

Leif Mangelsen, aka Leif Krinkle

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Education:

May 2007

Master of Professional Studies

Interactive Telecommunications Program (ITP) New York University

721 Broadway, Floor 4, Manhattan, New York

My broad education included the production of interactive sound and video installations, programming algorithmic and generative software, networking embedded microcontrollers and designing new physical interfaces for digital media.

January 2002

Bachelor of Arts

Columbia College Chicago

600 South Michigan Avenue, Chicago, Illinois

I graduated with honors. My major fields of study included arts, entertainment and media management, entrepreneurship, sound engineering and interactive multimedia.

Employment Experience:

December 2005 to present

Director of Installations, Instructor, Robotist

League of Electronic Musical Urban Robots (LEMUR)

LEMURPlex, 461 3rd Avenue, Brooklyn, New York

I collaborate with a Brooklyn-based group of artists and technologists to create electronic musical robots. Recent projects have been installed in the National Gallery in Washington D.C., The Schenectady Museum, and the Three Legged Dog Art and Technology Center. I also instruct classes in electronics, robotics, and software programming.

December 2004 to July 2005

New Media Assistant

Lincoln Schatz Sculpture

299 East Ontario Street, Chicago, Illinois

I assisted in the conception, development, funding procurement and installation of interactive sculpture. This included proposal writing, software development, new technology research and fabrication.

September 2002 to June 2005

Instructor

Production of Recorded Music I Arts, Entertainment and Media Management Dept., Columbia College Chicago

624 North Michigan Avenue, Chicago, Illinois

I introduced undergraduate students to the administrative, aesthetic and technical aspects of producing recorded music through discussion and practical application.

Objective:

To develop computer-controlled environments that immerse the audience in interactive sound, light and video for art, entertainment and communication purposes.

Creative Experience:

October 2006

Video and Software Designer

Steve Reich's 70th Birthday

Brooklyn Academy of Music, 30 Lafayette Avenue, Brooklyn, New York

I created a continuous multi-screen projection that combined live processed video with Reich's own written musical score.

December 2005 to July 2006

Software Designer

The Zipper Orchestra

I programmed hardware to measure the position of conductive zippers and control interactive audio/video software. The Zipper Orchestra was exhibited at the Mushroom Gallery and the Sony Wonder Lab in Manhattan, New York, and as part of the Bushwick Arts Project in Brooklyn, New York.

September 2004 to October 2004

Video and Software Designer

The Warriors

Chicago Cultural Center, 78 East Washington Street, Chicago, Illinois

I produced video imagery and designed custom software for real-time projections used in the European Repertoire Company's production of *The Warriors* by Philippe Minyana.

June 2003 to June 2004

Video, Sound, Software and Interaction Designer

River of Many Sides

United States Vietnam Art Program / ArtSynergy

I participated in a collaborative work that brought together Vietnamese and American artists to create an multimedia piece that conveyed the modern Vietnamese/American relationship. The interactive performance and installation were presented at the University of Illinois at Chicago.

April 2000 to present

Artistic Director

Krinkle New Media

I own and operate a digital media studio specializing in the design, production and installation of sound, video and interactive multimedia. Collaborating with many artists, musicians, designers and engineers from around the world, I develop and integrate new technology that expands the range of traditional artforms.