Ryan Buyssens

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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

2023: [in]florescence - SIGGRAPH, Los Angeles, CA (exhibition and presentation - accepted but could not attend)
2022: feedback - Saginaw Art Museum, Saginaw, MI (Solo Exhibition)
2022: A Cache of Kinetic Art: Timeless Movements - Morris Museum, Morristown, NJ (Juried International)
2022: Enmeshed - South Bend Museum of Art, South Bend, IN (Curated International)
2022: Pulse Art and Technology Festival and Exhibition - Telfair Museum, Savannah, GA (Curated National)
2021: Lift Off Sessions - Pinewood Studios, London, UK (Juried International)
2021: London Shorts - Online/Virtual Venue, London, UK (Award Nominee, Juried International)
2020: Maker Faire Rome - Azienda Speciale della Camera di Commercio di Roma, Rome, Italy (Juried International)
2020: interplay - Sarasota Art Center, Sarasota, FL (Solo Exhibition)
2019: TEI Arts Track Exhibit - TEI 2019, Tempe, AZ (Juried International)
2018: Frankenmuth Iron Pour - Frankenmuth, MI
2018: Currents New Media - El Museo Cultural de Santa Fe, Santa Fe, NM (Juried International)
2018: RECIPROCAL : works by Ryan Buyssens - Cecelia Coker Bell Gallery, Hartsville, SC (Solo Exhibition)
2017: Perception & Reality, 2017 - Snap! Downtown, Orlando, FL (Juried Regional)
2017: Collider 8, 2017 - Emily Davis Gallery, Akron, OH (Curated National)
2017: Art31: Borrowed Light, 2017 - Maitland Art Center, Maitland, FL (Curated Regional)
2017: Arts for All - Orlando Museum of Art, Orlando, FL
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 (Curated International)
2015: Emergence: Craft + Technology, Wayne Art Center, Wayne, PA (Curated International)
2015: 3D Printshow Dubai - Dubai Airshow Site, Dubai, UAE (Curated International)
2015: 3D Printshow Paris - Carrousel du Louvre, Paris, FR (Curated International)
2015: UCF Faculty Exhibition - UCF Art Gallery, Orlando, FL
2015: Interactive Structure by Ryan Buyssens - Maker Faire Orlando, Orlando, FL (Juried Regional)
2015: resistance - Ultimaker Corporate Office, New York, NY (Permanent Installation)
2015: 3D Printshow Pasadena - Pasadena Convention Center, Pasadena, CA (Curated International)
2015: Recent Work By Ryan Buyssens - Alexander Brest Museum, Jacksonville, FL (Solo Exhibition)
2015: You Are Here - Derek Gores Gallery, Melbourne, FL (Curated Regional)
2015: 3D Printshow London - London, UK (Curated International)
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 (Curated International)
2014: UCF Faculty Exhibition - UCF Art Gallery, Orlando, FL
2014: ICARUS - Projective Eye Gallery, Charlotte, NC (Curated International)
2014: Intertropes and Ornithopters by Ryan Buyssens - World Maker Faire NYC, New York, NY (Juried International)
2014: "Resistance" an Interactive Installation by Ryan Buyssens - Maker Faire NC, Raleigh, NC (Juried Regional)
2014: Kingdom - Manifest Galery, Cincinnatti, OH (Juried International)
2014: Cranbrook Scholarship Exhibition - Detroit Artist Market, Detroit, MI
2014: Cyberspace II - University Gallery, Saginaw Valley State University, Saginaw, MI (Award Winner, Juried National)
2014: Art + Tech - Foster Gallery, UW - Eau Claire, Eau Claire, WI (Curated National)
2014: NC Artist Fellowship Exhibit - Contemporary Art Museum Raleigh, Raleigh, NC
2013: Intertropes by Ryan Buyssens - Maker Faire C'ville, Charlottesville, VA (Juried Regional)
2013: The Machine - Union Street Gallery, Chicago Heights, IL (Juried National)

Exhibitions (Continued)

2013: Kinetic Conceptions - Kinetic Gallery, SUNY Geneseo, Geneseo, NY (Juried National)
2013: Animated! - Green Hill Center for NC Art, Greensboro, NC (Curated National)
2013: Aggregation Transformation - Projective Eye Gallery, Charlotte, NC
2013: Intertropes by Ryan Buyssens - Maker Faire NC, Raleigh, NC (Juried Regional)
2013: Bits to Its: 3D Printed Sculpture - Landing Gallery, Rockland, ME (Juried National)
2013: Kinetica - Manifest Gallery, Cincinnatti, OH (Juried International)
2013: Snap to Grid - LA Center for Digital Art, Los Angeles, CA
2012: Urban Exquis - First Street Green, Manhattan, NY (Curated National)
2012: Down on the Farm Iron Pour - Ludeking Farm, Decorah, IA
2011: TEDx Charlotte - Charlotte, NC (Curated Regional)
2011: The Studio - SIGGRAPH, Vancouver, BC Canada
2011: Automata - Ironworks Gallery, New Orleans, LA (Juried National)
2010: The Studio - SIGGRAPH, Los Angeles, CA
2009: Make Shift - Mark A. Chapman Gallery, Manhattan, KS (Curated National)
2009: The Studio - SIGGRAPH, New Orleans, LA
2008: Intertropes - MakerFaire, Austin, TX (Juried National)
2008: Optic Illusion - Southern Exposure, San Francisco, CA (Curated Regional)
2008: The Studio - SIGGRAPH, Los Angeles, CA
2007: Eye Tricks - Walsh Gallery, South Orange, NJ (Curated National)
2007: Riverside Film Festival - Pit and Balcony Community Theater, Saginaw, MI (Invitational Regional)
2007: His and Hers - Paramount Gallery, Detroit, MI (Curated)
2007: Automation - CAID, Detroit, MI (Juried International)
2007: Snowfest - Frankenmuth, MI (Juried National)
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 (Juried International)
2006: Flickering Signifier - Fuller Projects Gallery, Bloomington, IN
2005: Cinephile Film Festival - Buskirk-Chumley Theater, Bloomington, IN (Juried Regional)
2005: Ultranite - SoFA Gallery, Bloomington, IN (Juried Regional)
2005: Saints, Sinners and Salsa - Marshall Fredericks Art Museum, Saginaw, MI
2005: Vacation '05 - SoFA Gallery, Bloomington, IN (Juried Regional)
2005: Herman Iron Pour - Niemickl Lake Park, Herman, MN
2005: Motown Winter Blast - Detroit, MI (Juried National)
2004: Graduate Degree Exhibition - Cranbrook Academy of Art, Bloomfield Hills, MI
2004: Cranbrook Video Festival - Cranbrook Academy of Art, Bloomfield Hills, MI (Juried)
2004: Ann Arbor Film Festival Special Event: Kodachrome Kommandos - Firefly Club, Ann Arbor, MI (Curated)
2004: Winterfest - Mackinaw City, MI (Juried)
2003: Alumni Exhibition - Saginaw Valley State University, Saginaw, MI
2003: FLOAT Exhibition - Socrates Sculpture Park, Long Island City, NY (Juried National)
2003: Cranbrook Video Festival - Cranbrook Academy of Art, Bloomfield Hills, MI (Juried)
2003: Ann Arbor Film Festival Special Event: Kodachrome Kommandos - Firefly Club, Ann Arbor, MI (Curated)
2002: New York International Film and Video Festival - Madison Square Gardens, NY (Juried International)
2001: BFA Exhibition - Saginaw Valley State University, Saginaw, MI
1997: Valleyfest - Saginaw Valley State University, Saginaw, MI (Juried)
1996: All Area Show - Saginaw Art Museum, Saginaw, MI (Juried Regional)

Collections

Orlando Science Center, Orlando, FL
3D Printshow Collection, London, UK
Ultimaker Corporation, NY, NY
Fidelity Investments, Boston, MA

Exhibitions of Collaborative Research

2018: GDC Play. Mar 2018. Game Developers Conference (GDC), San Francisco, California. (Exhibition of alternative video game and controller by Smith, P.A., Buyssens, R., Dombrowski, M. in an invited group exhibition)

2017: SAAM Arcade. Aug 2017. Smithsonian American Art Museum, Washington D.C. (Exhibition of alternative video game and controller by Smith, P.A., Buyssens, R., Dombrowski, M. in a juried group exhibition)

Published Articles

Buyssens, R., chromactive - Tangibility of Digital Information as an Interactive, Material Experience, TEI 2019 (ACM International Conference on Tangible, Embedded and Embodied Interaction), Tempe, AZ.

Dombrowski, M., Buyssens, R., & Smith, P.A. (2018). Virtual Reality Training to Enhance Motor Skills. Virtual Reality Video Games. HCII 2018, Las Vegas, NV.

Johnson, E. K., Smith, P. A., Dombrowski, M., Buyssens, R. (2017). SuperJam: Participatory Design for Accessible Games. Lecture Notes in Computer Science Virtual, Augmented and Mixed Reality, 339-348. doi:10.1007/978-3-319-57987-0_27

Buyssens, R., Dombrowski, M., Smith, P. A. (2016). Utilizing Digital Game Environments for Training Prosthetic Use. Lecture Notes in Computer Science Virtual, Augmented and Mixed Reality, 481-489. doi:10.1007/978-3-319-39907-2_46

Buyssens, R., Dombrowski, M., Smith, P. A. (2016). Designing Alternative Interactive Techniques to Aid in Prosthetic Rehabilitation for Children. Advances in Intelligent Systems and Computing Advances in Affective and Pleasurable Design, 647-655. doi:10.1007/978-3-319-41661-8_63

Presented Articles and Associated Conferences

Buyssens, R., A Cyborg Possibility. Technarte Conference (International Conference of Technology in Art), Los Angeles CA. November 15 & 16, 2018

Barclay, P. A., Dombrowski, M., Smith, P., Buyssens, R. (2018). Myoelectric Prosthesis Training for Children: A Gamification and User Experience Approach. In Proceedings of the International Symposium on Human Factors and Ergonomics in Healthcare (Vol. 7, No. 1). Sage CA: Los Angeles, CA: SAGE Publications.

Dombrowski, M., Smith, P. A., Buyssens, R. Effectively Incorporating Digital Media Content Via Mixed Modalities. Sunshine State Teaching and Learning Conference in St. Petersburg, FL. 2018.

Dombrowski, M., Johnson, E. Smith, P., Buyssens, R. Prosthetic Limb Training Game Demo. Humanities Arts Science Technology Alliance Consortium (HASTAC), Orlando, Florida, November 2-4, 2017.

Smith, P.A., Buyssens, R., Dombrowski, M., Johnson, E.K., Prosthetic training games for children. Presented by Smith, P. at J. Manova & B. Nansen (workshop chairs), Locating the child in digital games research, Digital Games Research Association Conference (DiGRA), Melbourne, Australia, July 3, 2017.

Buyssens, R., Dombrowski, M., Smith, P.A. Designing Alternative Interactive Techniques to Aid in Prosthetic Rehabilitation for Children. 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016). Walt Disney World®, Florida, USA. July 27-31, 2016. International Conference.

Buyssens, R., Dombrowski, M., Smith, P.A. Utilizing digital game environments for training prosthetic use. 8th International Conference, VAMR 2016, Held as Part of HCI International 2016. Toronto, Canada, July 17-22, 2016. International Conference.

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

Funded Research & Projects

2017
Title: College of Arts & Humanities PLANT Grant
Agency Name: UCF College of Arts & Humanities PLANT Grant; $30,000.00 awarded
Principal Investigator: Peter Smith
CoPI(s): Matthew Dombrowski, Ryan Buyssens, Emily Johnson
Project Description: Grants purpose is to continue the development of games and conduct research for those to train for prosthetic limb rehabilitation. Grant collaborators include Limbitless Solutions, INC. and Psychology Chair Clint Bowers.

Funded Research & Projects (Continued)

2017
Title: Sculpture Technology Upgrades V.3 Agency Name: University of Central Florida/Office of Research and Commercialization; $57,809.70 awarded
Principle Investigator: Ryan Buyssens
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.

2016
Title: STREAMS: An Interactive Multimedia Installation
Agency Name: University of Central Florida/Office of Research and Commercialization; $7,500 awarded
Principle Investigator: Ryan Buyssens; 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.

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 Buyssens
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.

2015
Title: Sculpture Technology Upgrades
Agency Name: University of Central Florida/Office of Research and Commercialization; $39,361.61 awarded
Principle Investigator: Ryan Buyssens
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.

2012
Title: North Carolina Artist Fellowship
Agency Name: North Carolina Department of Cultural Resources; $10,000 awarded
Principle Investigator: Ryan Buyssens
Project Description: Development of interactive, kinetic/mechatronic artwork using traditional and digital fabrication.
Accomplishments and Outcomes: Complete - Fellowship exhibit at CAM Raleigh

Other Grant Proposals

Contract Agency: National Endowment for the Arts (NEA) 2017/2018
Proposed Amount(s): C&G External: $26,000, C&G
Internal Cost Share Required: $26,000.00
Principal Investigator: Ryan Buyssens
CoPI: Matthew Dombrowski
Status: Denied
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.

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 Buyssens," 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," Cincinnatti News, 18 April
2012: United States Patent Office - Patent Application No. 61/630,910
2012: Joanne Spataro, "Creating with... Ryan Buyssens," 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 Buyssens/Molly Reilly,"detroiter.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

Published Reviews of Collaborative Research

2017: Warmoth, Greg "Central Florida Spotlight: Prosthetic Technology." Central Florida Spotlight, ABC, 27 Aug., http://www.wftv.com/video?videoId=598914928&videoVersion=1.0

2017: Santana, Marco. "Serious Games highlights games' ability to train." OrlandoSentinel.com, 29 Nov., www.orlandosentinel.com/business/technology/os-bz-serious-games-florida-20171128-story.html.

2017: Wofl. "UCF students take game from idea to convention in barely a month." WOFL, www.fox35orlando.com/news/local-news/ucf-students-take-game-from-idea-to-convention-in-barely-a-month.

2017: Kotala, Zenaida Gonzalez. "UCF Students Shine at World." UCF News - University of Central Florida Articles - Orlando, FL News, today.ucf.edu/ucf-students-shine-worlds-largest-modeling-simulation-conference/.

2017: Kotala, Zenaida Gonzalez. "UCF Game Designers to Showcase Work at Smithsonian, Meet White House Staff." UCF News - University of Central Florida Articles - Orlando, FL News, today.ucf.edu/ucf-game-designers-showcase-work-smithsonian-meet-white-house-staff/.

2017: Ryan DiPentima Palm Beach Post Staff Writer 12:48 p.m Wednesday, 02 Aug., Local News. "Florida university makes technology to help people with prosthetics to play video games." Palmbeachpost, www.palmbeachpost.com/news/florida-university-makes-technology-help-people-with-prosthetics-play-video-games/YR1i8hhv6qXMnWkdHtmUxl/.

2017: Sayer, Harry. "UCF develops games for children with prosthetics." OrlandoSentinel.com, 1 Aug., www.orlandosentinel.com/news/breaking-news/os-video-game-robotic-arm-training20170731-story.html.

Employment

2018/Present: Associate Professor of Digital Media & Art
New College of Florida, Sarasota, FL
Research and teach the methodologies of 21st Century making by synthesizing traditional and contemporary technology (such as embedded systems and rapid prototyping). Envision and create courses and facilities to further these goals.

2014/2018: 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)

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.

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.