 2016: Zenaida Kotala, "Blending Technology and Traditional Art to Inspire A Love of Science" UCF Today, 21 Nov.
2015: Heather Freeman, "The Moving Image Workshop" (ISBN-13: 978-1472572004)
2015: Tricia Connelly, WUCF, "SciTech Meets Art: The Many Faces of Creativity," Television Broadcast, 19 November
2015: Bernard Wilchusky, "UCF professor showcases 3-D sculptures in Paris," Central Florida Future, 17 November
2015: Tom Lansford, "3D Print Show Paris 2015: the arts & parts," Professional-Workstation.com, 26 October
2015: Ludmiła Rafalska, "Paris 3D Printshow - Day Two. The Nature of 3D printing.," Zortrax.com, 17 October
2014: Reid Creager, "Inventor's kinetic sculptures combine art, technology," Charlotte Observer, 04 January
2013: Tom Patterson, "Animated!," Winston-Salem Journal, 27 October: D1 D4
2013: Cindy Marks, "Intertropes by Ryan Buysens," Artizen Magazine, 15 September: Vol. 4, Issue 8, 24~33
2013: Lisa Thornton, "UNC Charlotte artists help tell story of animation," Charlotte Observer, 13 September: R1 R7
2013: David Ford, WFDD (88.5), Triad Arts radio interview, 09 September
2013: Jackie Demaline, "Manifest opens a study in movement," Cincinnati News, 18 April
2012: United States Patent Office - Patent Application No. 61/630,910
2012: Joanne Spataro, "Creating with... Ryan Buysens," Charlotte Observer, 11 October: D4
2011: Megan Werner, "Model Making" (ISBN-13: 978-1568988702)
2007: Nicole Israel, WMBC-TV, "Here and Now" Television Broadcast, 03 December
2007: Janet Martineau, "Riverside Film Festival," The Saginaw News
2007: Nick Sousanis, "His and Hers: Moment - Ryan Buysens/Molly Reilly," detroit.com, 16 March
2007: Chris Handyside, "The art of motion, CAID's answer to the auto show," Metro Times, 17 January
2006: United States Patent Office - Patent Application No. 60/873,673

Development

- 2016: Juror - "UCF In-House Grant Proposal," Orlando, FL
2016: Panel Lecturer - "No Hands?: Digital Fabrication and Craftsmanship," SECAC Conference, Roanoke, VA
2016: Juror - "SIGGRAPH 2016 General Submissions," Anaheim, CA
2015: Juror - "Atlantic Center for the Arts: A Festival of the Arts," New Smyrna Beach, FL
2015: Lecturer - "Toolbox of the New Artist: 3D printing as a supplement to making," 3D Printshow, Dubai, UAE
2015: Panel Lecturer - "The Craft of 3D Printing," 3D Printshow, Paris, France
2015: Panel Lecturer - "Structure and Perspective," Snap! Space, Orlando, FL
2015: Technical Demo - "3-Ring Circuits," SGC International Conference, Knoxville, TN
2014: Guest Lecturer - The Revolution is Now, Center for Craft, Creativity and Design, Asheville, NC
2014: Committee Chair - Digital Making Grant, UNC Charlotte, Charlotte, NC
2013: Juror - "XYZN : Scale" exhibition, SIGGRAPH Art Gallery, Anaheim, CA
2012: Consultant - Digital Fab Lab equipment & workflow organization, York Technical College, Rock Hill, SC
2012: Attendee - NIP 28, Digital Fabrication Conference, Quebec City, Canada
2012: Consultant - Digital Fab Lab equipment & workflow organization, Appalachian State University, Boone, NC
2011: Activities and Exhibitions Coordinator - SIGGRAPH Studio, Vancouver, BC
2010: Visiting Artist and Lecturer - Longwood University, Farmville, VA
2010: Activities and Exhibitions Coordinator - SIGGRAPH Studio, Los Angeles, CA
2009: Activities and Exhibitions Coordinator - SIGGRAPH Studio, New Orleans, LA
2009: Juror - "Digitally Inclined" exhibition, UNCC Student Union Gallery, Charlotte, NC
2005: Guest Lecturer - (Pinhole Photography), Indiana University, Bloomington, IN
2003/4: Festival Director - Cranbrook Academy Video Festival, Bloomfield Hills, MI

Skills

Digital:

- Proficient in both Windows and Macintosh platforms and fluent in the following software: Adobe: After Effects, Flash, Illustrator, InDesign, Photoshop, Premiere; Solidworks; Rhinoceros; Magics.
- Working knowledge of HTML and CSS.
- Ingenious with hardware and have designed and constructed numerous CNC machines for specialized purposes
- Adept at micro-controller programming (Arduino, RPi and PIC) as well as electronic circuit design.

Material:

- Ability to undertake any part of a project from concept and design through fabrication.
- Accomplished in various materials, fabrication methods and disciplines which include: welding (MIG, TIG & OXY), woodworking, ceramics, model-making, kinetic/time-based mechanism design, filmmaking, electronics, machining, rapid prototyping, 3D printing, laser-cutting, vacuum-forming, composite lamination, metal and resin casting.
- On-hand familiarity with the operation as well as maintenance of various multi-axis CNC equipment (CNC routers, laser-cutters, wire-benders, plotters and 3D printers).

Employment

2014/Present: Assistant Professor of Sculpture and Applied Design (Area Head)

University of Central Florida, Orlando, FL

Research and teach the methodologies of 21st Century sculpture and making by utilizing contemporary technology such as embedded systems and rapid prototyping. Envision and create facilities to further these goals.

2009-2014: Lecturer / Director of Digital Fabrication Lab

University of North Carolina at Charlotte, Charlotte, NC

Familiarize students and faculty with the usage of 3D printers, Laser-Cutters, CNC Router and CNC Plasma Cutter. Hire/train student staff, maintain, purchase and implement new equipment and create productivity scheduling systems. Instruct courses and workshops which introduce and discuss the topics of core design methodologies.

2008/9: Manager of Rapid Prototyping Studio

California College of the Arts, San Francisco, CA

Maintained Rapid Prototyping facilities which included 3D printer, Laser-Cutters and a CNC Router. Hired/trained staff, purchased and implemented new equipment and created productivity scheduling. Instructed use and operation of studio equipment through workshops. Instructed model-making workshops.

2008: Adjunct Faculty

School of Industrial Design, Academy of Art University, San Francisco, CA

Instructed the following courses: Model-making, Digital Design.

2008: Adjunct Faculty

School of Architecture, Academy of Art University, San Francisco, CA

Instructed the following courses: Perspective Drawing, Model-making.

2008: Adjunct Faculty

School of Interior Architecture & Design, Academy of Art University, San Francisco, CA

Instructed the following courses: Perspective Drawing, 2D Digital Rendering,

2007: Lead Sculpture Technician

Academy of Art University, San Francisco, CA

Maintained sculpture (Wood and Metal) facilities. Provided technical support for instructors and students. Hired and trained staff. Managed the foundry and assisted with bronze pouring.

2007: Installer/Designer,

Snibbe Interactive, San Francisco, CA

Assisted in the design, construction and installation of interactive multimedia exhibits.

2007: Adjunct Professor

Saginaw Valley State University, Saginaw, MI

Instructed the following lecture course: Art Appreciation. Lectured about the elements of art and their historical significance - to a class of 125 students.

2006: Adjunct Professor Indiana University, Bloomington, IN

Instructed the following course: Introduction to Studio Art - a course about 2D & 3D Foundation Studies

2004: Adjunct Professor

College for Creative Studies, Detroit, MI

Instructed the following studio courses: Digital Skills (introduction to: After Effects, Final Cut, Illustrator and Photoshop) and 2D Digital Animation (lectured about the basis of 2D time-based media and how to conceive and compose using After Effects)

2004: Adjunct Professor

Saginaw Valley State University, Saginaw, MI

Instructed the following studio course: Introduction to Drawing.

2003/4: Audio-Visual Technician

Cranbrook Academy's DeSalle Auditorium, Bloomfield Hills, MI Served all technical requirements of Cranbrook's ongoing lecture series, conference and special events.

Employment (Continued)

2003/4: Teaching-Assistant

Cranbrook Academy of Art Central Media Lab, Bloomfield Hills, MI

Instructed students in imaging and editing software in addition to technical support of Mac/PC computer workstations.

2000/1: Senior Technical Support Representative

XO Communications, Saginaw, MI

Provided clients with technical support in HTML and DNS protocols.

1998/01: Digital Imaging Specialist

Bradford Studio, Bay City, MI

Assisted in re-formatting the studio from analog to digital. Digitally retouched, restored, and manipulated photographs as well as designed and formatted company catalogues and flyers.