

NETTRICE R. GASKINS

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EDUCATION

Georgia Institute of Technology, Atlanta, GA

Ph.D. Digital Media (candidate), anticipated graduation May 2014

School of the Art Institute of Chicago, Chicago, IL

MFA in Art and Technology, May 1994

Pratt Institute, Brooklyn, NY

BFA in Computer Graphics, With Honors, June 1992

EXPERIENCE

Public Art Films Inc., August 2011 – present. Bellingham, WA.

Social Media Strategy Intern. Style Wars Film Restoration Project and Blogging.

Georgia Institute of Technology Enterprise Innovation Institute and School of Public Policy, July – August 2011. Atlanta, GA.

Science, Technology, Innovation and Policy Intern. Research area: Cross-Cluster, Cross-Region Analysis of Mobile Augmented Reality in the Private Sector in the US.

Georgia Institute of Technology, August 2010 – present. Atlanta, GA.

Instructor. Teach Principles of Visual Design in the School of Literature, Communication, and Culture.

PBS Art in the Twenty-First Century. November 2009 – present. New York, NY.

Blogger. Column: Weekly Roundup and New Media topics.

Massachusetts College of Art and Design, December 2004 – May 2010. Boston, MA.

Faculty/Staff. Teach foundation level, new media art, animation, and Second Life courses. Provide digital art training and support across the college.

College of Public and Community Service, UMass Boston, January 2003 – May 2009.

Faculty/Staff. Teach multimedia production, media literacy, and online courses. Provided oversight and coordination of digital media production and distribution of Commonwealth Broadband Collaborative projects, including production of the First Tuesday TV/Web series.

BNN-TV Multimedia Center, August 2000 - February 2004. Boston, MA

Director. Performed daily management of a community media and technology center. Coordinated open access, basic workshops, in-depth courses and classes for youth.

SKILLS

Proficiency in visual art and design, Web 2.0 and iOS platform/applications, web design/HTML/CSS, Argon augmented reality browser, Apple Xcode, Google SketchUp, Adobe Creative and Production Suites, Second Life, Unity 3D, Microsoft Office, Final Cut Studio, Quark Xpress, Macromedia Director, and various online course management systems.

Digital media production and workflows include still/static media (digital imaging and design), dynamic media (nonlinear editing and scoring, 2-D animation), and interactive media (Web, CD/DVD).

PUBLICATIONS

Gaskins, N. "Urban Metaphysics: Creating Game Layers on Top of the World," Mediascape META (upcoming fall 2011 issue).

Gaskins, N. "Cybism and Decoding the Letter: Building Afro-Futurist Styled Game Layers on Top of the World," ISEA Istanbul 2011. Web: <http://isea2011.sabanciuniv.edu/paper/cybism-and-decoding-letter-building-afro-futurist-styled-game-layers-top-world>

Gaskins, N, "Afro-Futurism: Countering Mass Culture's Reductional Breakdown Through Creative Forms of Representation," Friction Research Issue #4, Nictoglobe Independent Online Magazine. Web: <http://tinyurl.com/3aqgxb>

MEMBERSHIPS/ASSOCIATIONS

Board Member, National Alliance for Media Arts and Culture, San Francisco, CA 2005 – present

Board Member, Community Technology Centers Network Washington, D.C. 2003 - 2006

Steering Committee Member, Commonwealth Broadband Network (CBC) Boston, MA 2001 – 2004

GRANTS/FELLOWSHIPS/AWARDS

Honorable Mention, Knight Arts/NEA Community Arts Journalism Challenge 2011.

President's Fellowship, Georgia Institute of Technology, Atlanta, GA 2010 - present

Phillip Morris Fellowship for Artist's of Color, School of the Art Institute of Chicago 1992 - 1994

Pratt National Talent Search, First Place Computer Graphics, Pratt Institute, New York, NY 1988