

02 . 05 . 2015

Curriculum Vitae

Erik Lee Stayton

Current Position:

Digital Media S.M. Candidate
Comparative Media Studies
Massachusetts Institute of Technology
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Education:

Ongoing	Master of Science Comparative Media Studies	MIT Cambridge, MA
2011	Bachelor of Science Sc.B. Physics A.B. English	Brown University Providence, RI

Academic Awards and Honors:

Graduated with Honors	Brown University
Magna Cum Laude	Brown University
Phi Beta Kappa	Brown University
Sigma Xi	Brown University
Kenneth Grief Prize in Shakespeare, 2010	Brown University
1st place in the Preston Gurney Literary Contest for Literary Criticism, Poetry, and Fiction, 2011	Brown University
Frank Perkins Whitman Scholar 2009-2011	Brown University
Kooper Brown Annual Fund Scholar 2007-2009	Brown University

Research Experience:

Ongoing	Graduate Research Assistant The Trope Tank	MIT Cambridge, MA
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2011-2013	Mobile Health and Visualization Researcher	Cinnamon Bird
2010-2011	Undergraduate Research Assistant Brown University Department of Physics	Brown University Providence, RI

Research Interests:

Primary

The role of autonomous, intelligent systems in human life, and the social and affective dimensions of our relationships to them

The history of mechanization of work, from automata through automation and autopilot

The history of different programming language paradigms and their effects on creative production

Developing tools for distributed, open-source science and scholarship

Secondary

Intelligent tutoring, and role of AI software systems in teaching, learning, and play

Digital editions, hypertext, electronic literature, and game studies, particularly focused on the effects of the material properties of hardware and software systems

Interfaces and data visualization, particularly for mobile health tracking

Evidentiary standards in science, and the history of objectivity

Publications:

- 2014 “Expressing the Narrator's Expectations,” *Intelligent Narrative Technologies 7 Proceedings*, AAAI Press (with Nick Montfort and Andrew Campana)
(<http://www.aaai.org/ocs/index.php/INT/INT7/paper/view/9245>)
- 2014 “Dizains” by Marcel Bénabou and “Triolets” by Paul Braffort, two translations as part of the *Renderings* project, *CURA: A Literary Magazine of Art and Action*, Fordham University (with Patsy Baudoin)
(<http://curamag.com/issues/2014/11/30/renderings>)
- Submitted “The Trope Tank: A Laboratory with Material Resources for Creative Computing,” *Texto Digital*, Center for Research in Informatics, Literature and Linguistics, UFSC Brazil (with Nick Montfort and Natalia Fedorova)

Presentations:

- 2014 “Vehicles of Ideology: Knowing and Being Known by the Self-Driving Car”, conference presentation at Technologies of Knowing hosted by the School of Cinematic Arts, USC, Los Angeles, CA

02 . 05 . 2015

- 2014 "Reditions (Editions, Ports, Re-makes and Beyond) of *First Screening* and *Karateka*," conference presentation at the Electronic Literature Organization conference, Milwaukee, WI
- 2014 "Expressing the Narrator's Expectations," conference presentation at Intelligent Narrative Technologies 7, Milwaukee, WI (with Nick Montfort)
- 2014 "How People Connect," invited presentation at the MIT Museum, Cambridge, MA (with Piotr Marecki)
- 2014 "Learning Where You Least Expect It," panel presentation at the Digital Media and Learning conference, Boston, MA

Workshops:

- 2014 Teaching a Commodore 64 Basic programming workshop hosted at the Trope Tank, MIT, Cambridge, MA (with Nick Montfort)

Projects:

Ongoing Slant, a Computational Narrative Generation System
Developing the Slant system, as lead programmer in the Trope Tank. Slant is a system to explore the fundamentals of narrative and the aesthetic and creative potential of programmatically generated stories. It combines multiple components written by different research groups in different languages, which collaborate using a blackboard system.

Ongoing Renderings
Translating and developing for the Renderings project (MIT, Trope Tank), which focuses on translating highly computational and otherwise unusual literature into English. The project combines established literary translation techniques with consideration of how computation and language interact.

Ongoing Tools for Distributed Open Science and Scholarship
Working on developing several tools for open, distributed knowledge development for scientists and public intellectuals. Currently developing a collaborative writing, annotating, and scholarship tool, and building an ad-hoc knowledge-visualization toolkit, with Cinnamon Bird.

2013 Hyperflâneur
A digital humanities concept project using JavaScript tools to browse sections of Walter Benjamin's Arcades Project, sortable by section, category, source location, source publication date, and other features.

2012-2013 cbGrocery Food Analytics Toolkit

Worked on cbGrocery, a tool for creating shopping lists, based around the concept of identifying nutrient deficits in your shopping cart and providing suggestions to correct those deficiencies before you even enter the store. This Cinnamon Bird project would also like to track long-term food purchasing trends to examine nutrient deficits over time.

2011-2012 Project:Lifeline Disaster Relief Facebook Application

Cinnamon Bird's entrant, Project: Lifeline, won first place in 2011 Health 2.0 challenge sponsored by the Assistant Secretary of Preparedness and Response at HHS. The central concept of the project was to provide a unified interface with which to view the wellbeing of all your friends. Designated "lifelines," such as spouses, parents, children, or friends, are trusted to update a public interface with your status in case you are unable to do so. The application thereby provides a trusted information board that can be used to crowdsource the search for missing persons.

2010-2011 Gravitational Lensing Research

Performing gravitational lensing research, which involved construction of image mosaics, object feature detection and filtering, and ellipticity analysis. Required familiarity with a wide variety of legacy software tools (IRAF), network and computer troubleshooting (Linux/Solaris), and the programming of new scripts and tools (in Perl and Python).

2004-2013 Various: Design and Programming

Worked as a graphic designer and programmer since 2004, starting with web programming in HTML, CSS, and JavaScript, adding on Python for scientific computing work at Brown University as an undergraduate, and moving into Clojure, Prolog, and Racket for Cinnamon Bird projects.

2007-2013 Various: Writing, Editing, and Instructional Design

Performed writing, editing, quality assurance and instructional design work for a variety of publishers and publishing subcontractors including nSight Inc., DiacriTech, and Chameleon Publishing. Worked on multiple projects as a subcontractor for large publishing companies including Pearson, and higher-educational institutions including Northern Arizona University.

Technical Skillset:

HTML, XML, CSS, JavaScript, Java, C, Python, Perl, VB, Clojure, Racket, Lisp, Smalltalk, SQL
Flash, Photoshop, Illustrator, InDesign, 3dsMax, LaTeX
MATLAB, Mathematica, Maple, SPSS
Mac, PC, Linux, Solaris