

Nick Bontrager
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Education

- 2011 MFA, Art & Technology; The Ohio State University, Columbus, Ohio
- 2008 BFA, Photography & Digital Media; The University of Houston, Houston, Texas

Teaching

- 2012 Lecturer, Instructor of Record, Art 350: Digital Manipulation 1;
The Ohio State University. Winter Quarter.
Lecturer, Instructor of Record, Art 350: Digital Manipulation 1;
The Ohio State University. Spring Quarter.
- 2011 Lecturer, Instructor of Record, Art 452: 3D Computer Sculpture;
The Ohio State University. Autumn Quarter.
Lecturer, Instructor of Record, Art 353: Art of Podcasting;
The Ohio State University. Autumn Quarter.
Graduate Teaching Associate, Instructor of Record, Art 452: 3D Computer Sculpture;
The Ohio State University. Spring Quarter.
Graduate Teaching Associate, Instructor of Record, Art 452: 3D Computer Sculpture;
The Ohio State University. Winter Quarter.
- 2010 Graduate Teaching Associate, Instructor of Record, Art 551: New Media Robotics;
The Ohio State University. Autumn Quarter.
Graduate Teaching Associate, Instructor of Record, Art 451: Multimedia Authoring;
The Ohio State University. Summer Quarter.
Graduate Teaching Associate, Instructor of Record, Art 451: Multimedia Authoring;
The Ohio State University. Spring Quarter.
Graduate Teaching Associate, Teaching Assistant, Art 551: New Media Robotics;
The Ohio State University. Winter Quarter.
- 2009 Graduate Teaching Associate, Instructor of Record, Art 350: Digital Manipulation 1;
The Ohio State University. Autumn Quarter.

Guest Lectures/Workshops

- 2012 “Script to Screen” workshop, The Wellington School, Columbus, Ohio (upcoming)
“Intermission & Control”, Contemporary Arts Museum Houston, Houston, Texas (upcoming)
“Past Work & Current Research”, Kansas State University, Manhattan, Kansas
“Past Work & Current Research”, University of South Carolina Beaufort, Beaufort, SC
“Past Work & Current Research”, Florida State University, Tallahassee, Florida
- 2011 “Toy Hacking” workshop, The Wellington School, Columbus, Ohio
“All Things Wellington”, The Wellington School, Columbus, Ohio
“Beginning Lego NXT Robotics” workshop, The Wellington School, Columbus, Ohio
“Advanced Lego NXT Robotics” workshop, The Wellington School, Columbus, Ohio
“Storyboarding for Artists” Lecture, Ohio State University, Columbus, Ohio
- 2010 “Artists’ Websites” Lecture, Ohio State University, Columbus, Ohio
“How I Make Work” Lecture, Ohio State University, Columbus, Ohio

“Fail to Proceed” Lecture, Ohio State University, Columbus, Ohio

2009 Digital Printing Workshop, Ohio State University, Columbus, Ohio
Digital Printing Workshop, Ohio State University, Columbus, Ohio

Honors & Awards

2011 Fergus Family Fund award for the production of the *Confluence(s)* exhibition.
Urban Arts Space grant for the production of the *Control* exhibition.

2009-2011 Graduate Teaching Associateship; The Ohio State University, Columbus, OH.

2007 Flaxman Arts Scholarship; The University of Houston, Houston, Texas

Residencies

2008 The Experimental Television Center; Owego, New York

Solo or Two-Person Exhibitions

2011 *Control*; City Center Gallery, Columbus, Ohio

2008 *The Artists' Saloon* (Lecture and Performance); Buffalo Bayou Art Park, Houston, Texas

Selected Exhibitions

2012 *CONFLUX: An Exhibition Celebrating the Intersection of Art + Technology*;
The Pearl Conard Art Gallery, Mansfield, Ohio
Crossroads: An Intersection of Art & Technology; CC Center, Columbus, Ohio

2011 *Visiting Lecturer Show*; Swing Space Gallery, Columbus, Ohio
Confluence(s); Urban Arts Space, Columbus, Ohio
30 Second Spots; CAA 2011 Conference, New York, New York
Plug; The Silver Image Gallery, Columbus, Ohio
Natural | Unnatural; Shot Tower Gallery, Columbus, Ohio

2010 *Permutations*; Fotofest 2010, Northline Art Gallery, Houston, Texas
Magnetocorpus; The Silver Image Gallery, Columbus, Ohio
Times II; Aurora Picture Show, Houston, Texas
Inventeur; The Silver Image Gallery, Columbus, Ohio

2009 *Sound Forms*; Aurora Picture Show, Houston, Texas

2008 *Laurie Anderson: A Prelude*; The Worthham Center, Houston, Texas
Dissonance; Fotofest 2008, Space125 Gallery, Houston, Texas

2007 *Winter Show*; The Blaffer Gallery, Houston, Texas

2006 *Winter Show*; The Blaffer Gallery, Houston, Texas
Art Show; Bootleg (artists' warehouse), Houston, Texas

2005 *Winter Show*; The Blaffer Gallery, Houston, Texas

Professional Film Experience

- 2011 Director of Photography; *Covenant*. HD Video, documentary, 55 minutes.
(currently in production)
Director of Photography; *So It Was With Us*. HD Video, drama, 79 minutes.

Project Managing and Assistance

- 2012 *Autopoesis*; Artist: Ken Rinaldo. Produced for *VIDA 14.0*.
Madrid, Spain.
Spinning Projectors; Artist: Ann Hamilton. Produced for the Colgate Museum.
Hamilton, New York.
- 2011 *Paparazzi Bots*; Artist: Ken Rinaldo. Produced for *Nuit Blanche 2011*.
Toronto, Ontario, Canada.
Face Music; Artist: Ken Rinaldo. Produced for *Nuit Blanche 2011*.
Toronto, Ontario, Canada.
Ghost - A Border Act; Artist: Ann Hamilton. Produced for *No Object is an Island*.
Cranbrook Art Museum, Detroit, Michigan.

Bibliography

- 2011 Starker, Melissa. "Exhibit Review | Urban Arts Space: Talented graduate students spread their wings". Columbus Dispatch. May 01, 2011.
- Reed, Joanna Emily. "GCAC Presents: Review of Confluence(s) at UAS". ColumbusUnderground.com. May 06, 2011.
- Mantey, Jackie. "Exhibit: Control at OSU Urban Arts Space". Columbus Alive. August 03, 2011.
- Morris, Michael J. "Control".
<http://morrismichaelj.wordpress.com/2011/08/21/control/>. August 21, 2011.
- Bontrager, Nick. "The Conflation of Image Making and Image Fixation in Six Acts".
http://rave.ohiolink.edu/etdc/view?acc_num=osu1307722193. 2011.
- 2010 Boyer, Heather. "Art and technology students fuse electricity and creativity in 'Magneetocorpus' exhibit". The Lantern. March 09, 2010.

Technical Proficiency

- Software Adobe Photoshop CS5, Illustrator CS5, Dreamweaver CS5, Encore CS5, Premiere Pro CS5, Flash CS5, After Effects CS5, Cinema 4D r12, Autodesk Maya 2011, Houdini 10, numerous abandonware.
- Languages Actionscript 2.0, HTML, CSS, C++, PBASIC, Arduino/Processing.
- Hardware Analogue and digital video/still camera/projection systems, film processing and development techniques, analogue and digital video/audio editing decks, CNC 3-axis systems, Epilog laser systems, advanced woodworking tools/techniques, basic metalworking tools/techniques, casting/moldmaking processes, basic electrical theory and construction, advanced art installation techniques, rapid prototyping and 3D printing.