Ofer Shouval

MULTIMEDIA ARTIST, EDUCATOR

ofer.shouval@gmail.com | https://ofershouval.com | 20-16 Himrod St. #2R

Objective

Leveraging lessons learned from a decade of solving challenges in live music, film, and interactive art, I design immersive experiences and interactive instruments that break us out of our screens and facilitate natural movement.

Education

Pratt Institute — MFA with Distinction, Interactive Art, 2021

University of Texas at Austin — BS in Radio-Television-Film, 2013

Skills

Programming + Interactive Tools: JavaScript (p5.js, jQuery), HTML/CSS, Java (Processing), Arduino/C++, MaxMSP, OpenFrameworks, TouchDesigner, Unity (C#), ABB/RAPID, Python, Node.js, Node-RED

Video Editing + Motion Design Tools: After Effects, Premiere Pro, Photoshop, Illustrator

Audio Skills + Tools: Music Composition, Film Scoring, Sound Editing/Production, Logic Pro, Pro Tools, Ableton Live, Max/MSP/Jitter

3D Design Skills + Tools: Maya, Cinema 4D, Rhino, Grasshopper, Fusion 360, Ultimaker Cura, 3D Printing

Fabrication + Electrical Skills: Designing circuits & custom PCBs, Soldering/prototyping, Basic electronic repair & troubleshooting, Laser Cutters, CNCs, Wood shop tools

Work Experience

PART-TIME FACULTY | NEW YORK UNIVERSITY | 2021 – PRESENT

- Courses: Creative Coding, Interaction Design studio
- Develop curriculum for and teach undergraduate and graduate Creative Coding classes.
- Teach coding in p5.js, Processing, Arduino, and TouchDesigner, interaction design principles, web development basics, and AI integration.

PART-TIME FACULTY | PRATT INSTITUTE | 2021 – PRESENT

- Courses: Interactive Media, Audio for Digital Media
- Developing a curriculum which demystifies the art of sound design for animation students, and more broadly, teaches them to listen critically to the world around them
- Maintain and develop procedures for our modular synth lab

PART-TIME FACULTY | PARSONS SCHOOL OF DESIGN | 2021 – 2024

- Courses: Physical Computing, Core Studio Objects: CT
- Develop curriculum for and teach graduate-level Physical Computing in the Design & Technology program.
- Advise students on interactive projects inside and outside of class.
- Cover topics including Arduino & Processing coding, basic electronic engineering principles, sensors/actuators, soldering, fabrication, and serial/wireless communication interfacing.

PART-TIME FACULTY | CITYTECH (CUNY) | 2024 – 2025

- Courses: Computer Programming for Interactive Design
- Adapt my creative coding teaching practice to serve disadvantaged students, often with profound learning disabilities, by taking a creativity first approach with a major emphasis on the question “why are we doing this?”

FREELANCE LIGHTING DESIGNER | SFDS | 2021

- Led lighting design and implementation for Macy’s holiday window displays.
- Programmed LEDs, fabricated custom elements, installed lighting fixtures, and oversaw the installation process.

RESEARCHER | CONSORTIUM FOR RESEARCH AND ROBOTICS | 2019 – 2021

- Designed an automated IoT plant monitoring and watering system.
- Developed bespoke Arduino-to-RAPID communication protocols.
- Fabricated and programmed custom tool heads for an ABB 6700 industrial robot.
- Wrote Grasshopper scripts for ABB Industrial Robots.
- Filmed and edited video documentation and social media content.

INTERACTIVE WEB DEVELOPER | POINT IN PASSING | 2019

- Redesigned company website and developed algorithms powering interactive web animations.
- Built lighting installation featuring 2,800 WS2812 LEDs and 15 PAR lights, controlled via TouchDesigner and Art-Net protocols.

FREELANCE ANIMATOR | THE STUDIO NYC | 2017 – 2018

- Served as lead animator for Emily Kassie’s documentary "A Girl Named C".
- Collaborated on Chitra Ganesh’s Rubin Museum installations.