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Career Goals

Currently my career goals entail working on projects, which promote STEM (Science, Technology, Engineering and Mathematics) education through arts immersion and inquiry. I am looking for a fun, creative work environment, where I can utilize my skills in art, design, media and technology to their fullest potential. I like creating interactive solutions for educational public outreach, and I enjoy working directly through experiential teaching mediums, symposiums and workshops. My goal is to work with people that inspire me to further my interest in education.

Employment History

University of New Mexico Spring, 2011 – December 2014

ARTS Lab, Immersive Educator, Dome Technician/Researcher (Fall 2012- December 2014)

Developing and teaching education specific classes, in collaboration with the Institute of American Indian Arts (IAIA) funded by (Department of Defense) grant supporting fulldome education and interactivity.

Center for Student Success (CSS), College of Education, Graduate Assistantship (Fall 2012/Spring 2013)

I worked in the CSS as a computer technical support specialist, and qualitative data software workshop instructor. I also assisted the center with recording video tutorials and creating an iPad application for students checking into the center for support.

Department of Music, Student Technical Specialist (Summer 2012)

Over the summer I worked to build a custom Touch OSC iPad application to work with software in the fulldome for the Ursonate Project and live performance.

ARTS Lab, Immersive Educator, Dome Technician/Researcher (Fall 2011, Spring 2012)

Developed education specific projects, (Partnership for Innovation) grant focused on live interactivity in the fulldome. Working with dome staff and several UNM professors on projects to incorporate educational opportunities for k-12 and undergraduates using immersive technologies.

STEM + Art Educator, ISEA2012 Machine Wilderness (Spring 2011)

Developed arts and STEM integrated program for K-12 youth at ISEA, including the development of proposals, schedules, programs, as well as developed partnerships with local schools and community partners for the event.

University of Colorado at Boulder 2002 – December 2014

Department of Archaeology, Professor Arthur Joyce, (Spring 2011 -December 2014)

Political Integration of the Formative Period Rio Viejo State, Oaxaca, Mexico. I developed a website with video documentary and educational resource about the NSF funded project. My duties include providing onsite video production, post production and interactive web development.

Science Discovery, Instructor (2009 - 2012)

From the summer of 2009 to 2012, I worked as an instructor for Science Discovery Summer Classes, After-school program and Wilderness Camps. I taught several classes I developed including (Circuit

Bending, Digital Photography, Immersive Landscapes, E-Instrumental) I also co-developed Secrets of the Hive a course on beekeeping, and Citrus Circuits.

Study Abroad [Vejer de la Frontera, Spain] (Spring/Summer 2006)

LASP [Laboratory for Atmospheric and Space Physics] Digital Media Specialist, (Spring 2004 - Fall 2005)

Projects: Student Dust Counter, New Horizon Mission to Pluto; Upper Atmosphere Sounding Rockets TIMED/SEE. Responsible for video production, post production and formatting video for a custom built Flash application that plays streaming video on the web. Occasional tours of the lab and performed demonstrations for educational public outreach projects. lasp.colorado.edu/sdc/

Fiske Planetarium (Fall 2003- Spring 2004)

I worked as an image assistant, first cleaning slides and organizing media. Later creating some media and helping to produce some university and private party events at the planetarium. Over the years, I have worked with the Planetarium, on various projects and have maintained a positive relationship with students and staff working on education and media projects beyond my official employment affiliation.

Bursars Office (Summer 2002 – Fall 2003)

I worked as a computer technician in the Bursars office, providing technical help through our help desk. I worked on both Macintosh and PC platforms for this position. Providing hardware and software support specifically for the Bursars Office of the University of Colorado at Boulder.

Contract Employment (2002-Current)

I have been contracted to work for several different projects, ranging from web development, print design and pre-press, video production and editing, animation and interactive development, photography, projection and audio development, narration, storyboarding, advertising, event planning and fundraising, curriculum development, teaching and workshops. A detailed contractor list can be provided upon request.

Related Experience

Immersive Education K-12 Summit Local Chair 2013 - Current

Coordinated the 2013 K-12 Summit at University of Colorado at Boulder for October of 2013. The flood in Boulder October 13, 2013 affected the summit and it was canceled, future event to be announced.

Giant Screen Research Workshop (2013)

I was an invited participant in a two day think tank workshop for leaders of the immersive technologies in Albuquerque, New Mexico.

Denver Museum of Nature and Science (DMNS) - 2003 – 2013

I started as a volunteer at DMNS on Sundays for the Space Odyssey exhibit as a Galaxy Guide in 2003. For a few years, I volunteered in Space Odyssey. This experience offered me extended education and practical application of astronomical knowledge using technology and EPO (Educational Public Outreach) as the fusing agent for my interest in astronomy. In 2005 I became interested in the planetarium, and catalyzed creation of the live interactive dome group, promoting experimental audio/visual performances in the Gates Planetarium at DMNS. In the summer of 2011, I

taught my first class at DMNS through Science Discovery Summer Class Program combining my interests in STEM and immersive education.

Immersive Media Entertainment, Research, Science and Arts (IMERSA) - 2011 – 2013

IMERSA 2012 and 2013 Summit Coordinator working closely with IMERSA Board of Directors, and DMNS staff to coordinate workshops, lectures and live performances in the fulldome.

dorkbot303 - 2006 - 2012

I volunteered as the lead coordinator for Dorkbot303, the Colorado chapter of “people doing strange things with electricity”. I started the chapter in 2006, following my introduction to the non-profit culture of electronic artists in Austin Texas. From 2006 - 2012 I served as curator, promoter and host of the interactive artist series which happens semi-annually in Denver/Boulder showcasing visiting and local electronic artists.

Science, Technology, Engineering and Math through Art (STEM-A) - 2009 –2012

This site was designed by me to provide a place for me to describe my pedagogy and outline class curriculum. The focus of the site is to promote alternative, experiential, teaching styles and courses for local and regional exposure. Classes and workshops have been presented in cooperation with, Science Discovery, Denver Museum of Nature and Science, Metro State College of Denver, Transmediale Digital Art and Culture Festival, and Transistor Sound Art Festival.

Media Production Consortium - 2007 - 2010

While attending the University of Colorado at Boulder, I volunteered and participated in the student group, MPC (Media Production Consortium). MPC’s focus is on promoting experimental arts events, providing and promoting interdisciplinary media and technology through the Arts and Sciences on CU-Boulder’s main Campus. We wrote grants and proposals through the University system to gain access to student funds, support our events. I served as president of the student group from December 2008 until December 2009.

Boulder County Art Alliance - Spring 2009

I worked as a volunteer grant writer for the BCAA through a grant writing course at the University of Colorado. I worked on a number of grant proposals, to support their mission of alternative arts education in Boulder County.

Transmediale09, Art and Culture Conference - January 2009

During the 2009 Deep North Conference in Berlin, I helped to facilitate the Mediakompetenz workshop in streaming media. The streaming workshop aimed to teach participants how to use open-source and free software to stream and archive audio and video of the conference sessions online.

NASA Astrobiology Institute, Astrobiology Biennial - 2005

Photography services provided to document lectures and presentation during the conference. In addition, my digital artwork was selected for the front cover of Biennial Magazine, where it was printed in full-color and distributed throughout the NASA community.

Awards

Flipside Art Installation Award, Obscura 360, Burning Flipside, Austin, Texas. (2014)
Graduate Scholar Award, Technology Knowledge and Society, Los Angeles. (2012)

Artist Footprints at The Biennial of the Americas, Redline Gallery, Denver. (2010)
Mini Movie Festival, Zero One. San Jose. (2007)
Astrobiology Magazine Cover Art, Biennial meeting of the NASA Astrobiology Institute, Boulder.
(2005)
Sheldon High School, Eugene Oregon. Special Achievement Award (1987)

Education

**University of New Mexico, Master in Education (Art Ed) expected Spring 2013*
University of Colorado, Boulder. Bachelors of Arts (Media Studies)
Arapahoe Community College. Associate Degree of General Studies (Multimedia)

Certificates

University of New Mexico, First Aid/CPR Certified (2014/2015)
University of Colorado at Boulder, First Aid/CPR Certified (2012/2013), (2010/2011), (2008/2009)
Park County School District, Substitute Teacher (1999/2001)
Elizabeth Dressel School of Nursing, Certified Nursing Assistant (1994/1994)

Speeches & Presentations

Live interactive dome, VJ & Unity Gaming, Interactive Dome Event, ARTS Lab & IAIA, DOD grant
educational public outreach (February 2015)
Designing for immersive technologies engaging STEM and art learning. Super Computing
Conference. Center for Advanced Research Computing (2014)
iED Summit (immersion 2014) Getty Museum & Loyola Marymount University, (2014)
Immersive Education, IMERSA Summit, Denver Museum of Nature and Science (2013)
Fulldome101, Denver, Immersive Media Entertainment, Research, Science and Arts(IMERSA)
Summit (2012)
TEACHING CREATIVE CRITICAL ACTION BEYOND ECONOMY INTO "the art of TECHNO-
ECOLOGY", Los Angeles, Technology, Knowledge and Society (2012)
Creative Critical Action beyond Economy into "Techno-Ecology", Istanbul, ISEA (2011)
Immersive Landscapes, Boston, Immersive Education (iED) Summit (2011)
Circuit Bending, Denver, Dorkbot303 (2011)
Video Remixed a STEM arts Education inquiry, Taos, STEM Arts (2010)
Panel participant: Collaborative work and practices in Community, Technology, Economy and Politics,
Denver, Denver University Co/Lab Symposium, (2008)
Experimental New Media of Jane daPain, Denver, Dorkbot303 (2006)
Theories in live collaborative video mixing with Keyworx Net, SUNY, Net Art & Collaboration (2004)

Workshops

Electrospective History: Effects of Electronic Music & Live VJ Performance on Human Consciousness
by DJ Buddha Bomb & VJ Jane daPain Arise Music Festival, Loveland, CO (2013)
Spherical Photography, IMERSA Summit. Denver CO (2013)
CaQDA101 (Computer assisted Qualitative Data Analysis) Center for Student Success, College of
Education, University of New Mexico (Spring 2013)
Video Mapping with Resolume & IrMapio, Strategy of the Commons, Sister Bar, Albuquerque, NM
(2013)
Fulldome 101, IMERSA Summit. Denver CO (2012)
Using Touch OSC iPad with Ableton, DJ controller workshop. Syntonic Music Festival (2012)
Spherical Photography, IMERSA Summit, Denver Museum of Nature and Science (2013)

Atlas.ti Software, Center for Student Success, College of Education, University of New Mexico (Fall 2012)

Using Touch OSC iPad with Ableton, DJ controller workshop. Syntonic Music Festival (2012)
FullDome101, Denver, Immersive Media Entertainment, Research, Science and Arts (IMERSA) Summit (2012)

Immersive Landscapes, Denver, Gates Planetarium, University of Colorado at Boulder Science Discovery (summer 2011, 2012)

Video Remixed, Denver, Girls Rock Denver (2011)

Video Remixed, Taos, Taos Academy - STEM Arts (2010)

Circuit Bending, Denver, Transistor Sound Art Festival (2010)

Circuit Bending, Denver, STEMapoloza (2009)

Mediakompetenz, Berlin, Transmediale Digital Art and Culture (2009)

Remote Presence & Streaming Life, Helsinki via Boulder, Pixalache (2007)

Monster Laptop Rally, Denver, Ableton Software (2005)

Theories in live collaborative video mixing with Keyworx Net, Buffalo, SUNY Net Art & Collaboration (2004)

SOFTWARE & HARDWARE

Adobe Creative Suite, Flash, Premier, Final Cut, After Effects, Open GL, PTGui, Autodesk - 3D Catch and Maya, Unity, Cinema 4D, Global Immersion, Sky Scan, V-dome, Microsoft Office, Atlas.ti, Transcribe, Endnote, Resolume, Arkaos, VDMX, Module 8, Touch OSC, Kinect, Processing, MAX, extended and specialized understanding of multi-projection immersive media and video processing equipment.