

Kerstin Larissa Hovland

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515-231-0080

Education

2009-2012 **Master of Fine Arts**
California Institute of the Arts
Experimental Animation and Integrated Media

2002 -2007 **Bachelor of Fine Arts**
Iowa State University
Integrated Studio Arts
Minors: Computer Science, Digital Media Design

Technical Proficiency

Animation/Motion Graphics
C/C++/Java/HTML5
iOS Development
Cinema 4D
Custom Electronics
After Effects/Illustrator/Photoshop
Final Cut Pro/Premiere/Pro Tools
Processing/openFrameworks

Employment

1/2009-2012 **Partner, Electronic Countermeasures, LLC, Los Angeles, CA**

- Create animations and video content for live events, installations, and theater
- Design playback, interaction and projection systems
- Develop custom software and electronics for installations, art, live events and theater

9/2010 - 5/2012 **Interactive and Video Design Freelance, Los Angeles, CA**

- Designed playback, interaction and projection systems for theater, performance art, and live music productions
- Designed and developed software, interactive solutions and websites for various clients

9/2010 - 5/2012 **Programming and Software Instructor, Technical Mentor, Center for Integrated Media, California Institute of the Arts Valencia, CA**

- Taught a series of workshops and mentored students individually in Processing, Arduino, commercial software, and basic electronics
- Maintained the Center's equipment and check-out database
- Video editing, web presence maintenance, and project support

9/2010 - 5/2012 **Development Technical Assistant, CalArts School of Film/Video, California Institute of the Arts, Valencia, CA**

- Performed hardware and software maintenance for the Experimental Animation Labs
- Wrote UNIX scripts to automate maintenance tasks with Apple Remote Desktop
- Software packaging, deployment, and testing, and troubleshooting

1/2005-9/2006 **Technical Artist: Environment Creation, Micoy Corporation, Ames, IA**

- Modeling, texturing and render management for panoramic projection

1/2003-6/2005 **Research Assistant, Virtual Reality Application Center, CRC/NSF/AIA, Ames, IA**

- Joined the National Science Foundation Beijing and American Institute of Architecture project teams to implement code and model optimization for virtual psychological test environments and architectural walk-throughs
- Worked with a software development team to integrate sensors into the CAVE virtual reality environment and acted as Teaching Assistant for Wireless Network and Sensor course

5/2004-8/2004 **Embedded Systems Intern, Lockheed Martin Corporation, Eagan, MN**

- Embedded systems software development and testing for custom integrated graphics engines
- System and network administrator for Linux-based testing environment

Grants & Awards

2010 CalArts Interdisciplinary Grant
2010 School of Film/Video Project Grant
2009-2011 CalArts Scholarship

2007 Graduated Cum Laude
2007 Graduated with Full University Honors
2004 Lockheed Martin Engineering Scholarship