

## Michael Naimark

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[Website](#) | [LinkedIn](#) | [Medium](#) | [Wikipedia](#)

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### Skills

- o Helping to found labs and programs
- o Making novel emerging media projects
- o Understanding immersion and presence
- o Communicating via audiovisual-rich presentations

### Founder Positions

2017-2021: Visiting Associate Arts Professor, Interactive Media Arts, **NYU Shanghai**, CHINA

- o Developed "[VR/AR Fundamentals](#)" curriculum, including a [6-part series](#) (in English and [Chinese](#))
- o Directed "[Telewindow](#)," research initiative, including a [cheap, simple hack](#) for improving online classwork

2015-2016: VR Resident Artist, **Google**, Mountain View

- o Google's first-ever VR Resident Artist
- o Produced and published [VR Cinematography Studies](#)

2004-2008: Visiting/Research Associate Professor, Interactive Media & Games Division, School of Cinematic Arts, **University of Southern California**

- o Headed Master's Thesis class for first 3 years
- o Directed [Viewfinder](#), research into spatially situating your images inside a 3D Earth model

1992-2001: Founding Member, **Interval Research Corporation**, Palo Alto

- o Directed projects in [immersive display](#) and [volumetric video](#)
- o Initiated [Kundi.com](#), a spinoff venture around spontaneous video webcasting

1987-1990: Founding Member, **Apple Multimedia Lab**, San Francisco

- o Directed production of flagship project The Visual Almanac
- o Published [Elements of Realspace Imagining](#), a precursor to Quicktime VR

1986-1990: Founding Member, **Lucasfilm Interactive**, Nicasio

- o Directed post-production of [GTV](#), a first collaboration between Lucasfilm, Apple, and National Geographic

1982-1984: Founding Member, **Atari Research**, Sunnyvale

- o Liaison to National Geographic

1980-1981: Founding Design Team Member, **MIT Media Lab**

- o On original design team with architects, advised on "The Cube" immersive interior space

### Additional Positions

Corporate Consulting & Producing:

**Apple** (2019), **Jaunt VR** (2016), **Hasbro** (2011), **Mattel** (1987), **Lotus** (1987), **Microsoft** (1986), **Panavision** (1985), **Disney Research** (1982), **National Geographic** (1981).

Academic Visiting Faculty Appointments:

Jacobs Institute for Design Innovation, College of Engineering, **UC Berkeley** (2023); Media Lab, **MIT** (2011-2014); Tisch School of the Arts, **NYU** (2009-2013, 2004); Graduate Media Design Program, **Art Center College of Design** (2005); New Genres Department, **San Francisco Art Institute** (1989-1990); School of Film/Video, **Cal Arts** (1986); School of Creative Arts, **San Francisco State University** (1986-1987, 1981-1982).

Nonprofit Curating & Residencies:

**Ars Electronica**, Linz AUSTRIA (2009, 2004); **Institute of Advanced Media Arts and Sciences (IAMAS)**, Gifu, JAPAN (2001-2002); **Banff Centre for the Arts**, CANADA (1991, 1993); **Zentrum für Kunst und Medien (ZKM)**, Karlsruhe, GERMANY (1990); **Exploratorium**, San Francisco (1987).

### Education

M.S., Media Arts & Sciences (first year of the program), **Massachusetts Institute of Technology**, 1979

B.S., Cybernetic Systems (independent major, with high distinction and high honors), **University of Michigan**, 1974

## Selected Projects

VR/AR Student Projects at [NYU Shanghai](#) (2017-2021) and at [UC Berkeley](#) (2023).

- 8 classes + a "Sunday Project" using stereo-panoramic cameras, game engines, photogrammetry, VR headsets, and projection.

[Telewindow](#), NYU Shanghai (2018-2021)

- Research into 1:1 glasses-free live tele-immersion, which led to a [cheap simple hack](#). (36,000 views on Medium).

[Viewfinder](#), USC (2008)

- Method to spatially situate your photos inside a 3D Earth model.

[Be Now Here](#), Interval Research / UNESCO (1995-1997, [2008](#))

- Stereo-panoramic projection installations of UNESCO World Heritage "[In Danger](#)" sites.

[Displacements](#) (1980-84, 2005)

- Re-projected movie onto a composed living room spray-painted white, [early projection mapping](#).

[Camera Zapper](#) (2002)

- [New York Times story](#), still [#1 on Google searches](#).

[Banff Kinetoscope](#) (1994)

- Wide-angle 3D descendent of MIT's [Aspen Moviemap](#).

More selected projects can be found [here](#).

## Patents

- [16 as lead inventor](#), relating to cameras, display, haptics, and live.

## Exhibitions

- 75 to date, including 9 solo shows.
- Works in the permanent collections of the **Exploratorium**, San Francisco ([Golden Gate Flyover](#)); **Zentrum für Kunst und Medien** (ZKM), Karlsruhe, GERMANY ([Karlsruhe Moviemap](#)); and the **American Museum of the Moving Image**, Queens, NY ([Banff Kinetoscope](#)).

## Publications

- Over 100 to date, including 26 journals and conference proceedings, and 5 book chapters
- **MIT Press**, **Springer**, **Addison Wesley**, **Presence Journal**, **First International Moscow CHI Workshop** (1991)

More selected publications can be found [here](#).

## Presentations

- Almost 300 to date, in 22 countries, including 12 keynotes
- **Siggraph**, **Sigchi**, **Aspen Design Conference**, **National Museum of Singapore**, **First Annual Hacker's Conference** (1984)

## Boards

- Advisor-at-Large, [Alan Lomax's Global Jukebox Project](#), New York, (1997 – present)
- Advisory Board Member, [Gray Area Foundation for the Arts](#) (2012 – present)
- Founding Board Member, **Zero1: The Art & Technology Network**, San Jose (1998 – 2012)
- Member, Scientific Council of the **Ludwig Boltzmann Institute** for Media Art Research, Vienna, AUSTRIA (2006-2009)
- Member, **MIT Corporation** Visiting Committee, Media Arts & Sciences (2004-2008)
- Member, Board of Advisors, **Media Lab Europe**, Dublin, IRELAND (2001-2005)

## Awards

- Technology-Enhanced Education (TEE) grant, **NYU Shanghai** (2018-2020)
- **Google Research Award** for "Collective Photo Mapping" (2007)
- [Rockefeller Foundation](#) Creativity & Culture grant, New York (2003)
- First Prize, **World Technology Award** for the Arts, New York (2002)
- First Award, Futures Scenario, **ACM Sigchi**, Monterey (1992)
- Artist Fellowship Program Grant in "New Genres," **California Arts Council** (1992)
- First Award, SECA "Film as Art," **SFMOMA** (1984)
- Media Arts Fellowship, **National Endowment for the Arts** (1980)

[Full CV \(13 pages\)](#)