Alexander Oliszewski, MFA

Assistant Professor, Media Design for Live Performance and Installation
The Ohio State University, Departments of ACCAD and Theatre

Advanced Computing Center
for the Arts and Design
331C Sullivant Hall
1813 North High Street
Columbus, OH 43210
Phone (614) 292-3416
Fax (614) 292-7776
Email Oliszewski.1@osu.edu
http://accad.osu.edu

Department of Theatre
Phone (614) 688-1434
Fax (614) 292-3222
Email   Oliszewski.1@osu.edu
           http://theatre.osu.edu

Education

Arizona State University, Tempe, Arizona
MFA in Theatre: Interdisciplinary Digital Media and Performance (May 2012)

Fort Lewis College, Durango, Colorado
BA in Liberal Arts, majors in Theatre and Philosophy (May 2002)

Selected Additional Education:

- Butoh Dance Workshop, weeklong master class in Minako Seki's specialized *Seki Method* of Butoh, held by Ohio State University's Department of Dance, ACCAD, and TFMA. (1/23)
- "Searching for Inclusive Excellence" Workshop, DEI training and guidance provided by Ohio State University (September 15, 2022)
- Isadora Troikatronix Workshop, a four-day master class taught by Mark Coniglio, developer of Isadora, a media server programming language commonly used in theatrical productions (July 8-12, 2013, 3LD Art and Technology Center, 80 Greenwich Street, New York City, NY 10006)
- Director's Workshop led by Broadway Director Thomas Kail (ATLAS Center, University of Colorado, Boulder, 2009)
- Multi-Media Projections Workshop, Representatives of Cirque du Soliel's production "LOVE" (ATLAS Center, University of Colorado, Boulder, 2009)
- Clown Workshop led by Hugh Romney (aka Wavy Gravy) (Fort Lewis College, Durango, Colorado, 2002)
- Puppet Activism led by members of Bread and Puppet Theatre (Fort Lewis College, Durango, Colorado, 2002)
- Alexander Technique (Fort Lewis College, Durango, Colorado, 2002)
- Lecoq/Neutral Mask led by John Flax of Theatre Grotesco (Fort Lewis College, Durango, Colorado, 2001)

Awards and Honors

Fort Lewis College Alumni Fellow in Theatre for distinguished accomplishments in the field I am honored to be the first person to receive this award in its inaugural year of being offered. (FLC, Durango Colorado, 2019)

Phi Kappa Phi Honor Society--Fraternity founded in 1897 to promote academic excellence in all fields of higher education and to engage the community of scholars in service to others." (joined 2012)

Outstanding Achievement in Design: Independent Play--The Survivor's Way—Presented by the Herberger Institute for Design and the Arts, Arizona State University (2011-2012 season)

Henry Lowenstein Award for Audio Design—"Dog Sees God"—Isadora Programmer and Assistant to Audio Designer Dave Johnson (Avenue Theatre, Denver, Colorado, 2007)

Outstanding Theatre Achievement--Presented by the faculty of the Theatre Department, Fort Lewis College, Durango, Colorado (May 2002)

Teaching Experience

Digital and Physical Lighting (OSU Graduate and Undergraduate Course ACCAD #6651) Redesigned a long-standing ACCAD/Theatre cross over course along with ACCAD/Design Associate Professor Kyoung Swearingen.

Performance and Narrative in Virtual Reality.
Introduction to Theatre Design (OSU Undergraduate Course ITD #2211) Department of Theatre, The Ohio State University (Spring semester 2012-present)

Introduction to Theatre Design (OSU Department of Theatre Graduate level Courses #5211 & #5212). Developed and taught in collaboration with Daniel Roth, Dustin Chaffin, and Jacob Pinholster (2012 to present)

Devising Experiential Media Systems (OSU ACCAD Course 5194.01) (Spring semester 2013)

Performance Technology (OSU ARTS COL 7101) Co-taught with ACCAD Senior Systems Design/Engineer Matthew Lewis (Fall semester 2012)

Film Media Practice (FMP #298) Department of Film, Arizona State University. Developed and taught in collaboration with Daniel Fine, Justin Chapman, and Jake Pinholster (Fall semester 2011)

Instructor--Live Design International (LDI) 2015 - 2020 annual convention. Four half-day sessions: Projection Content Creation: The Basics—Using Photoshop for Media Design (2 sessions); Advanced Projection—Design Solutions using *Isadora*, an interactive media server programming language (1 session); and Advanced Projection Design Solutions: Fundamentals of Video Mapping (1 session) (Las Vegas, Nevada, 22-25 October 2015, and subsequent years through 2020.)

Instructor--Live Design International (LDI) 2014 annual convention. Four half-day sessions: Projection Content Creation: The Basics—Using Photoshop for Media Design (2 sessions); Advanced Projection—Design Solutions using *Isadora*, an interactive media server programming language (1 session); and Advanced Projection Design Solutions: Fundamentals of Video Mapping (1 session) (Las Vegas, Nevada, 17-21 November 2014)

Master Class Workshop Leader—Programming *Isadora* for Live Performance. Instructed staff, faculty, and students of the Fort Lewis College Theatre Department in best practices and techniques using *Isadora* (Fort Lewis College, Durango, Colorado, October 2014)

Presenter- LDI Institute @ ASU--*Isadora* by TroikaTronix, From the course description online: *Isadora* is "one of the most powerful, approachable and popular software platforms on the market today for media in performance. Alex Oliszewski, professor of interactive technology at the Ohio State University and one of the leading *Isadora* programmers in the country, will guide students through *Isadora's* basic user interface, introduce methods of playback and control and explore concepts and possibilities for interactivity." (9am-5pm 9 January 2014)

Panelist--ATHE (Association for Theatre in Higher Education) Digital Images – Designer's Toys or Designer's Tools. Transcending Mere Projection: Devising Experiential Media Systems in Performance Authorship. Other panelists: Barbara Craig, College of the Holy Cross--Creating Expressionistic Images for Machina; Daniel Fine, Arizona State University--Interactive Media for Live Performance: Does It Matter?; Marcela Oteiza, Wesleyan University --The Interplay between Virtual and Actual; and Beth Wintour, freelance--Scenic Design. (Orlando, Florida. 1 August 2013)

Presenter-- Live Design International (LDI) annual convention. Photoshop for Media Design (one half-day session) (Las Vegas, Nevada 21 October 2012)

Presenter—Guitar Sense—New Media Authorship, presented to colleagues at Arizona State University Herberger School of Arts, Media and Engineering (Tempe, Arizona, 25 April 2011)

Workshop Leader--*Isadora* for Audio and Video Designers, Rocky Mountain Theatre Association Annual Festival (Fort Lewis College, Durango, Colorado 2009)

Workshop Leader—Final Cut Pro: Workflow and Basics, Denver, Colorado (2008)

Guest Presenter—Interactive Media Workshop, Class: Performance Art. Fort Lewis College, Durango, Colorado, Dr. Kathryn Moller instructor (2008)

Guest Presenter—The Boy and The Rainbow. Class: Creation Process, Media and Resources--Audio-Visual Story Telling, Dr. Kurt Lancaster instructor. Northern Arizona State University, Flagstaff (2008)

Guest Presenter—Introduction to Performance Technology. Class: Interactive Media Production, Dr. Kurt Lancaster instructor. Fort Lewis College, Durango, Colorado (2008)

Workshop Leader—Video Improvisation. Bayfield, Colorado Recreation Department. Worked with a group of nine children ages 9-12 to produce a 12 minute film titled "Banana TV" (Summer 2002)

Academic Advisor/Master's Students

Thesis Committee Member
Chelsea McPhilimey, MFA Lighting. Dept. of Theatre Graduated SP 2014
Jessica Cavender, MFA Dance. Dept. of Dance Graduated Spring 2016.
Anna Brown Massey, MFA Dance. Dept of Dance. Graduated Spring 2017.
Sarah Lawler, MFA Lighting and Scenic. Dept. of Theatre. Graduated 2017.
Axel Cuevas Santamaria, MFA, Art. Dept. of Art. Graduated 2018
Kelsey Gallagher, MFA, Lighting Design. Dept. of Theatre. Graduated 2018
Brianna Joseph, MFA Dance. Dept. of Dance. Graduated 2018
Cynthia Overton, MFA Costuming. Dept. of Theatre. Graduated SP 2019
Anne Patterson, PHD Theatre. Dept. of Theatre. Graduated SP 2019
Brianna Rae Johnson, MFA Dance. Dept. of Dance. Graduated SP 2019

Jake Atayal, MFA Actor. Dept. of Theatre. Graduated AUT 2020
Sean Naughton, MFA Actor. Theatre. Graduated AUT 2020
Emily Craver, MFA Dance. Dept. of Dance. Graduated AUT 2020
Kenny Olson, MFA Design. Dept. of Design. Graduate SPR 2021
Matthew Catelon, PHD Philosophy in Theatre. Dept. of Theatre Film and Media Arts. Scheduled to graduate SP 2023
Juan Brenes, Design, Art, and Interactive Media (DAIM). Dept. of Design. Graduates SP 2024

Thesis Committee Chair and Advisor
Jenna Ko, 2021-2022. Withdrew from program SP of 2023.

Media Design Advising
Will Ledbetter, "Indecent", Thurber Theatre. OSU 2018

Media Design and Projections

"Indecent" – Media Design. 1 channel design. Directed by Leda Hoffman. Developed a heightened supertitle design and programmed its implementation, while also training a board operator to run it during the performance as per the script's requirements. Enhanced the integration of the supertitles into the production through the use of delicate animations and meticulous typography, and a close collaboration with scenic designer Dan Grey for seamless integration with the live performance environment and visual and dramaturgical aesthetics. This design was executed for the nationally renowned anti-racist theater company CATCO, (Rife Center CATCO stage, Columbus, OH. (2022)

"Violet" – Media Design Advisor to Jenna Ko. 2 Channel design. Provided mentorship and guidance to Jenna Ko on her first media design. Was responsible teaching the process of integrating the motion capture data from the automated set into the media server. SP, 2022)

"DigiEye Film Festival" – 2 channel, 1 live camera. A COVID-19 pandemic inspired outdoor film festival featuring architectural scale projections of student work selected for the DigiEye Festival. This presentation also included a live camera dance performance that spanned over 100 feet of visual distance between projections on the building and the performer Tera Lee Burns. (2022)

"Collective Rage, A Play in Five Betties" – Designed, programmed, and deployed a bespoke online real-time tele-present performance system and co-show design for this play, successfully pivoting into a new theatrical and academic reality brought on by the COVID-19 pandemic. Rapidly prototyped and deployed a customized online performance platform to facilitate the real-time performance of the play, which incorporated 5 live performers, 2 backstage technicians, and 1 stage manager, and was able to present to an online audience of up to 500 simultaneous viewers. This system not only included the integration of supertitles and descriptive text, but also ensured compliance with all Ohio State University policies concerning disability services. Based on the Zoom platform, the final system allowed for unique visual compositions, integrated animations, and complicated compositing options not otherwise possible using the existing functionality of the Zoom platform. This may be understood as a 6x500 channel media design, ADA compliant, with a bespoke media server comprised of elements from Isadora, NDI, Zoom, Syphon, and my own original code.
NB: This project represents a significant accomplishment and advancement in the field of media design and tele-present theatrical performance technology, as well as a notable integration of this technology into pedagogical outcomes for the students involved. It was a response to the extreme effects caused by the

COVID-19 global pandemic and must be understood as both a design accomplishment and a technological advancement in tele-present performance achieved during a significantly stressful and challenging time of trauma. Indeed, it must not be forgotten in the years to come just how significant the pivot forced by the COVID-19 pandemic has had on all modes of instruction, performance, and work life balance. My research was being actively shared and distributed to other designers and educators in my field through my affiliations at USITT. In this way, my work on this show contributed, facilitated, and contributed to supporting the industry and entire field of research. I must of course also acknowledge that this community was invaluable as it provided significant support, guidance, and inspiration for me as well. (March, 2021)

"The Curious Incident of the Dog at Night" – 2 channel 3D projection mapped Media Design that heavily integrated through the use a BlackTrax realtime light, audio, media, and motion tracking system with Lighting Designer Mary Tarantino's intelligent lighting design. (OSU, Bowen Theatre, April, 2019)

"Execution of Justice" – Media design. 2 channel. 3 live cameras. Integrated media server with realtime motion capture data integrating content with the automated set. Directed by Kevin McClatchy. (SP 2018)

"Beneath: A Journey Within"— Media design created in collaboration with Dan Fine, Lance Gharvi, and Miwa Matreyek. "Beneath is a media-rich performance exploring the science and mysteries of the Earth's deep interior, including current research being conducted by ASU's School of Earth & Space Exploration . . . [featuring] 3-D media and dancing astrophysicists." (Arizona State University, Tempe--Proof-of-concept workshop Performance, January 15-16, 2016. Premier Presentation scheduled for May, 2016)

"Good Kids," –Media/Video Design-- Live action video and filtered video design begun May 2015. "Good Kids," by Naomi Iizuka, is loosely based on the events of the 2012 Steubenville, Ohio rape case. The play asks, "How can this happen? What fosters a culture where sexual assault is prevalent? And how has social media affected culpability?" (OSU Thurber Theatre, October 21-November 1, 2015)

 "There Is No Silence," Lead Co-Media Designer in "There Is No Silence" production. Served as an artistic and technology consultant, playing a crucial role in fostering communication between computer scientists, animation specialists and the theatricians developing this new work. Co-created ~2 hrs of original media content for this production based on Marcel Marceau's mime life and performances using a 2-channel experiential media system integrating live action video, filtered video, animation, and real-time full body motion captured animation. Worked closely with director Jeanine Thompson and animation specialist Vita Berezina-Blackburn from The Advanced Computing Center of Art and Design, with content creation support from Janet Parrott, Steven Conroy, and ACCAD graduate research assistants. The production was directed by Professor Jeanine Thompson and scripted by Jennifer Schlueter and Max Glenn and was performed during the "Making the Invisible Visible: Mime's Contemporary Legacy" international symposium at OSU's Thurber Theatre (Apr 3-13, 2014)."

"Invisible Library"-- installed in The Ohio State University Main Library August, 2014.

"City of Angels" Media/Video design—2-Channel video. Live action video, and filtered video. Scott A. Parry, Director (OSU Thurber Theatre, October. 2014)

Terra Tractus - Projects for a New Millennium, 3-channel, 133'x30' video projection design in an historic working granite quarry. Created approx. 90 minutes of completely original animations, filtered videos, real-time audio reactive visuals, and narrative content in collaboration with media/projection

designers Daniel Fine and Mathew Regan as well as musician Istvan Peter B'Racz. Directors, James Burnet and Tom Burnet (Stony Creek Connecticut, June 2014)

"The Visit," Media/Projection Design—4-channel projection design, video and live camera. Lesley Ferris, Director (OSU Thurber Theatre, 28 February-7 March 2014)

"Wonder Dome: Leo The Geodesic Dome," Media/Projection Design. Created a unique interactive experiential media system that included 2-digital remote control puppets, 1 real-time 3D head (Leo) controlled through facial capture, 3-channel video mapped to a 31' dome, and video based pixel mapping into an intelligent lighting system. Created approximately 30 minutes of original animation and filtered video. Designed in conjunction with media designers Daniel Fine, Mathew Regan, and Adam Vashon. Daniel fine, Director (Mesa, Arizona Arts Festival, Mesa Arts Center, January 2013)

"The Story of Bip" - Collaborated with the Department of Theatre, director and author Jeanine Thompson, and ACCAD's Vita Berezina-Blackburn, as well as mime course graduate students, to create and perform a research project performance. Utilized whole body and facial motion capture, animation, and silhouette techniques to develop a two-channel human silhouette compositing media design and projection system. Worked closely with Berezina-Blackburn to co-design the content for the project, which was presented in the EMMA (now Motion Lab)at ACCAD. (2013)

 "Next to Normal," Media Design—2-channel projection design with video and live video (Mixed Blood Theatre, Minneapolis, Minnesota, Jack Reuler Artistic Director, 5 October-11 November 2012)

House of the Spirits," Media Design—3-channel projection design with live video (Galvin Playhouse, Arizona State University, Tempe, Rachel Bowditch, Director, 5-15 April 2012)

"Echoes," Media Design—Created an interactive experiential media system utilizing sequential video delay images of people passing through a high traffic area during the popular Mesa Arts Festival. The installation encouraged passersby to interact with the "echoes" of those that had come 1, 3, 5, and 7 minutes before them. A Kinect depth sensor was used to create silhouettes of passersby in a dark environment. (Mesa, Arizona Arts Festival, Mesa Arts Center, 9-19 March 2012)

"Behind the Eye"—*Isadora* programmer and video production assistant to Peter Flaherty, Video Designer and Mark Wing Davey, Director (Cincinnati Playhouse, Cincinnati, Ohio, April 2011)

"Next to Normal"— *Isadora* programmer and video production assistant to Jack Reuler, Director (Cincinnati Playhouse, Cincinnati, Ohio, 2011)

"House of the Spirits"—*Isadora* programmer and video production assistant to Dr. Rachel Bowditch, Director (Arizona State University, Galvin Playhouse, Tempe, 2012)

"Big Love"—Media Design. Kim Weild, Director (Arizona State University, Galvin Playhouse, Tempe, 2012)

"The Death and Life of Sherlock Holmes"—Media Design. Jack Reuler, Director (Arizona State University, Galvin Playhouse, Tempe, 2010)

"AM:I"—Assistant to Jacob Pinholster. Implemented an interactive surface design using a custom-made IR glove and WiiMote through *Isadora* (Arizona State University, Galvin Playhouse, Tempe, 2009)

"Conference of the Birds"—*Isadora* Programmer and Assistant to Robert Loeser and Dr. Kathryn Moller, Director (Fort Lewis College, Durango, Colorado 2009)
"ATRA"—Media Co-Design (The Bindery Space, Denver, Colorado 2008)

Transvestite Ball—Media Design for KDUR radio's annual Halloween dance party (Abbey Theatre, Durango, Colorado 2004, 2005, 2006, 2007)

Musical Excursion around the World—Media Co-Design; Lamont Wind Ensemble, University of Denver; Dr. Joseph Martin, Conductor (Gates Concert Hall, Denver, Colorado, 2007)

Dreamtime Festival –Video Jockey for Buddha-Bomb and other artists. Assistant to "Boris" (Dreamtime Main Stage, Paonia, Colorado 2007)

Dreamscapes—Media Co-Design; Lamont Wind Ensemble, University of Denver; Dr. Joseph Martin, Conductor (Gates Concert Hall, Denver, Colorado, 2007)

21st Century Art—Media Co-Design; Lamont Wind Ensemble, University of Denver; Dr. Joseph Martin, Conductor (Gates Concert Hall, Denver, Colorado, 2007)

PLUG—Video Jockey. (Abbey Theatre, Durango, Colorado 2006)

"Through the Fire"—Assistant Media Design; Dr. Kathryn Moller, Director (Produced media sequences remotely for a video produced at Lincoln Correctional Center, Lincoln, Illinois, 2005)

DOWN—Video Jockey. Designed unique visuals for a monthly dance party featuring highly produced themes (Abbey Theatre, Durango, Colorado, 2005)

"Let Us Kiss"—Videographer (Presented at the Durango Film Festival, Durango, Colorado, March 2004.)

Sound/Audio Design

First Responders Virtual Reality Training Simulation or "Mass Casualty Incident Virtual Reality (MCI-VR) triage training system." – VR Audio Design. This is a VR project focused on improving patient safety using Virtual Reality (VR) to train and assess emergency personnel responding to a mass casualty incident (MCI). For the purposes of this document other references to this project reference "MCI-VR". (2019-present)

"The Bible: The Complete Word of God Abridged"—Audio Design; Nick Sugar, Director (Avenue Theatre, Denver, Colorado, 2007)

"Dog Sees God"—*Isadora* Programmer and Assistant to Audio Designer Dave Johnson. Winner of the 2007 Henry Lowenstein Award for Audio Design. (Avenue Theatre, Denver, Colorado, 2007)

"Queen of Bingo"—Sound Board Operator, Black Box Theater, Arvada Center, Arvada, Colorado (February 2007)

"The Hobbit"—Audio Design (Fort Lewis College, Durango, Colorado, 2003)

"Godspell"—Sound Board Operator, Littleton Town Hall Arts Center, Littleton, Colorado (2003.

"DON'T"—Audio Design, Co-Author, Assistant Media Design (4th Wall Student Productions, Fort Lewis College, Durango, Colorado, 2001)

"Greedy Choke Puppy"—Assistant Audio Design, Foley Performer. Design by Sue Zizza (Seeing Ear Theatre, Hempstead, New York; broadcast on SyFy TV, 2001)

Director/Producer/Scrip Writer/Performer

"The Survivor's Way, Cycle 3 – Faculty Professional Leave applied project (currently in process). Author, Director, Media Designer, Performer (OSU Motion Lab, University of Iowa VR Performance Lab, Arizona State University MIX Media Center.) [scheduled to premiere at OSU in May of 2023]

"The Survivor's Way"—Graduate Thesis/Applied Project. Author, Director, Media Designer, Audio Designer, Solo Performer (Lyceum Theatre, Arizona State University, Tempe, Premier April 2012)

"Sand Queen's Ceremony II"—Author, Director, Media Designer, Audio Designer, Performer (Penumbra Theatre Company, Fort Lewis College, Durango, Colorado 2006 and at Dreamtime Art Festival Main Stage, Paonia, Colorado, 2005 and 2006)

"Oblivion"—Author, Co-Director, Media Designer, Audio Designer, Performer (Penumbra Theatre Company, Abbey Theatre, Durango, Colorado, 2005)

"A Journey through the Fire" (Documentary Film 2005)--Assistant Director. Stacey Sotosky, Director. (Presented at Hearts and Minds Festival, Cheap Shot LA, Girl Fest Hawaii, Durango Film Festival, New York Film and Video Festival, Sedona Film Festival)

"Welcome to My Psychedelic World" (Music Video)—Director, Editor (For the Tokyo, Japan-based band ATP /Adenosine Tri-Phosphate, 2004)

"It Is Raining in Koyoto"-- (Music Video)—Director, Editor (For the Tokyo, Japan-based band ATP /Adenosine Tri-Phosphate, 2004)

"2 Black Eyes" (Short Film)—Director (Presented at Big Screen Movie Night, Abbey Theatre, Durango, Colorado, 2003)

"The Boy and the Rainbow" (Short Film)—Author, Director, Animator (Presented at the Durango Film Festival, Durango, Colorado, 2002)

"Square Cloud Radio Theatre" (Weekly live Radio Show with ~30 minutes of original narrative content each week)—Producer, Author, Performer (KDUR radio, Durango, Colorado, 1997-1999, 2001-2002)

"Zen Body" (Short Film)—Director (Presented at the Durango Film Festival, Durango, Colorado, 2002)

"The Boy and the Rainbow"—Author, Director, Media Designer, Audio Designer (4th Wall Student Productions, Fort Lewis College, Durango, Colorado, 2002)

"The Radio Works" (Nationally broadcast radio program) Assistant Producer. Sue Zizza, Producer. (Sue Media, Hempstead, New York 2001-2002)

"The Fat Ninja"—Director, Media Designer, Audio Designer, Script Adaptation of the comic book by Silverwolf Comics (Fort Lewis College, Durango, Colorado, 1997)

"Hidden in this Picture"—Director (4th Wall Student Productions, Fort Lewis College, Durango, Colorado, 1997)

Moving Image

"Park Bench Project" – 3D-360 Degree VR Video Cinematographer. Directed by Tom Dougdale. (2020)

Professional Experience

Associate Professor of Media Design and Interactive Installation – The Ohio State University. (2012-present)

Video Specialist—University Technology Services and Penrose Library, University of Denver, Denver, Colorado (2006-2008)

Sound & Lighting Electrician—Fort Lewis College Community Concert Hall, Durango, Colorado (2004-2008)

Stage Manager/Technician—Avenue Theatre, Denver, Colorado (2006-2007)

Sound Board Technician—Denver Center for the Performing Arts (DCPA) Repertory Theatre, Denver, Colorado (2006-2007)

Birthing the Future (Symposia Video Series)--Video Director; Produced by Suzanne Arms, Pagosa Springs, Colorado (2004-2006)

Camera Assistant—Exposure Productions, Durango, Colorado (2004)

Lighting Designer/Projectionist—Abbey Theatre, Durango, Colorado (2003-2006)

Camera Assistant—Exposure Productions, Durango, Colorado (2004)

Lighting Designer/Projectionist—Abbey Theatre, Durango, Colorado (2003-2006)

Video Director (Training Video)—Planet Bio-Diesel, Pagosa Springs, Colorado (2003)

Sound Board Technician—Littleton Town Hall Arts Center, Littleton, Colorado (2003)

Camera Assistant/ Lighting Assistant—American Pictures, San Francisco, California (2002)

Intern--Copy Editor, Graphic Designer, Foley Technician for multiple projects including the SyFy TV programs produced by Sue Media Productions, Hempstead, New York (2000-2001)

Intern—Audio Engineer, Graphic Designer—LodesTone Audio Theatre/Red Bud Records. Multiple projects including the design of the 2000 LodesTone print catalog and the CD cover design for Norman

Corwin's "The Secretariat," Bloomington, Indiana (1999-2000)

Academic Service

USITT – New Media Caucus: Commissioner of New Technology 2018-2021

DEI Committee, Theatre 2020-2022

Motion Lab Staff and Faculty Committee, ACCAD 2012-present

Area head of Design Technology, Theatre. 2019-2021

Promotion and Tenure Committee, Procedures Oversight Designee, designated peer teaching observer. (2019-present)

The STEAM Factory: Voting Member. The STEAM Factory is a collaboration of Ohio State University Faculty, postdoctoral students, and staff working to facilitate and disseminate creative and interdisciplinary innovations in the fields of Science, Technology, Engineering, Arts, and Mathematics. (October 2013 – present)

Curriculum and Instruction Committee: Sitting Member--The Ohio State University Department of Theatre committee responsible for administering the department's curriculum and instruction. (2013-2019)

Design and Technology Area Committee: Sitting Member--The Ohio State University Department of Theatre Committee responsible for administering Design and Technology course work and production needs. (2013-present)

Faculty Committee: Sitting Member--The Ohio State University Advanced Center for Computer Assisted Design (ACCAD). (2013-present)

Faculty Committee: Sitting Member--The Ohio State University Department of Theatre (2013-present)

EMMA Laboratory Committee: Sitting Member. The Ohio State University Environmental Motion and Media Arts (EMMA) Laboratory at the Advanced Computing Center for Arts and Design (ACCAD). Responsible for administration of the laboratory and setting laboratory policies. The responsibilities of this committee were absorbed into the ACCAD Faculty Committee when ACCAD moved to Sullivant Hall in 2014. (2013-2014)

Community Service

Board of Directors—Durango Community Access Television, Durango, Colorado (2004-2005)

Panel Organizer/Crowd Mediation—Hampton Film Festival, Long Island, New York (2004)

Graduate Level Research

RESEARCH ASSISTANT—CareerWISE. Under the direction of Dr. Bianca Bernstein, Dr. Bob Atkinson, Dr. Mary Lee Smith, and Dr. Jenifer Beki while studying for my MFA at Arizona State University, Tempe. Responsible for producing and directing a series of interactive simulations

incorporated into http://careerwise.asu.edu/ a research-based online empowerment tool for female and international graduate students in the fields of Science, Technology, Engineering, and Mathematics (STEM). Funded through the National Science Foundation. (August 2009-May 2012)

Publications

First Responder: Virtual Reality Simulator to Train and Assess Emergency Personnel for Mass Casualty Response
Kman NE, Price A, Berezina-Blackburn V, Patterson J, Maicher K, Way DP, McGrath J, Panchal AR, Luu K, Oliszewski A, Swearingen S, Danforth D. FIrst Responder Virtual Reality
Simulator to train and assess emergency personnel for mass casualty response. JACEP Open. 2023;e12903. https://doi.org/10.1002/emp2.12903.

Digital Media, Projection Design & Technology for Theatre 1st Edition
by Alex Oliszewski and Daniel Fine with Daniel Roth
- Book published by Routeledge, Taylor and Francis Group, 2018.

Radical Immersions: Navigating between virtual/physical environments and information bubbles
presented by A. Oliszewski, V Berezina-Blackburn
Digital Research in Humanities and Arts (DRHA) at – Watermans Arts Centre, London, (September 8-10, 2019)

2016 Technology for Mime Training and Devising of "There Is No Silence"
Co-writers Vita Berezina-Blackburn and Alex Oliszewski Theatre, Dance and Performance Training Blog, Spring 2016 UK Editor, Maria Kapsali; Routledge Publishers

Grants

Global Arts + Humanities Discovery Theme (GAHDT) Society of Fellows Small Grants
Involved as the project lead for a transdisciplinary team consisting of faculty, staff, and students in the creation of performative artwork, *The Survivor's Way*, inspired in part by a digital/physical archive, including photographs, physical artifacts, and over 40 hours of first-hand audio recordings made by a WWII era US Lt. Col. Casimir Oliszewski. The archive details his immigration to the US from Poland in the early 1900s and his experiences through 5 theaters of war during WWII. This project integrates elements of theater and archival performance, incorporating verbatim and authentic artifacts from the source archive. Awarded $5000. (2023)

First Responders Virtual Reality Training Simulation: Mass Casualty Incident Virtual Reality (MCI-VR) Triage Training System
Co-Principal Investigator on a Virtual Reality (VR) project aimed at enhancing patient safety through the training and evaluation of emergency personnel in response to a Mass Casualty Incident (MCI).
Funded by the National Institutes of Health Agency for Health Care Research and Quality for the period of 2018-2023, with a grant of $1,843,749. The project will be referred to as "MCI-VR" throughout this document. (2019-2023)

Building Empathy in Dementia Care with virtual Reality Simulation

Co-Principal Investigator on a grant-supported project funded by the Ohio Department of Medicaid under the Medicaid Equity Simulation Project for Fiscal 2018 & 2019. The project received $332,000 as part of a larger $2.5 million umbrella grant that was distributed among various Medicaid Equity Simulation Projects at Ohio State University.
Collaborated with a multidisciplinary team including Holly Dabelko-Schoeny, Ph.D., Vita Berezina-BlackBurn, MFA, Maria Plazzi, MA, Jeremy Patterson, BFA, Dreama Cleaver, MFA, Lauren Haas-Gehrs, Noelle Gaboriault-Whitcomb, Alan Price, MFA, Eliane Smith, among others. (2018-2019)

PQ 2018 Funding

Unpublished Scholarly Writing:

2016 Devising and Movement Training with Performance Capture and Animation Co-writers
Vita Berezina-Blackburn and Alex Oliszewski

Piloting interactive exhibits in the academic research Library. By Erin Fletcher, Meris Madernach, Arnab Nandi, and Alex Oliszewski.
Publication Date
4-23-2015
Publisher: *Symposium on Information and Technology in the Arts and Humanities (ASIS&T SIG AH and SIG VIS)*

Scholarly Presentations

There is No Silence*: A Mediated performance based on the life and works of Marcel Marceau*
presented by, Jeanine Thompson, Alex Oliszewski and Vita Berezina-Blackburn
- Annual Conference of the Association for Theatre in Higher Education, Montreal, Canada, August 1, 2015.

presented by, Jeanine Thompson, Alex Oliszewski and Vita Berezina-Blackburn
- Bodies on Stage: Actors Confronted By Technologies, the Universite Sorbonne Nouvelle, Paris, France, June 5, 2015.

presented by, Jeanine Thompson, Alex Oliszewski and Vita Berezina-Blackburn
- Annual Conference of United States Institute for Theatre Technology (USITT), Cincinnati, Ohio, March 18, 2015.

Association of Theatre in Higher Education (ATHE) Montreal, Canada Session Title: There Is No Silence: Remembering the artist and WW II hero, Marcel Marceau, in a devised work with integrated technology including live motion capture and animation Co-presenter with Vita Berezina-Blackburn and Alex Oliszewski (2015)

Devising and Designing Theatre, Live Performance, and Storytelling with Haptic Feedback in Virtual Reality
presented by Alex Oliszewski, Vita Berezina-Blackburn

- New Media Panel presentation at Prague Quadriennial Scenography Exhibition and Conference. Prague, Czechia.
(June 9, 2019)

Advancing Education for a Changing Technical Landscape
presented by S. Harvey, A. Oliszewski, F. Daniel
PQ Talks Panel at Prague Quadriennial Scenography Exhibition and Conference. Prague, Czechia. (June 11, 2019)

Radical Immersions: Navigating between virtual/physical environments and information bubbles
presented by A. Oliszewski, V Berezina-Blackburn
Digital Research in Humanities and Arts (DRHA) at – Watermans Arts Centre, London, (September 8-10, 2019)

"Digital Methods and Empirical Cases: Visualization, Images, and Sound" - Presented on this research project and co-authored a paper on the topic for the Association for Information Science & Technology (ASIS&T) annual conference. The project focused on the creation of interactive exhibits and was a collaboration between Erin Fletcher, Meris Mandernach, and Arnab Nandi.

USITT:
Digital Media Workflow: Best Practice in Presentation and Paperwork:
This session discusses the media designer's process for presenting design ideas, designing and documenting the system, and all the paperwork required to go from concept to design. See examples presented from working digital media designers and discuss how workflow changes between different types of projects. (2020)

Virtual Performance Series: DIY 2D Video Part 1 Overview, DIY 2D Video Part 2 Hardware, DIY 2D Video Part 3 Software. I organized, moderated, and presented in this three-part panel sequence. My presenters included: Boyd Branch, Britney Bland, Clem Harrod, Hana Sooyeon Kim, Katherine Freer, and Megan Reilly. This panel of presenters were assembled with guidance from USITT's DEI committee chair Kathrine Freer and the selection process was guided by a desire to begin introducing DEI best practices into the USITT's Media Design Commission processes and policies. (2021)

Piloting interactive exhibits in the academic research library. Presentation by Erin Fletcher, Meris Mandernach, Arnab Nandi, and Alex Oliszewski at the Symposium on Information and Technology in the Arts and Humanities (April 22 & 23, 2015). The Symposium was sponsored by the Special Interest Groups for the Arts and Humanities (SIG AH) and Visualization, Images, and Sound (SIG VIS) of the Association for Information Science and Technology (ASIS&T).
All of the Symposium recordings can be viewed at: https://www.youtube.com/playlist?list=PL2v-vQy9W5DePg7QSKABGmuVzCXpVkeTh

Memberships and Affiliations

Immersive Media Entertainment (IMERSA) Summit—Denver, Colorado—WonderDome Panel; Beneath Panel. (March 16-20, 2016)
International Federation of Theatre Research (FITR)—Stockholm, Sweden. Applying to present on Loie Fuller and proto-media design. (June 13-17, 2016)

Association for Information Science and Technology (ASIS&T)—St. Louis—"The Invisible Library—A Forest of Information"—description of the interactive exhibit visualizing library research as an expanding forest ecosystem. Description of the one-channel video, multi-modal sensing, experiential media system funded by a grant from the Thompson library at OSU, where it was installed from August-December 2014. (Designed in collaboration with Meris Mandernach, Erin Fletcher, and Arnab Nandi.) www.youtube.com/watch?v=kIeJWZNq7Bg (November 9, 2015)

Association for Theatre in Higher Education (ATHE) Peers Within Field—The Queen Elizabeth Hotel, Montreal, Quebec, Canada—"There Is No Silence: Remembering the artist and hero, Marcel Marceau," in a devised work with integrated technology including live motion capture and animation. Session Coordinator & Chair | Jeanine Thompson, Goals for the Marceau project, leading a multidisciplinary team through the collaborative process, and using motion capture in teaching. Presenters | Alex Oliszewski, Translations of technology for theatre, the surround training environment and projection design, Vita Berezina-Blackburn, Integration of performance capture technologies, approaches to qualitative movement analysis, and adaptation of virtual production model from film to theatre (July 2015)

Association for Theatre in Higher Education (ATHE) Peers Within Field—The Queen Elizabeth Hotel, Montreal, Quebec, Canada— Remembering the Future: New Frontiers in Digital Performance: Leading edge research in the field of physical computing, digital communication, and affordable sensing technology. Session Coordinator Lance Gharavi, Arizona State University. Presenters: Alex Oliszewski, Ohio State University: "Motion Capture, Big Data, and Design: New Research in Digital Performance" focused on the research and lessons learned from two recent design projects: "There is no Silence", and "The Invisible Library: A Forest of Knowledge." Erika Hughes, Arizona State University, Matt Regan, Arizona State University. Presented at Association for Theatre in Higher Education (ATHE), Peers within Field. Fairmont The Queen Elizabeth Hotel, Montréal, Quebec, Canada. (July 2015)

USITT (United States Institute for Theatre Technology)—Profile 2015: Alex Oliszewski's specialization is in theatrical media design and devising. His technical knowledge includes sound, lighting, stagecraft, and performance in video, musical, dance, play, and interactive forms. He has consulted Cirque du Soleil. He is an Assistant Professor at The Ohio State University with a joint appointment between the Department of Theatre and The Advanced Computing Center for Art's and Design. He teaches courses in Experiential Media Design, Media and Projections Design for Theatre, and History of Performance in Media. His MFA graduate studies in Interdisciplinary Digital Media and Theatre at Arizona State University include coursework from The Herberger School of Theatre and Film and The School of Arts, Media + Engineering. His interdisciplinary experience has included work on a NSF funded project focused on developing online resources to boost the retention of women in STEM fields.

USITT (United States Institute for Theatre Technology)--Cincinnati, Ohio--Co-Presenter with OSU faculty members Jeanine Thompson, Vita Berezina-Blackburn sharing insights gained during the year-long process of creating "There Is No Silence," based on the work and life of Marcel Marceau and contributions from the OSU 2014 MFA acting co-hort. (18 March 2015)

USITT (United States Institute for Theatre Technology)--Cincinnati, Ohio—Panelist--Collaboration between Theatre and other disciplines—Panel chaired by Lance Gharavi (18 March 2015)

International Conference of the Federation for Theatre Research: "Bodies on Stage Confronted by Technology"—Sorbonne Nouvelle, Paris, France-- Co-Presenter sharing insights gained during the year-long process of creating "There Is No Silence," based on the mime artistry of Marcel Marceau. Alex Oliszewski and fellow OSU faculty members Jeanine Thompson, associate professor of theatre and

movement specialist and Vita Berezina-Blackburn, animation specialist and ACCAD staff member. (NB: one of 34 presentations selected from over 150 abstracts submitted from 20 countries.) (2 June 2015)

Performance
Spitting Nonsense Improvisation Troup—Co-Founder, and performer. Durango, Colorado (1997-2003)

"Unaccustomed to Fear"– Young David. (Broadcast nationally from the National Audio Theatre Festival, Caulfield, Missouri, 2002)

"Escape: The Blue Wall"—Slade. Gotham Radio Theatre production of a lost episode of the classic radio series "Escape." (Broadcast on WBAI, New York City, New York, 2000)

"Lives of the Cat—(feature length audio adventure) --Navigator. (The Radio Repertory Company of America , New York City, New York, 1999)

"The Plot to Overthrow Christmas" (30 minute radio play written in rhyme by Norman Corwin and was first performed in 1938)—Reporter (Produced and broadcast nationally broadcast by WFBG, Bloomington, Indiana, 1999)

"Noises Off"—Fredric Dallas/Philip Brent (Fort Lewis College, Durango, Colorado, 1998)

"Woyzeck"—Woyzeck. (4th Wall Student Productions, Fort Lewis College, Durango, Colorado, 1997)

"Into the Woods"—Cinderella's Prince (Fort Lewis College, Durango, Colorado, 1997)

Reviews, Interviews, and Articles.

New virtual reality program simulates disaster triage by Evan Drexler. Ohio State News. News article covering MCI-VR project. (April 14th, 2023) https://news.osu.edu/new-virtual-reality-program-simulates-disaster-triage/

VR Training helping disaster response by Ross Bishoff. Published by Ohio State Impact at osu.edu/impact/research-and-innovation. Article covering the MCI-VR project. (July 9, 2021)

EMS using virtual reality triage by Gary Budzak. News article covering the MCI-VR project. Published at The Delaware Gazette's delgazette.com. (link: https://www.delgazette.com/news/99890/ems-using-virtual-reality-triage) (2022)

OSU College of Medicine using VR to provide disaster response training for students by Jarrod Clay. Article covering the MCI-VR project. Published by ABC 6 Columbus (WSYX) (March 16th 2022)

OSU developing virtual reality training for first responders by Dennis Biviano. Spectrumnews1.com news article covering the MCI-VR project. (link: https://spectrumnews1.com/oh/columbus/technology/2021/05/18/virtual-reality-) (May 22, 2021)

5Qs: Alex Oliszewski, Assistant Professor by Ellen Lampert-Greaux. A interview with me published in Live Design International's main trade publication: livedesignonline.com (link: https://www.livedesignonline.com/theatre/5qs-alex-oliszewski-assistant-professor) (2014)

"Reality Check": ACCAD is pushing the limits of virtual reality and how the burgeoning medium enhances learning by Josh Friesen. ASCENT Magazine article on MCI-VR: ASCENT Magazine (Autumn 2019) (link: https://issuu.com/osuartsandsciences/docs/ascent-au2019)

Review: "The Visit" Lauren Weitz--"Tragic comedy 'The Visit' to connect theatrics with reality on Ohio State Stage" (The Lantern, The Student Voice of The Ohio State University, 23 February 2014)

Review: "House of the Spirits"—Daniel Bendtsen **--** "solemn, simple in stage, ambitious, commendable in Ohio State performance" (The Lantern, The Student Voice of The Ohio State University, 27 February 2014)

Review: "Next to Normal" Mixed Blood Theatre, Minneapolis, Minnesota— Matthew A. Everett—"All kinds of reasons you should go, and not a single reason you shouldn't" Twin Cities the Daily Planet,
        Local
News for Local Citizens, (14 Oct 2012) http://www.tcdailyplanet.net
"An addition to this production's telling of the story is the media design of **Alex Oliszewski**, projections on the back wall of the set of moving images both literal and symbolic, as well as a live camera feed from a special part of the set where one of the characters casts a larger than life shadow over the existence of others. I feared this might be either cheesy or needlessly distracting but again and again it helped reinforce the story, mood and character instead. Also it wasn't so overwhelming that you couldn't ignore it if you chose to. The images were there when you needed them, and unobtrusive when you didn't. Also projected on either side of the stage were the words of the script and lyrics. This is not only handy for audiences needing this particular accessibility assist, but also for those of us who might wonder, "Wait, what did he just say? What was that lyric she sang?" If you're quick, you can grab it on the fly in your peripheral vision. How lighting designer Karin Olson gets the play of light and all these projections to work in tandem, I don't know, but it's a tricky feat, smoothly accomplished."

Review: "Penumbra says farewell with final fiery production" Durango Herald (4 July 2006, page 1B)

Interview: "The Sand Queen comes to Fort Lewis College" (Redplanetdreams.com/sandqueen/)

Top Stories for 2005—Arts and Entertainment, Durango Herald (30 December 2005, page 1B)

Review: "Into Oblivion" Durango Herald (20 November 2005 page 6A)

Review: "Light work paves the way for trip through Oblivion" Durango Herald (28 November 2005, page
        1B continued on 4B)

Review: "Theatre of the Imagination, Penumbra trip stages multimedia performance of Oblivion" Durango
        Telegraph (17 November 2005, Vol. 4, No. 46, pages 16-17)

Editorial: "Meat wars, bargains & beer, and what's a Penumbra?"—Durango Telegraph (2 June 2005,
Vol. IV, No. 22, Page 17)

Review: "Penumbra, a journey into the world of color"—Durango Telegraph (1 June 2005, Vol. 4, No. 21)

Review: "Abbey Theatre's Penumbra resurrects color, themes of 1960s)" Durango, Herald (31 May 2005 Pages 1-2 B)

News Item: SouthWest Colorado Arts Perspective (Spring 2005, Issue No. 4, page 20)

Interview: Arts Beat, KDUR radio, Durango, Colorado (2005)

Review: "Professor of Theatre Moller directs Illinois Inmates in Spring production of Through the Fire Fort Lewis College News (30 August 2004)

Review: "Two Turntables and a Vision; Underground house music finds the Durango mainstream"—Durango Telegraph (16 September 2004, Vol. 3, No. 38, Pages 17-18)
Film Critique/Interview—Frames Per Second (broadcast on Durango Access Television, Durango, Colorado, 2004)

Review: "Through the Fire." Within These Walls, bi-monthly publication of the incarcerated women at Lincoln Correctional Center (Vol. 3, Issue 3, July-August 2004, page 1 continued on page 16)

News Item: "Local Filmmakers embrace digital revolution." Arts and Entertainment. Durango Herald (30 November 2003)

"The Survivor's Way"—Written by Alex Oliszewski; Media Design by Alex Oliszewski and Daniel Fine; Directed by Brian Foley; Costumes by Jennifer Brautigan; Lighting by Adam Vachon; Original Music "He Plays With Ghosts" by Paul Demarte.