

JOSEPH AMODEI

SOCIALLY ENGAGED CREATIVE TECHNOLOGIST & ARTIST

STATEMENT

Joseph Amodei (they/them) is a new media artist, theater designer, activist, and educator. Joseph conceives of art as a powerful epistemic and emotional tool for examining assumed realities. Their work combines innovative technology, extensive research, and hope for alternate futures to invite audiences into a communal process of debriefing and re-learning.

CONTACT

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SELECTED PROJECTION/VIDEO DESIGN

| PRODUCTION | DIRECTOR/COLLABORATOR | COMPANY |
|---|---------------------------|--|
| THE DANCE FLOOR, THE HOSPITAL ROOM, THE KITCHEN TABLE | LYAM GABEL | CARNEGIE MELLON UNIVERSITY |
| PACKING AND CRACKING* | RACHEL GITA KARP | DRAMA LEAGUE, UNC PROCESS SERIES (FORTHCOMING) |
| ATLAS OF DEPRESSION | EBEN HOFFER | CARNEGIE MELLON UNIVERSITY |
| THE MOUNTAINTOP | KATHY WILLIAMS | HERITAGE THEATER FESTIVAL AT UVA |
| THE PATTERN AT PENDARVIS*† | JOSEPH MEGEL | NEW DOG/STREET SIGNS AT HERE |
| I'M VERY INTO YOU (CO-DESIGN ADAM THOMPSON) | SARA LYONS | OUTSIDER FESTIVAL |
| THE CLOTHESLINE MUSE* | MAYA & NNENNA FREELON | NATIONAL BLACK THEATER FESTIVAL & TEXAS A&M UNIVERSITY & NPN |
| TO BUY THE SUN* | KATHY WILLIAMS | HIDDEN VOICES |
| MARJORIE PRIME* | JEFF STORER | MANBITES DOG THEATER |
| THE MIRACULOUS AND THE MUNDANE* | JOSEPH MEGEL | MANBITES DOG THEATER |
| THE TRAMPS NEW WORLD* | ROB JANSEN & JOSEPH MEGEL | MANBITES DOG THEATER |
| RACE AND WASTE IN ALUMINUM TOWN*† | JOSEPH MEGEL | UNC PROCESS SERIES |
| AN UNPRODUCED READING OF A SCREENPLAY ABOUT THE DEATH OF WALT DISNEY* | JOSEPH MEGEL | MANBITES DOG THEATER |
| BALLET UNDER GLASS | TYLER WALTERS | DUKE BALLET FORWARD INITIATIVE |
| WARNING SIGNS | DAVID KANTOUNAS | DREAMWORKS THEATER BERLIN |
| HOW I LEARNED TO DRIVE* | ASHLEY GUNSTEENS | UNC CHAPEL HILL |

* indicates also Sound Designer

† indicates also Lighting Designer

EDUCATION

2017 - 2020 MFA IN VIDEO/MEDIA DESIGN
Carnegie Mellon University, Simonds Fellow

2009 - 2013 BFA STUDIO ART
University of North Carolina at Chapel Hill
Minors in Philosophy & Music

RESIDENCIES/OTHER

Residencies: Liveness Lab (Orchard Project, NYC), Studio for Creative Inquiry Residency in Your Room, Avante Gardens Resident (Anonymous Ensemble, NYC), TAKT (Berlin), Penland School of Craft (NC)

Awards: Studio for Creative Inquiry FFRF grant (CMU), Francis L. Phillip travel award (UNC), GuSH Research Grant (CMU)

Art Exhibitions: MAGMA (Romania), North Carolina Museum of Art, Allcott Gallery (NC), Kunstraum Tapir (Berlin), Yuxtapongo (NC)

SKILLS

New Media: game design engines (Unity), Arduino, experimental capture technology, web and app development, data storytelling, virtual and augmented reality development, Spark Ar and Lens Studio

Live programs: Millumin, Isadora, Watchout, D3/Disguise, Qlab, Lightwright, Vectorworks, Max/MSP, live camera systems, Syphoner

Visual/graphic: Adobe Photoshop, After Effects, InDesign, Illustrator

Coding: Python, p5.js, JavaScript, C#, Java, GLSL, ISF

3D Animation and Video: Cinema 4D, Maya, Adobe Premiere, FinalCut Pro, live camera capture, Audacity and Logic (audio), interview documentation

Technical: lighting console programming (Hogs and ETC), basic audio engineering, advanced video/media engineering, advanced lighting technician, networking and OSC signal control, Installation/video art practice.