

Ben Lerchin

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benlerchin.com

EDUCATION

2020 (expected)

UCLA — Los Angeles, CA
MFA, Design | Media Arts

2013

Whitman College — Walla Walla, WA
BA, cum laude, Art

SELECTED EXHIBITIONS

2018

CRYPT2O, Centro Cultural de España — Mexico City, Mexico (collaboration as Queer AI)
QueerTech.io, Midsumma Festival — Melbourne, Australia (collaboration as Queer AI)

2017

Believe the Hype, B4BEL4B — Oakland, CA
Scene with ShyBot, The Lab — San Francisco, CA (collaboration as Norma Jeane)
Desert X Biennial, Desert X — Palm Springs, CA (collaboration as Norma Jeane)

2016

Public Square: Field of Inquiry, Yerba Buena Center for the Arts — San Francisco, CA

2015

Spring Juried Exhibition, wallaPopUP Gallery — Walla Walla, WA

2014

Many Waters: Artists from Walla Walla, Larson Gallery — Yakima, WA
Spring Juried Exhibition, wallaPopUP Gallery — Walla Walla, WA

2013

10x10x10Tieton, Mighty Tieton — Tieton, WA
Senior Art Thesis Exhibition, Sheehan Gallery — Walla Walla, WA
Juried Winter Student Art Salon, Sheehan Gallery — Walla Walla, WA

RESIDENCIES, LECTURES, AND PUBLICS

2017

Presentation, Living Room Light Exchange — Oakland, CA
Toolmaker in Residence, Signal Culture — Owego, NY

2016

Labor Network, Yerba Buena Center for the Arts — San Francisco, CA

2014

Web Contributor, BFAMFAPhD — New York, NY

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SELECTED BIBLIOGRAPHY

East Bay Express: Lefebvre, Sam. "The Truth is Out There" (06.14.2017)

New York Times: Finkel, Jori. "'Desert X' Treats Arid Space as a Rich Canvas" (02.24.2017)

KQED: Holmes, Emily, "Notes From a Secret Art and Technology Sleepaway Camp"
(07.22.2016)

SOFTWARE ENGINEERING

Freelance Web Developer (2012 — Present)

Architect and build high impact web experiences using bleeding-edge technologies for a mix of corporate, creative, and agency clients.

Full Stack Software Engineer, Junior.io (2016)

Led engineering teams on projects such as: interactive brand activation at SXSW, VR web app, corporate website launch, IoT prototype.

Web Developer and Experience Designer, Walla Walla Foundry (2013 — 2015)

Prototyped, designed and engineered a unique project management system solving business intelligence and workflow issues at a fine-art foundry.

Skills: Rapid Prototyping, Full Stack Development, Frontend Development, DevOps

CREATIVE TECHNOLOGY

Robotics Engineer, CODAME (2017)

Collaborated in the production of ShyBot, an autonomous people-avoiding robot. Prototyped and assembled electronics for motion control and telematics.

Apprentice to Ricardo Miranda Zuñiga, New York Arts Practicum (2012)

Supported fabrication and software development for two new media artworks. Prototyped interactions in Arduino and Processing. Assisted with woodworking tasks.

Skills: Physical Computing, UX/Interaction Design, Woodworking

COMMUNITY PROJECTS

Co-Founder, wallaPopUP (2013 — 2015)

Founded and managed a community pop-up art gallery hosting exhibitions, lectures and workshops for local artists in Walla Walla, WA.

Board Member, ArtWalla (2015)

Active board member for local arts organization. Led effort to develop web presence and outreach.

Design and Technology Intern, Mighty Tieton (2011)

Developed visual identities and templates for the arts organization. Designed exhibition catalogs. Established workflows for exhibitions and events.