

John Bell

EDUCATION

MFA Intermedia	University of Maine Orono, ME	2011 (Scheduled)
BA New Media	University of Maine Orono, ME	2007

PROFESSIONAL EXPERIENCE

Adjunct Lecturer, University of Maine New Media Department, Orono, ME	2008 - present
<p>Design Patterns for New Media: Developed and taught course which identified common tactics for implementing projects across six diverse genres. Topics covered included hardhacks, online community design, and recursive narrative.</p> <p>(Scheduled for summer 2009) Introduction to Dynamic Web Content: Developing and teaching course exploring basic LAMP development skills.</p> <p>(Scheduled for summer 2009) Rich Internet Applications: Developing and teaching course on programming rich internet applications using LAMP and AJAX. Focus is on designing fast, clear interfaces to simplify navigating data sets with complex associations.</p>	
Teaching Assistant, University of Maine New Media Department, Orono, ME	2009
<p>Fundamentals of Information Systems: Lab instructor responsible for demonstrating programming concepts in PHP, Javascript, Max/MSP, and Processing.</p>	
Senior Web Developer, Variable Media Network, Orono, ME	2007 - present
<p>Restructured and expanded Variable Media Questionnaire strategies for cataloging, preserving, and recreating variable media artwork as part of a consortium of six universities and museums including Rhizome.org and the Whitney Museum of American Art. Introduced epistemological shift away from preserving artworks based on their material components and toward recreating the experience of a work. Developed advanced web application to allow a modular, directed folksonomic survey system and encourage data sharing between institutions.</p>	
Research Fellow, Still Water for Network Art and Culture, Orono, ME	2007 - present
<p>Designed methods for tracking and displaying the development cycle of a new media artwork, including thematic and artistic lineages, which have been used to analyze more than one thousand artifacts in <i>The Pool</i>, a system for encouraging distributed creativity. Primary developer for the AJAX application used to enter and display artworks using these methods of analysis. Created online peer-review system and donated libraries for Jon Ippolito and Craig Dietrich's <i>Thoughtmesh</i> distributed publishing application.</p>	
Developer, <i>Re:Poste</i> , Orono, ME	2005 - 2006
<p>Created a unique online environment which allows the application of academic-level standards of criticism and intellectual integrity to mass media journalism. Features of the project included an in-browser window invoked by cross-domain scripting to allow expert criticism to take place on mass media-owned websites. Interface is optimized for quick and simple input and a sophisticated trust metric system helps ensure the validity of comments from the expert community.</p>	
Web Developer, University of Maine New Media Department, Orono, ME	2003 - 2007
<p>Developed and built department web site with custom content management system, WYSIWYG submission interface, and theme-based user customization features. Introduced new social networking technologies including RSS feeds, dynamic content creation, article commenting system, and topic-based subgroups to a previously static site.</p>	

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Database Administrator, Upward Bound, Orono, ME 2001 - 2005

Created custom database solution in Filemaker Pro to track the program's several hundred students and generate required federal status reports with nearly two hundred fields on each. Data for the report was mined directly from regular student contact reports, eliminating the need for staff to hand enter over 50,000 data points for each annual report. System and design subsequently adopted by Upward Bound at the University of Maine Farmington.

Student Manager for Special Projects, University of Maine IT, Orono, ME 1996 - 2000

Supported hardware and software for students, faculty, and staff in a hybrid network environment, oversaw student employees and acted as final stage of support escalation for over 12,000 end users. Established new services for drop-off computer repair and a web-based self-support system. Installed a ticket tracking system in the Help Center and wrote support documentation to allow inexperienced student technicians to more effectively solve technical problems. Twice nominated for University of Maine Student Employee of the Year.

Webmaster, Upward Bound, Orono, ME 1994 - 1996

Created program's first public web site at the dawn of the modern World Wide Web. Site showcased student work and residential experience to program supporters and universities considering student applications. Auction items previewed on site were an important fundraising source for the program.

TECHNO-ARCANA

Operating Systems: Windows, Mac, various Linux distros
Productivity and Office: MS Office, OpenOffice, OpenText FirstClass, FileMaker Pro
Development Environments: Eclipse, Aptana, Zend Studio, Flex Builder, Flash, Max/MSP
Graphics: Illustrator, Photoshop, Fireworks
Audio: Sound Forge, ACID, Sibelius, FruityLoops Studio, Audacity
Video: Final Cut Pro, Premiere Pro, Pinnacle Studio
Languages: PHP, Javascript, CSS, XHTML, XML, JSON, MySQL, AJAX, Prototype, Actionscript, C++
Libraries: Smarty, Prototype, Script.aculo.us, YUI, SPAW, Prado

PRESENTATIONS AND CONFERENCES

Writing an Academic Essay 2009
Guest speaker, Honors College, University of Maine
Orono, ME

Minimally Invasive – Freese Pop! 2008
Exhibited *Minimally Invasive*, a Flash generative art piece controlled by remote camera
Bangor, ME

Forging the Future Summit 2008
Conference to discuss the creation of tools for preserving variable media artwork
Lucerne, ME

Introduction to the Variable Media Questionnaire 2008
Guest lecture, Variable Media class, University of Maine
Orono, ME

Can Creativity Be Crowdsourced? 2008
Presented as part of the Berkman Luncheon Series, Berkman Center for Internet and Society
Cambridge, MA

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<i>DOCAM (Documentation and Conservation of the Media Arts Heritage) Summit</i> Presented in-progress work on media documentation and preservation tools Montreal, QC	2007
<i>Project Re-Development</i> Guest lecture, Variable Media class, University of Maine Orono, ME	2007
<i>Re:Poste: A Distributed Platform for Peer Review of Mass Media</i> Featured project presenter at University of Maine New Media's Capstone Night Orono, ME	2006
<i>Jump into The Pool</i> Guest lecture, Introduction to New Media class, University of Maine Orono, ME	2006
<i>Jump into The Pool</i> Guest lecture, Introduction to New Media class, University of Maine Orono, ME	2005
<i>Code and Creativity Conference Series</i> Presented distributed creativity tools and and participated in workshops with visiting artists Orono, ME	2003 - 2004
<i>The Pool Interface - A Dynamic Information System</i> Presented as part of the Networked Digital Salon/MARCEL Internet 2 teleconference Orono, ME	2003
<i>ALICE - Ars Electronica 2003</i> Presented <i>ALICE</i> , a web-based, accidentally suicidal, artificial intelligence Linz, Austria	2003

PRESS

<i>New-Media Scholars' Place in 'The Pool' Could Lead to Tenure</i> Chronicle of Higher Education	2008
<i>A Reflecting and/or Refracting Pool: When a Local Community Becomes Autonomous Online</i> First Monday	2006
<i>Copyright Doesn't Cover This Site</i> Wired	2003

ORGANIZATIONS

New Media Society Vice President	2002 - 2004 2003 - 2004
Pi Mu Epsilon National Mathematics Honor Society	2003

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AWARDS

J. Morris Weinberg Student Innovation Award University of Maine	2006
John M. Rezendes Ethics Award University of Maine Honors College	2003
Student Employee of the Year Nomination University of Maine	2000
Student Employee of the Year Nomination University of Maine	1999
National Merit Scholar National Merit Scholarship Corporation	1996

REFERENCES

References available upon request.