

BRETT RENFER

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EXPERIENCE

May 2008 - Present

Rockwell Group LAB Senior Technologist

Lead multi-disciplinary team in conceptualizing, designing and producing permanent and temporary architectural-scale interactive environments

Develop pieces for production, design pitches, and research projects

Clients include Google, Intel, Cosmopolitan of Las Vegas, the Whitney Museum of Art, New York Magazine, Jet Blue

June 2019 - Present

TSPS - Toolkit for Sensing People in Spaces Interaction Designer, Developer

Leading development, support, and maintenance for the TSPS project, an open-source Computer Vision toolkit.

Built, design, and maintain website, forum, documentation and tutorials for growing community.

September 2007 - May 2008

Campbell-Ewald Junior Multimedia Art Director

Design, development, art direction of microsites, games, web apps, banner campaigns

Lead developer on multiple projects, from prototype stage through final production

May 2007 - September 2007

Lakonic Partners, Inc Interactive Developer / Designer

Developed dynamic XML and database-driven Flash sites for L.E.I. Jeans, Effen Vodka, Empire Carpet

January 2007 - February 2010

Terrance Sullivan.com Interactive Developer / Designer

TEACHING

Spring 2014, New York, NY

Instructor, "Spacebrew: Prototyping the Future of Interactive Spaces", The New School

Designed an open studio focused around learning, using, and developing Spacebrew as a prototyping platform.

Fall 2013, New York, NY

Instructor, "Digital Design Environments", The New School

Developed a lecture- and workshop-based class centered around introducing emerging interactive technologies to architects and interior designers

Spring 2013, New York, NY

Instructor, "Spatial Media", NYU ITP

Developed a new curriculum centered around designing and building human- and architectural-scale interactive environments

October 2011, Copenhagen, Denmark

Visiting Faculty, CIID

September 2011, New York, NY

Organizer + instructor, "Introduction to OpenFrameworks"

EDUCATION

Fall 2004 - Fall 2008

BFA, College for Creative Studies Detroit, MI

Major: Graphic Design with interaction design focus

Classes in basic through advanced visual communication and interactive media, time-based media, web design and experience design.

Developed two independent studies to focus on interaction, development, and experience design

Cumulative GPA of 3.79

SKILLS

Interaction design

Rapid prototyping: hardware and software sketching, video prototyping, technical proof-of-concepts, drawing. Concept development: group brainstorming, brief writing, presentation design, image research, client presentations. Wireframing, schematic design, UI design.

Software Development

openFrameworks, Javascript (WebGL, node.js), Processing, Arduino, web development (HTML, JS, CSS, PHP), Actionscript, Scriptographer

Graphic Design

Adobe Creative Suite, After Effects, Keynote, OmniGraffle

AWARDS + EXHIBITIONS

With Rockwell Group LAB

2013 Event Tech Awards - Finalist "Audience Interaction" : Ultrabook Tree

2012 IxDA Interaction Awards - Winner "Connecting" : Plug-In-Play

2011 Core77 Design Awards - Interiors/Exhibition Runner Up

2011 Core77 Design Awards - Interactive - Notable Professional

Personal

Curator and exhibitor, "Interactive Interfaces", MOCAD (Detroit, MI, 11/08)

Co-curator and exhibitor, "Chanced!", U245 gallery (Detroit, MI, 11/08)

Exhibited design work in 2005, 2006, and 2007 CCS Student Show (juried by faculty)

Dean's List at CCS 2004 - 2008

Merit scholar at CCS

LECTURES + PUBLICATIONS

September 2013, New York, NY

Lecture, "Prototyping Interactive Spaces", NYC CHI

August 2013, New York, NY

Contributor, PSFK "Future of Light" Report

November 2012, New York, NY

Lecture, "People + Computers + Cameras", NYU ITP

September 2012, New York, NY

Guest lecture + critique, Parsons SCE

May 2012, New York, NY

Guest lecture + critique, School of Visual Arts