

Zach Duer CV – April 18, 2022

## Education

- 2014 M.F.A., Kinetic Imaging, Virginia Commonwealth University, Richmond, VA  
2009 M.A., Music Composition, Mills College, Oakland, CA  
2007 B.M., Music Composition, Minnesota State University Moorhead, Moorhead, MN  
*summa cum laude*

## Professional Appointments

- 2017 - Assistant Professor, Virginia Tech, Blacksburg, VA  
2016 - 2017 Immersive Environment Specialist, Virginia Tech, Blacksburg, VA  
2013 - 2015 Instructor, Virginia Commonwealth University, Richmond, VA

## Selected Exhibitions, Screening, and Performances

- 2022 *World Stage Design 2022 & Scenofest*, Calgary, Alberta, Canada. (upcoming)  
2022 Sound and Music Computing Festival, Saint-Étienne, France. (upcoming)  
2022 *Noise Floor*, Stoke-on-Trent, England. (upcoming)  
2022 *Society for ElectroAcoustic Music in the United States National Conference*, Kalamazoo, MI.  
2022 *Dance Camera Pandemia / Dance Camera Istanbul*, Istanbul, Turkey, online.  
2021 *15<sup>th</sup> International Symposium on Computer Music Multidisciplinary Research*, Tokyo, Japan, online  
2021 *18<sup>th</sup> Brazilian Symposium on Computer Music*, Recife, Brazil  
2021 *Seoul International Computer Music Festival*, Seoul, South Korea  
2021 *San Francisco Dance Film Festival*, San Francisco, CA 2021  
2021 *#social*, Czong Institute for Contemporary Art, Gimpo, South Korea  
2021 *Sans Souci Festival of Dance Cinema*, Boulder, CO  
2021 *Screen Dance International Festival*, online  
2021 *Festival de Cine-Arte en la Frontera, 11<sup>th</sup> Edition*, San Cristóbal, Venezuela  
2021 *International Computer Music Conference 2021*, online  
2021 *Excessive Realness*, online  
2021 *Experimental Dance & Music Film Festival*, Carlton Cinema, Toronto, Canada and LA LIVE Regal Cinemas, Los Angeles, CA  
2021 *Red Rock ScreenDance Film Festival*, Electric Theater, St. George, UT  
2021 *New York City Electroacoustic Music Festival*, online  
2021 *Society for Electroacoustic Music in the United States (SEAMUS) Virtual National Conference*, online  
2021 *DANCINEMA*, online  
2021 *AltFF Alternative Film Festival 2021 Spring Edition*, online  
2021 *IEEE 6<sup>th</sup> VR Workshop on Sonic Interactions for Virtual Environments 2021 (SIVE 2021)*, online

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- 2020 *7<sup>th</sup> ACM SIGPLAN International Workshop on Functional Art, Music, Modelling and Design*, Jersey City, NJ (Online COVID-19)
- 2020 *SIGGRAPH 2020*, Washington D.C (Online COVID-19)
- 2020 *Artist Statement #5*, Czong Institute for Contemporary Art, Gimpo, South Korea.
- 2020 *Conference for Research on Choreographic Interfaces*, Providence, RI.
- 2019 *6<sup>th</sup> International Conference on Movement and Computing*, Tempe, AZ.
- 2019 *International Conference for Auditory Display 2019*, Newcastle-upon-Tyne, UK
- 2019 *ACCElerate: ACC Smithsonian Creativity and Innovation Festival 2019*, Smithsonian National Museum of American History, Washington D.C.
- 2019 *Practicing Presence Festival*, Northampton, MA.
- 2018 *New Interfaces for Musical Expression*, Virginia Tech, Blacksburg, VA
- 2018 *Intersections: 16<sup>th</sup> Biennial Symposium for Art and Technology*, Connecticut College, New London, CT
- 2018 *Madatac 09\_2018*, Madrid, Spain.
- 2018 *Alliance for the Arts in Research Universities National Conference*, University of Georgia, Athens, GA
- 2017 *3<sup>rd</sup> Electroacoustic Music Festival Ecos Urbanos*, Tecnológico de Monterrey and the Superior School of Music, Mexico City, Mexico

#### **Publications in Academic and Professional Journals/Magazines**

- 2020 Duer Z., Ogle T., Hicks D., Fralin S., Tucker T., Yu R. Making the Invisible Visible: Bringing to Light the Hidden Histories of the World War I Tunnels at Vauquois Through a Hybridized Physical and Virtual Reality Exhibition. *IEEE Computer Graphics and Applications*, Vol 40 No. 4.
- 2018 Duer Z., Piilonen L., Glasson G.E. (2018). Belle2VR: A Virtual Reality Visualization of Subatomic Particle Physics in the Belle II Experiment. *IEEE Computer Graphics and Applications*, Vol. 38 No. 3

#### **Selected Conference Papers and Presentations**

- 2019 Duer Z., Hardwig S. (2019). *Body, Full of Time*. Border Control, The New Media Caucus Symposium. Ann Arbor, MI.
- 2019 Duer Z. (2019). *Educational Platforms for Immersive Student-Driven Learning*. College Art Association 2019 Annual Conference. New York, NY.
- 2018 Duer Z., Piilonen L., Glasson G.E. (2018). *Belle2VR – A Virtual Reality Visualization of Subatomic Particle Physics in the Belle II Experiment*. IEEE Vis 2018, Berlin, Germany.
- 2018 Yu R., Duer Z., Ogle T., Bowman D., Tucker T., Hicks D., Choi D., Bush Z., Ngo H., Nguyen P., Liu X. (2018). *Experiencing an Invisible World War I Battlefield Through Narrative-Driven Redirected Walking in Virtual Reality*. IEEE VR 2018, Reutlingen, Germany.
- 2017 Duer Z., Piilonen L., Glasson G.E. (2017). *Belle2VR – A Virtual Reality Visualization of Subatomic Particle Physics in the Belle II Experiment*. IEEE Vis 2017, Phoenix, AZ.

**Selected Grants**

- 2021 - \$14,741 – *Experiencing Civil War History Through Augmented Reality: Soldiers, Civilians, and the Environment at Pamplin Historical Park*. NEH Promotion of the Humanities Public Programs, Digital Projects for the Public grant. Responsible for 12.5%
- 2022
- 2021 \$5,000 – *Nomadic Performance Technologies for Dance-Making in the 21<sup>st</sup> Century*. Digital Matters Exhibition/Performance Faculty Grant, University of Utah. PI: Eric Handman. Responsible for 33%.
- 2020 - \$25,000 – *Viewfinder: Engaging Bystanders in VR-based Interactive Media Using Auxiliary Viewing Devices*. Major SEAD Grant, Institute for Creativity, Arts, and Technology. PI: Sang Won Lee. Responsible for 33%.
- 2021
- 2020 \$7,800 – *Process and Interface for Remote Choreographic Devices*. ICAT Rapid Response Grant, Institute for Creativity, Arts, and Technology. PIs: Zach Duer, Scotty Hardwig, Myounghoon “Philart Jeon. Responsible for 33%.
- 2019 - \$11,400 – *Body, Full of Time*. Major SEAD Grant, Institute for Creativity, Arts, and Technology. PI: Zach Duer and Scotty Hardwig. Responsible for 50%.
- 2020
- 2018 \$20,000 – *Pathways Grant Program*. PI: Zach Duer. Responsible for 25%.
- 2017 \$25,000 – *Embodied Virtual Reality for Training and Performance*. Institute for Creativity, Arts, and Technology Major SEAD Grant. PI: Todd Ogle. Responsible for 15%.
- 2017 \$20,000 – *Immersive Music Performance and Video Projection Mapping*. Institute for Creativity, Arts, and Technology Major SEAD Grant. PI: Charles Nichols. Responsible for 25%.

**Summary of Research Accomplishments**

Performances, Exhibitions, Screenings	62
International	27 (23 juried)
National	20 (7 juried)
Regional	1
Local	14
Peer-reviewed publications	2
Conference presentations	10
International	4
National	5
Regional	1
Internal Funding Amount	\$124,200 (\$39,973 responsibility)
External Funding Amount	\$19,741 (\$3,475 responsibility)

**Summary of Teaching and Service**

Courses Taught	38
Ph.D. Committees	2 (1 chaired)
M.F.A. Committees	19 (6 chaired)
Undergraduate Thesis Projects Chaired	19
University Committees	7 (2 chaired)
School of Visual Arts Committees	5