

Curriculum Vitae - Volker Kuchelmeister

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Born 12th October 1966 in Straubing

Employment

- since 2002 Head of Media Laboratory and Lecturer in an academic position at the iCinema – Centre for Interactive Cinema Research, directed by Jeffrey Shaw
UNSW University of New South Wales Sydney Australia, College of Fine Arts.
- 1996-2002 Head of the Multimedia Studio at the ZKM | Center for Art and Media Karlsruhe, Germany,
Institute for Visual Media under direction of Jeffrey Shaw.
- 1993-1996 Freelance work and consultancy for Universities and the Digital Media Industry.

Education

- 1991-1995 Graduate Diploma Digital Media - Media & Computer Science.
Four-year degree program at the University of Applied Sciences Furtwangen (Germany),
Digital Media Department.
Diploma Thesis on the subject: "Human-Computer Interaction, Interface Design".
- 1989-1991 Three terms Computer Systems Course at University of Applied Sciences Konstanz
(Germany), Department of Computer Science.

Core Competences:

Conception and Management of digital media projects:

- Project lead, project management
- Specification
- Communication with clients and partners
- Project evaluation
- Conception and budgeting of custom-designed projects for exhibitions, museums, events, live performance, trade shows, ...
- Professional planning, budgeting and execution of complex film, video and photo shoots
- Design, CAD, planning, budgeting, production and supervision of custom-designed installations
- Efficient prototypical application development

Design:

- 2D/3D illustrations
- 2D/3D visualisations
- 2D/3D animation
- On-screen and physical interfaces

Technological Competences:

- Projection systems (passive/active stereo/3D, multi-projector installations, edge blending, non-linear projection surfaces)
- Digital image acquisition /capture with custom-designed camera systems (omni-directional, multi-camera rigs, multi-camera calibration and synchronisation, stereo/3D, high-speed, infrared)
- Multi-channel sound recording and playback
- Digital image processing (ultra-high resolution, stereo/3D, panoramic and spherical projections, geometric calibration, custom geometric warping)
- Custom-designed computer interfaces for user interaction and feedback (sensors, electronic, interfaces, light and motor control, video tracking)
- Prototypical development of mixed-media applications (3D geometry/animation, multi-channel video/audio, augmented reality)
- Real-time 2D/3D environments (OpenGL, real-time image processing, generative/algorithmical image and sound creation)
- Databases, data analysis and processing, statistical evaluation
- Communication protocols (OSC, MIDI, UDP, serial)
- Video formats, compression and processing (broadcast, DVD, streaming, RTP, H264, flash, SD/HD)
- Web 2.0 (JavaScript, Google maps API, social networking APIs)

Applications:

- Compositing: After Effects, Apple Motion
- Video editing, compression, mastering: Final Cut Pro, DVD Studio Pro, QuickTime, Compressor
- Image processing/editing: Photoshop, Apple Aperture, ImageMagic
- Illustration: Illustrator, Sketchup 3D, basic Maya
- Scripting: JavaScript, Ruby, Apple Script, Perl, Linux shell
- Development: Quartz Composer, Processing, MatLab, Adobe Director, Flash, some XCode C#, OpenGL, GLSL, Core Image
- Web: Dreamweaver, HTML, Web 2.0 JavaScript API's, Perl