

# Luke Demarest

Visual Artist +  
Web Engineer

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## Luke Demarest

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## Skills

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Teaching technology with a humanities center. Interests in free culture, free software, and human rights applications for technology and art.

Proficient with HTML5, CSS3, JavaScript, NodeJS, parametric programming for 3D printing, and drawing. Knowledgeable with linux systems, shell scripting, microcontrollers, and data visualization libraries.

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## Experience

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### Blackspace / Web Engineer + Conscious Code Facilitator

NOV 2016 - PRESENT, Durham, NC, United States

Developing main website and 3D printing web applications. Writing the initial grant for funding the 3D printing workshop, including funding for 3D printing hardware, laptop computers, software, and developing a teaching curriculum. Partnership with HacDC - the Capital Hackerspace, teaching weekly 3D printing workshop with high school students exploring identity and African American history and culture in the United States.

### Rosetta Stone / Web Engineer

DEC 2014 - NOV 2016, Washington, DC, United States

Campaign operations technical lead for Rosetta Stone's Web Strategy team. Contributed to a light-weight NodeJS static site build system optimized for digital marketing campaigns. Maintained Liferay Content Management System (CMS) for US, Hispanic, European, and Australian consumer and enterprise communities. Built multivariate testing experiences in Adobe Analytics using Dynamic Tag Manager, Test and Target, and Omniture. Integrated LivePerson, TrustPilot, and Storybox APIs.

### Dema Lab / Web Developer

MAY 2014 - PRESENT, Durham, NC, United States

Developing web applications, software tools, and data visualizations for artists, lawyers and consultant groups. Using HTML5, CSS3, JavaScript, NodeJS, and D3JS and P5JS data visualization libraries.

### American Underground / Artist in Residence

JAN 2014 - May 2014, Durham, NC, United States

Lectured on *Art Made with Code* for the Google Developer Group of the Research Triangle. Exhibited 15 digital prints from the *Eidolon* series (Media: Processing, drawing tablet, projector). Created *Our Circle*, a movement tracking art installation in a public space at the American Underground (Media: Raspberry Pi, Arduino + sensor, Processing).

## **Taubman Museum of Art/ Art Handling + Exhibition Assistant**

JAN 2011 - MAY 2013, Roanoke, VA, United States

Proxy-curator for *John Cage: the Sight of Silence*, a retrospective exhibition. Trained to industry standards for safely handling various forms of physical media. Installed 4 exhibitions of 3D, 2D, and digital works. Transported works of art from remote artist studios to the museum vault and galleries.

## **Mountain Lake Workshop / Principal Project Manager + Studio Assistant**

JAN 2011 - MAY 2013, Blacksburg, VA, United States

Developed and documented powerpoint lectures for John Cage Centennial events. Event locations included The National Academy in New York City, The Sorbonne in Paris, The MuseumsQuartier in Vienna, the Phillips Collection Center for the Study of Modern Art in Washington, DC, the Terra Foundation for American Art in Giverny, France, and the Museum der Moderne in Salzburg, Austria. Organized and lead groups of studio assistants during large-scale painting workshops. Documented and prepared materials for two different week-long workshops with Sally Mann, Jessie Mann and Liz Liguori and one-day workshops with Roger Reynolds, Dorothea Rockburne, Susan Quinn, Wulf Herzogenrath, and Toni Stooss. Managed Mountain Lake Workshop digital archive and website. Framed and archived 75 paintings sizing from inches to meters in scale.

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## **Education**

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### **Virginia Tech / BFA Studio Art, *cum laude***

AUG 2008 - MAY 2013, Blacksburg, VA, United States

I earned my BFA in studio art with a focus in new media/mixed media sculpture. I completed an extensive two year independent study with Professor Emeritus Ray Kass in the United States and Europe working on educational lectures, exhibits, and workshops for *John Cage Centennial Events*. I was a member of Virginia Tech's *L2Ork: Linux Laptop Orchestra* and co-lead a Pd-L2Ork music programming language workshop for the Boys and Girls Club of Roanoke. I volunteered for the Institute for Creativity, Art, and Technology.

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## **Awards**

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2013 - *School of Visual Arts at Virginia Tech Achievement Award - Outstanding Graduating Senior in Studio Art.*

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## Lectures + Public Speaking

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### LibrePlanet 2017 / Conference Speaker

March 25, 2017, MIT Stata Center, Boston, Massachusetts

### School of Media and Journalism / Guest Speaker

Feb 27, 2017, University of North Carolina at Chapel Hill

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## Volunteer

### HacDC: the Capital Hackerspace / Member

JAN 2016 - PRESENT, Washington, DC, United States

Member and teacher for weekly 3D printing meetups. Participant in bi-weekly linux meetups.

### School for Poetic Computation/ Event Volunteer

FALL 2014, New York City, NY, United States

*Poetic Science Fair*: Volunteered for the *Simple Machines* workshop. Helped with the basics of electrical circuits and iterative design process for building simple drawing robots.

### Institute for Creativity, Art, and Technology/ Event Volunteer

FALL 2012, Blacksburg, VA, United States

*Caine's Arcade Cardboard Challenge*: Volunteered for Childrens Build Day. Built machines from scrap materials with kids which eventually turned into fun arcade games.

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## Press

### CAUS for Learning: College of Architecture and Urban Studies

(2013) Virginia Tech

Pages 82/83 - *STUDIOPRACTICE.NET*: Aesthetics inside the network of art, research, technology, and design.

Pages 86/87 - *MOUNTAIN LAKE WORKSHOP*: Studio art.

### College of Architecture and Urban Studies: 50th Anniversary Photographic Journal 1964 - 2014

(2014) Virginia Tech

Pages 46/47 - *PEDAGOGY + SCHOLARSHIP*: highlighted senior thesis