

# Blair Neal

## Creative Technologist

A creative technologist with a speciality in programming/designing dynamic live visuals, physical and digital interactivity, and projection. Skilled with project planning, management, and execution.

### Contact

blairneal.com  
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917-328-5465  
Brooklyn, NY

## Experience

+**Chief Creative Technologist, Fake Love Inc.**, New York, NY, Spring 2011-Present.

•Lead tech on over 40 projects ranging from event projection design, interactive visual software, and vending machine hacks. Clients include: Lexus, Sonos, Google, Twitter, Levis, 7up, Intel, Hermès, and HP [fakelove.tv](http://fakelove.tv)

+**Assistant Video Engineer, Experimental Media and Performing Arts Center [EMPAC] at RPI**, Troy, NY., Fall 2008 - Summer 2010.

•Assisted with video editing, event shoots, and stage/projection setup. Supervised by Mick Bello, Video Engineer, and Eric Ameres, Senior Research Engineer. [empac.rpi.edu](http://empac.rpi.edu)

+**Internship at Vidvox**, Troy, NY. Spring 2008.

•Assisted in video effects development for live video software, VDMX. Supervised by David Lublin, Head Software Engineer. [vidvox.net](http://vidvox.net)

## Education

+**Rensselaer Polytechnic Institute**, Troy, NY. May 2010.

•Masters of Fine Arts in Electronic Arts. Thesis on Performance of Live Visuals.

+**Rensselaer Polytechnic Insistute**, Troy, NY, May 2008.

•B.S. in Electronic Media, Arts and Communication, May 2008. Minor in Music. Cumulative GPA: 4.0/4.0.

## Selected Awards and Exhibitions

+Featured artist at the NY Hall of Science's exhibition on animation, Spring 2012

+Lead Projection Designer for Shen Wei's **Undivided Divided** at the Park Avenue Armory, New York, New York, Fall 2011

+Works featured on Engadget, Gizmodo, Make:blog, Pitchfork, Microsoft Blog, and a contributing writer for Creative Applications

+Artist in Residence at the Experimental Television Center. Owego, NY, Fall 2010

+*Overflow*, MFA Thesis show, Troy Gasholder House. Spring 2010.

### Skills

#### Programming

- OpenFrameworks
- Cinder
- Xcode
- Physical Computing

#### Video/Motion

#### Sound

- Max/MSP/Jitter
- Logic/Cubase

#### Event

- Projection Design
- Audio/Video Hardware

#### Misc.

- Video Editing