

Daniel Perlin

daniel@danielperlin.net

www.danielperlin.net

Curriculum Vitae

Exhibits, Performances, Sound, Teaching, Writings/Discography

Born 1974, North Adams, Mass.

Lives in Brooklyn, NY

Education

Masters of Professional Studies 2005
Interactive Telecommunications Program
Tisch School of the Arts, NYU,

Master of Arts
Portuguese and Brazilian Studies, Brown University, 1999
Thesis: *Tracing Tropicália: Modern Brazilian Cultural Production*

Bachelors of Arts
Modern Culture and Media, Music, Brown University, 1997
Magna Cum Laude, Phi Beta Kappa Society

Residencies

Artist in residence at Hangar, Barcelona, Spain, 2006
Whitney Independent Study Program as a studio artist 2005-2006
Fellow, Pembroke Center, Brown University, 1998-99
Aesthetics, Politics and Difference year-long Post-Doctoral seminar

Media Design

LBi
Interaction Designer
Design Consultant for new media clients include Bristol Meyers Squibb
iPhone app and browser design
<http://www.lbi.com/us/>

R/GA
Future Visions writer
New technologies and new strategies for new media, tech writing and internal consulting
Rga.com

LAR/Fernando Romero
Created and Deployed social software system for carpooling for developing nations. Mexico City, Mexico
Aventon.net (in progress)

daniel perlin curriculum vitae
daniel@danielperlin.net
www.danielperlin.net

Interactive producer/ Interaction Designer
Wieden + Kennedy, New York -2007
Oversaw deployment and production of site content and design for
ESPN, ESPN2, Nike, One.org (Bono)
www.wk.com

Interaction Designer
Created Interaction design and oversaw deployment for
Leading social software website for Sports
Takkle.com -2006-2007
www.takkle.com

Interactive Producer/ Interaction designer
The Happycorpglobal – 2006
Producer for multiple clients including Brooklyn Brewery
direct account management, multiple simultaneous accounts
www.thehappycorp.com

Director interaction design
Root Markets -2005-2006
Lead interaction design creation and deployment of Firefox plugin and browser
based data visualization software for tracking your own movements through the
web.
www.root.net/vaults

Interaction Designer/Information Architect Acconci Studios
Consulting Interface and product designer 2005-2007
Creation and deployment of numerous physical installations in urban
environments including bus-stop audio jack pieces.

User Experience Designer/Information Architect
Scholarly Technology Group, Brown University 1997-99
Team created streaming audio and text oral histories
www.stg.brown.edu/projects/1968/

Interactive Installation direction

2009

What Is Missing? For Maya Lin Studios, 9 channel video and audio Installation
design and oversight, Beijing China

Local Projects media production studio. Studio acoustic and space design and
deployment oversight

2008

Viraphone sound installation with Vito Acconci, Sarina Basta audio system
designed and installed in bus stop in Madrid, Spain, 2006, 2008 New Museum,
New York

Spatial sound design and design oversight space re-design, Storefront for Art
and Architecture New York.

2007

For The Birds installation with Natalie Jeremijenko and Phil Taylor, interactive bird perches, Whitney Biennial 2006, MASS MOCA, 2007

2002

Mutations Installation sound and design for Rem Koolhaas, Sanford Kwinter, TN Probe Gallery, Tokyo, 2002

Collaborations and Group Shows

2010

Thermal Scanner new design for Quarantine exhibit, Storefront for Art and Architecture, New York

Feature film sound design and mix for DDR/DDR by Amie Siegal. Harvard Feature film sound

2009

What Is Missing? media designer, installation supervisor and consultant for Maya Lin and Maya Lin Studios, Beijing, China

Miami Basel NADA art fair 2009, New Museum opening night, Sound Performance

Re:construction 2 sound performance, P.S.1, New York

2008

Viraphone: audio only with Vito Acconci and Serina Basta, Unmonumental, New Museum, New York

Dance Faster wireless headphone performance, Performances Z-A, Ring Dome, Storefront For Art and Architecture, New York

Everything I need sound design for film by Matthew Buckingham, Hamburg Hauptbahnhof, Berlin, Germany

2007

Protect Yourself From Yourself: Remote, honorary mention, New media Arts awards, New York

Blood Sea by Janaina Tschape, 4 channel video installation sound design, Musée de art Moderne, Centre Pompidou

EIN sound design for film by Matthew Buckingham, London

Perform-A-Seat with Vito Acconci, sound and light design, D'amelio terras, New York

2006

Section 215, 217 video screening, Chelsea Art Museum

For the Birds installation with Natalie Jeremijenko and Phil Taylor Postmasters Gallery

Protect Yourself from Yourself installation, Whitney ISP open studios, Chelsea Art Museum

Sound design for *Perlin Papers*, audio work by Jenny Perlin, Artist Space, New York

Viraphon with Vito Acconci, Sarina Basta, installed at Diapason gallery, New York

For the Birds installation with Natalie Jeremijenko and Phil Taylor Whitney Biennial 2006

For the Birds installation with Natalie Jeremijenko and Phil Taylor Postmaster's Gallery New York

2005

Tunnel_Vision 5 channel cellphone video installation with dj/rupture at Temporary Contemporary gallery London

For the Birds installation with Natalie Jeremijenko and Phil Taylor Postmasters Gallery New York

Viraphone sound installation with Vito Acconci, Sarina Basta for bus stop in Madrid, Spain

For The Birds installation with Natalie Jeremijenko and Phil Taylor MASS MOCA Control Room 813 thesis show at Interactive Telecommunications Program, NYU

2004

Emergency Phone Installation ITP NYU. Everyday control object #2 with live telephone

Sereias installation sound design with Janaina Tschape. Tampa Museum of Contemporary Art, Tampa FL. and Sikkema Gallery, New York.

Constructio Infernalis film by Gary Breslin and Christoph Draeger music and sound design. Installation at Roebbling Hall, New York

2003

N.A.S.D Projekt Fledermaus Sound design for split screen video installation by Nin Bruderman. Priska Juschka Fine Art, New York

2002

Capsules video installation sound design, Queens Museum, New York

Sound designer for *Mutations* Exhibition for Rem Koolhaas, Sanford Kwinter and Stefano Boeri, Musee Arc En Rêve, Bordeaux, France and TN Probe gallery, Tokyo Japan

2001 Sound designer for *Mutations* Exhibition for Rem Koolhaas, Sanford Kwinter and Stefano Boeri, Musee Arc En Rêve, Bordeaux, France

2000 *Uma Cidade* (Monica Simoes) Video Installation Dir. Monica Simões. Sound Designer São Paulo Biennial 2000

Sound design for film

2008 *This is Not a Robbery* feature documentary, sound design and Mix dirs. Adam Kurland and Lucas Jansen, Tribeca Film Festival

The Skeptic feature film sound design director Tennyson Bardwell

2007 *Everything I Need* sound design and mix, 25 minute installation, Director Matthew Buckingham

Staged Archive Director Myram Jafri, 15 minute short, Berlin Biennial

The Descent sound design for feature film. Dir. Talia Lugacy

2006 *Old Joy* Kelly Reichardt Director. Sound design for feature film.

2005 *Junebug*, Phil Morrison Director sound design for feature film

Palindromes, directed by Todd Solondz. feature film sound design

2004 *Fog of War* directed by Errol Morris. Feature film sound design

The Wait Ernesto Solis, Director. Short film music. Selected Rotterdam film festival.

2003 *Stoked: The Rise and Fall of Gator*, Dir. Helen Stickler. Feature film sound mix

Brother To Brother, Dir. Rodney Evans Feature Film sound design (sundance film festival)

God is Brazilian, Director Carlos Diegues, Feature film sound design. Columbia pictures.

Man of the Year Director Luiz Fonseca winner san francisco film festival. sound design

2002 *Que Sera, Sera* Dir. Murilo Salles Supervising Sound Editor Columbia Films/CBD Filmes Winner, Best Film, Rio International Film Festival 2002

2001 *Interview With the Assassin* Director Neil Burger, Feature film sound design, Mix Supervisor Planet 10/Sound One New York. Gotham Awards.

daniel perlin curriculum vitae
daniel@danielperlin.net
www.danielperlin.net

2000 Northeast Director Vincente Amorim Feature Film sound Design, Mix Supervisor. Rio Film Festival 2001, Winner Best Documentary Miami Film Festival, 2001

Não Fique Pilhado (TibetFilme) Music for 3D animation short film. Winner Anima Mundi Voters' Choice, 30+ festivals Screened at Guggenheim NYC, 2001

1998

Say it Isn't So Directed by Odetta Ciancarelli. Music and sound design. Rotterdam Film Festival

Sound for Television

2003

Cosmopolitan Sound Designer, Mix Supervision 1 hour HD narrative for PBS

This Is a Game, Ladies Sound Designer 2 hour documentary for PBS

NYPD Sound Designer Documentary feature for Discovery Channel

2002

Trust Me Sound designer Documentary feature (Showtime)

Russia Sound designer for 4 hour documentary (The History Channel)

Brother to Brother Dir. Rodney Evans Sound Designer (PBS)

Oswaldo Cruz na Amazônia Sound Designer/Mix Dir. Joana Collier (GNT)

2000

Casa Grande e Senzala. Director Nelson Pereira dos Santos Sound Design and Mix (GNT, Brazil and HBO France)

O Vale (VideoFilmes) Dirs. João Moreira Salles, Marcos Sá Correa Sound Designer (GNT)

Um Dia Qualquer (VideoFilmes) Dirs. Izabel Jaguaribe, Zuenir Ventura (GNT)

Passageiros (VideoFilmes) Dirs. Dorrit Harazim, Izabel Sound Designer/Mixer GNT

Santa Cruz (VideoFilmes) Dirs. João Moreira Salles, Marcos Sá Correa 1999/2000 (GNT)

Radio

2005

Portable FM transmitter construction and public broadcast, Bayard Rustin, New York

1996-99

Jazz and Reggae DJ for WBRU, Providence, RI

Radio play "Prosthesis" performed, WBRU, Providence RI

1993-1995

DJ for WMCN, St. Paul, Minnesota

Street Sound: Bay Area Street Musicians Broadcast Director Public Radio, St. Paul
Ur-Music: Music and Architecture Broadcast Director Public Radio, St. Paul;
Site specific recording and interview, Vienna, Prague, Brno, Berlin, Venice

Panel/Lecture/Teach

2010

Adjunct Profesor, Interactive Telecommunications Program, Tisch, NYU Course
Sound and the City: Sound and Urban Intervention

Panel and Lecture, Parrsons, Shockwave Riders confernece

2009

Guest Juror, Columbia University GSAPP program, Pratt Architecture and
design program , Interactive Telecommunications Program, Tisch, NYU

2007

BYO, Bring Your Own panel on art and intervention: Harvard University,
Cambridge, Mass

High Voltage Fields: Who's Guarding the Guards: Panel on surveillanc art,
Schednectady Musem, NY

Art and Commerce: New Media Arts Awards panel, New York, NY
Invited Guest participat, Laboral museum, Gijon, Spain

2006

Sonic.Focus conference panel participant, Brown University, Providence, RI
Conflux festival participant, Brooklyn, NY

2005

Sound and The City: New York teaching artist, New Media Collaborative
yearlong course, Eyebeam, NYC. Yearlong curriculum design and teaching.
Course focused on sound, cartography and new media. After creating their own
binaural headphones, students created a google-map mashup with deep
listening pieces, photos and sound works.
<http://www.nmc.undividedproductions.org>

Created and hosted *End/Begin:towards new models of activism*, panel with Clay
Shirky, Trebor Scholz, Carrie McLaren, Tyler Nordgren (Yes Men, Conglomco).
Tisch School of the Arts, NYU
Guest speaker for Morton Subotnick course on Interactive Art, NYU

2004

Sound and The City: New York version I teaching artist, New Media
Collaborative. Created yearlong course. Eyebeam, NYC. Students learned
sound editing, mixing and design as well as web programming. In addition, they
learned podcasting and principles of acoustics.

Share, Share Widely conference paper "Mapping new media art institutions."
for the iDC, CUNY, New York

Digital Day Camp, Eyebeam Atelier. Course on videogame creation and the
Highline. New York

2001

daniel perlin curriculum vitae
daniel@danielperlin.net
www.danielperlin.net

Sound for Image Lectures, New School for social research, New York
Movimento Sem Terra: Bahia Mata Atlântica Collaborative Video Documentary
as part of course in Bahia, Brazil with 15 students, from Miami University of
Ohio.

Final Cut Pro, Pro-Tools Rio de Janeiro, Escola de Pós, RJ 2001-02. Course
created to teach skills of video and sound post-production.

1999

Studio Music Course on Pro-tools, Vision DSP, Performer and others.
Music Department, Brown University Summer Program, 1999

1997

Providence /Portugal Film Festival Film Festival Coordinator and Panelist, 12 day
35mm festival

Teaching Assistant, Soundtracks, professor Roger Mayer, Brown University

Discography (selected)

2008

Unmonumental audio: Viraphone, with Vito Acconci and Serina Basta

Rich and Shameless EP N-RON and Small Change (giantcorporaterecords)

Found and City with Vito Acconci XLR8R podcast, Kid Kameleon

Pure Fire featuring N-RON, reaganomics, peter gunn and criterion (applecore
02)

2007

Ciftelia remix with dj/rupture (blue moon records)

Pure Fire featuring NRON, reaganomics, peter gunn and criterion (applecore 02)

2005

Pull It Up! 7" record with mikeo, (Tax Records02)

DVD multiples with video from installation Tunnel_Vision for Sonic Acts Festival
XI

1999-2004

A thunder sound NRON and Leftenant (undivided records)

Alface collection CD featuring Woyzeck (*the band*) Banguela/Warner Music,
Brazil

Fragment Duo i.i (sheldon records)

The Amoebic Ensemble

1997

BelezaTropical II (Luaka Bop/Warner Records) assisted producer for David
Byrne's world music label. Translator.

TV/FILM Direction

daniel perlin curriculum vitae
daniel@danielperlin.net
www.danielperlin.net

2004

AFJ Director, Documentary on Jamaica and its needs DVD

Fahrenheit 911 interviews for feature film by Michael Moore. Local Director Rio de Janeiro and São Paulo, Brazil

2003

Boom! Music Video Director Michael Moore. Local Director, Rio de Janeiro and São Paulo, Brazil 2003

2002

Amazing Race Local Production Coordinator for CBS, 3 city shoot Brazil

Venha-Ver (Come and See): Jewish Brazilian Cowboys Feature DV Documentary in progress 2002

Languages:

Portuguese, Spanish, reading French