STEVE BULL

Victoria BC + New York, NY
+1 917-912-4132 mobile
steve.bull@gmail.com
www.stevebull.org/

Curriculum Vitae

SERIAL ENTREPRENEUR

2020-CURRENT **BREATHE-GLOBAL DEVICES LTD.** British Columbia
CEO / Founder / Inventor
Design and manufacture of the Venti, a wearable iron lung

2015-2019 **PREMINDER INC.** NEW YORK
CEO / Founder / Inventor
An effective and efficient communication solution for monitoring patient-provider
care plans and adherence opportunities

2015-2019 **HOME CARE REPORTER LLC.** NEW YORK
CEO / Founder / Inventor
Mobile SaaS service used for caregivers to leave a daily reports to clients

2000-2015 **CUTLASS INC.** NEW YORK
CEO / Founder / Inventor of award-winning locative media applications.
Projects including Times Square Treasure Hunt 01/01/01, Pet-Pals, TouchToneTours,
Quirky World, TTT: Canada, aZza, IT (patented), Hot-n-Cold, and launch
Cellphonia

EDUCATION

1995-1997 **NEW YORK UNIVERSITY, New York, NY** itp.nyu.edu/
MPS, Interactive Telecommunications Program Thesis: The Virtual Parlor

1966-1970 **OCCIDENTAL COLLEGE, Los Angeles, CA** www.oxy.edu/
BA Honors, Cultural Anthropology

TEACHING EXPERIENCE

2005-2007 **TEMPLE UNIVERSITY, Philadelphia, PA**
    Adjunct Instructor, New Media Interdisciplinary Concentration
2006 **FORDHAM UNIVERSITY, New York, NY**
    Guest Lecturer, Creative Writing Department
2005 **CALARTS, Los Angles, CA**
    Visiting Artist, School of Film/Video
2005 **PACE UNIVERSITY, New York, NY**
    Visiting Artist, Dyson College of Arts and Sciences

2005 **PARSONS, New York, NY**
    Seminar Instructor, School of Design and Technology
2004 **NEW YORK UNIVERSITY, New York, NY**
    Adjunct Instructor, NYU:ITP, Tisch School of the Arts.
2004-2006 **CHINATOWN TECHNOLOGY CENTER, New York, NY**
    Instructor, After School Bridging Digital Divide Program

CURRICULA

Cameraphone Activism, 2007
Cameraphone Activism was commissioned by Witness.org for inaugural Video Advocacy Institute (VAI) international workshop in Montreal to train 27 human right activists from 25 countries in the practice of using the camera-phone. The course presented various camera-phone image and video acquisition methods of consumer devices, and techniques to inter-cut cameraphone assets with traditional video as well as economically finish stand alone camera-phone video pieces. Distribution channels were presented and controversial samples of extant work was provided for reference and discussion.

Neighborhood Narratives, 2005 - 2007
Neighborhood Narratives is an introductory locative media course that opens up situated storytelling - stories tied closely to the environment at hand that bring neighborhoods to life. By engaging with the neighborhood as social practice, the work extends beyond the traditional classroom, creating an interdisciplinary curriculum that links the Philadelphia main campus of Temple University with its international campuses in London, Tokyo and Rome.

Keyworx, 2005
KeyWork is open source VJ (Video Jockey) software used by new media artists at live performance venues. KeyWorx is a software platform that aims to enable developers to invent, develop, integrate and deploy applications with multi-user/multimedia features.

Cellphonia, 2004
How many parts does the cell phone play in the symphony of your day? Sports announcer, smart mobs, beacons at parties, museum guides—it can offer a lot more than just ringtones. Cell phones are the new portable computers. The challenge is to identify useful applications--beyond games and SMS--that can leverage this technology and the servers powering it. Students will explore the social, technological, and creative possibilities of cell phones to make new applications for cultural growth. They will identify, build and test projects individually or in teams. User interaction design will focus on the dilemma of a device with so much possibility but with so many limitations. Discussions will also include the developer's dilemma of promoting unbranded applications to markets controlled by telecom giants.

You in Your Neighborhood, 2004

The goal is to introduce after school youth to the digital camera and to writing photo captions with the focus on their neighborhood. The students become responsible journalists when they are asked to post their results to the Internet for public viewing to pre-Blog / pre-MobileBlog pages via an easy interface created by the instructor.

LEGO and Bots, 2004 2006
Introduces after school youth to LEGO Mindstorm modular robot building kits which empowers them to learn programming skills.

AWARDS AND HONORS

2021 Xi'an International Entrepreneurship Competition
   Semi-finalist Breathe-Global Devices Ltd
2008 NAVTEQ Global LBS Challenge, CTIA, Las Vega
   Finalist, "Game Park" GPS cellphone game
2007 Cellphonia: Tempo Variabile, Harvestworks/NYSCA, New York
   Commission, concert for John Cage and David Tudor
2007 TeleAtlas Map In Apps, San Francisco
   Finalist, "Hollywood USA" GPS cellphone tour guide
2007 NIME-2007, New York City
   The Seventh International Conference on New Interfaces for Musical Expression "Cellphonia: WET" cellphone opera installation
2007 Rhizome, New York City
   Rhizome Commissions Program makes financial support available to emerging artists for the creation of original works of Internet based art, Finalist. "Cellphonia: Rhizome (2007)"
2006 ISEA-2006 ZeroOne San Jose
   A Global Festival of Art on the Edge and Thirteenth International Symposium of Electronic Art world premiere "Cellphonia: In The News"
2006 NAVTEQ Global LBS Challenge, CTIA, Las Vegas
   Semi-Finalist, "HOT-n-COLD" wireless game
2005 Experimental Television Center
   Artist Grant, "Cellphonia" $500
2005 New York State Council for the Arts (NYSCA)
   Artist Grant, "Cellphonia" $15,000
2005 Creative Capital Foundation
   Finalist, "Cellphonia"
2005 The Rockefeller Foundation, Bellgio, Italy
   Artist In Residence producing video for "WET: The Opera"
2003 J. Paul Getty Museum
   Experimental Film Director for "Margaret Sanger: A Public Nuisance" screened at the Getty as one of two best examples of experimental biography in the last decade
1994 Independent Television Service (ITVS)

Co-Director / Cinematographer, "Margaret Sanger: A Public Nuisance"

1993 Experimental Television Center
Artist in Residence

1993 Bucks County Film Festival
Grand Prize, "Haiku Vision"

1993 Atlanta Film Festival
Experimental Prize, "Haiku Vision"

RESEARCH

1999 Experience Museum, Seattle, WA
Research experience design and prototype a music museum audio guide for Vulcan Northwest

1996 – 1999 Interval Research, Palo Alto, CA
Project lead on research, design and construct prototypes of new digital media involving music and sound, hardware and software, internet and stand alone related. Eight projects including U-in-a Movie, an arcade booth which inserts user's performance into a pre-existing movie trailer. Object-oriented storytelling toy, networked music with Peter Gabriel, networked block toy.

1997 VENUS PROJECT, Vancouver, San Diego and New York City
Project leader. Designed and built a digital game-rules engine with reward structure based on human behavior research.

PROFESSIONAL PUBLICATION

2006 Leonardo eJournal, Locative Media Issue, ISSN No: 1071-4391
Neighborhood Narratives

POPULAR PUBLICATION

2006 New York Times
"ISEA ZeroOne in San Jose" review of Cellphonia

2006 Directions
"Innovative ArcIMS Application Wins LBS Award"

2005 NY Arts
"A Phone is a Phone is a…"

2004 Finn Air BlueWings
"Building a Mobile Revolution"

2003 Montreal Mirror
"Our world and others"

2003 CBS Market Watch
"Real-Time Traffic Reporting"

2002 New York Times

"Guided Audio Tour of Greenport via Cellphone"
2002 Suffolk Times
"In TouchTone with Greenport"

PATENTS

2003 No. 6,530,841
Electronic Tag Game
1986 No. 4,792,108
Single Launch Artificial Gravity Space Station

CONFERENCE LECTURES AND PRESENTATIONS

2008 E.A.T. Revisited, Stevens Tech, Hoboken, NJ
Panelist "Art and Technology, Historical and Current Perspectives"
2008 IGDA-NYC: Demo Night VII, New York City
Presenter "Game Park"
2007 Mobilized Unconference at Polytech, Brooklyn, NY
Presenter "Cellphonia and Asterisk"
2006 3rd International Mobile Music Technology Workshop, Brighton, U
Presenter "Cellphonia: In The News" as Work-in-Progress
2006 Wireless Day: The Future of Philadelphia
Speaker
2005 Digital Storytelling Conference, San Francisco
Presenter "Storytelling in Pervasive Game Space'
2005 Institute For The Future (IFTF), Palo Alto, CA
Expert Panelist, Future of Pervasive Gaming
2005 APCA Leadership Workshop, New York, NY
Speaker, Life After Graduation
2003 HP Bazaar, Helsinki, Finland
First Person Performance Gaming

EXHIBITIONS AND SCREENINGS

2008 E.A.T. Revisited, Stevens Tech, Hoboken, NJ
Installation performance, "Cellphonia: Tempo Variabile"
2008 Frederick Douglass and Underground RailRoad, New York, NY
Cellphone, vodcast, podcast, streaming MP3 tour of Douglass in Lower
Manhattan commissioned by the New-York Historical Society
2007 Cross/Walks: Weaving Fabric Row, Philadelphia, PA
Multi-layered new-media art installation at Gershwin Y. Collaborating
telephone artist producing cellphone tour of fabric row district including
method for visitor to leave their own story.
2007 Legacies: Contemporary Artists Reflect on Slavery, New York, NY
New-York Historical Society commission Vodcast, podcast, exhibit tour

2006 Come Out & Play Festival, New York, NY
SLEUTH, locative adventure game at Eyebeam
2006 Peter Stuyvesant's Ghost, New York, NY
Sound, Art and Historical Environmental Project
Telephone artist producing two cellphone tour segments on slavery in Dutch Colonial New Amsterdam.
2006 ISEA-2006 ZeroOne San Jose
"Cellphonia: In The News" at Global Festival of Art on the Edge and the Thirteenth International Symposium of Electronic Art
2006 New-York Historical Society
"Hidden Sites of Slavery and Freedom" vodcast, podcast, streaming MP3, disabled version of 25 sites.
2005 Roy and Edna Disney/CalArts Theater (REDCAT)
"WET: The Opera" Full-length opera using Keyworx and video.
2004 Gigantic Art Space (GAS)
"Franklin Street"
2004 Tonic
"Farmwork" 7 minute super 8 (also screened at MoMA in 1989)
2003 J. Paul Getty Museum
"Margaret Sanger: A Public Nuisance" 27 minute ITVS-funded documentary.
1999 Tech Museum, San Jose
"Individual technology" Exhibition of repurposed technology.
1997 Yorb TV, New York
"Salome's Revenge" 30 minute interactive narrative using the telephone or web tech to cause the story to branch.
1997 ITP Spring Show, New York
"Virtual Parlor" prototype of numerous devices of furniture as networked objects in a future/past now scenario.
1996 NHK TV, Japan
"World, My Heart's Journey"
1995 Museum of Modern Art (MoMA)
1995 Public Broadcasting System (PBS) national television release and distributed by MacArthur Foundation
"Margaret Sanger: A Public Nuisance"
1993 Museum of Modern Art (MoMA)
"Between Word And Image"
1993 Atlanta Film Festival, Bucks County Film Festival, Athens Film Festival,Cleveland Film Festival, Cork Film Festival, Humboldt Film Festival, Creative Time, Brazil 10 city tour, New York State tour
"Haiku Vision"
1992 The Kitchen, Staten Island Museum
"Kidnapped"
1989 NHK TV, Japan
"Edward Sylvester Morse"
1986 International Exhibition + Channel 4, United Kingdom
"WHAM! In China"

**1986 American Film/Video Festival, World Wide Video Festival, L.A.C.E,
Pasadena Art Center, L.A. Freeways, Donnell Library, Belgian Cultural Center,
North Carolina Film/Video Festival** "Komodo"

**Twenty years as Producer, Director, 2nd Unit Director, Production Manager and 1st
Assistant Director on international documentaries, television programs, hundreds
of television commercials and music videos on projects for ABC, CBS, NHK, BBC,
PBS, Children's Television Workshop (CTW) and others with directors including
Stephen Frears, Sam Peckinpah, Lindsay Anderson, Rocky Morton and Annabel
Jenkel and stars including Julian Lennon, Michael Jackson, Tom Tom Club,
Talking Heads and WHAM!**

PROFESSIONAL ORGANIZATIONS

**Directors Guild of America (DGA)
International Game Developers Association (IGDA)
New York Software Industry Association (NYSIA)**

MOVIE & VIDEO PRODUCTION SYSTEM EXPERIENCE

Design
> Dreamweaver, Director/Lingo, StudioVision, QuickTimeVR, Photoshop,
> Debabilizer, Eve/Castle Infinity authoring software,

Sound Acquisition
> DAT, 1/4", ISD clip, MP3, ACC

Video Acquisition
> D3, BetaSP, DVC, SVHS, HI-8

Motion Picture Acquisition
> 35mm, Super-16mm, 16mm and Super 8mm film stocks

Studio and Locations
> Western Europe, China, Japan, Canada, USA including Hawaii

Special Effects
> High Speed, Stop Action, Computer Graphic

Post Production
> **DIGITAL:** Final Cut Pro, Adobe Premiere, Avid, StudioVision, QuickTime;
> **ANALOG VIDEO:** 1", D3, D2, BetaSP, 3/4", Paintbox, Kaleidoscope, ADO,
> Infinite, Alias, Rank film to tape transfer, Digital Efx, Video printing, Interformat
> 3/4", SVHS, VHS, Hi-8,
> **FILM:** Steenbeck (35/16mm), Movieola (35mm);
> **AUDIO:** GarageBand, SoundEdit 16, Sound Designer, Cakewalk, Sound
> Forge, RealAudio, Csound, Asterisk

Code
> PHP, MySQL, WebDNA, Java J2ME, VoiceXML, VoIP, VRML, HTML, DSP
> Stamp2 and PIC microcontrollers, JavaScript, Windows, DOS, MacOS