

Abe Burmeister

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Abe Burmeister Design – Principal, 1998-present

Abe Burmeister Design is a graphic design, Flash development and design consulting company. The focus is on web projects that bring together sound, animation and narrative. Recently I have also started working on interfaces for live financial data. Clients include, Disney, The Future Perfect, Aurora Technologies, Arista Records (including sites for Outkast & Whitney Houston among others), Tommy Boy Records, ABCNews.com, The Sterling Group, Iguana Studios, Sunbeam Appliances, Safe-T-Mailer, and the Drug Policy Alliance. As principal I serve as producer, creative director and lead developer.

Abstract Dynamics – Principal, 2003-present

Abstract Dynamics is a weblog hosting company and consultancy. It hosts the blogs of Sasha Frere-Jones, pop music critic for *The New Yorker*, Reza Negarestani, the radical Iranian cultural theorist of hyperstition, and Philip Sherburne, a leading critic of contemporary experimental electronic music, and numerous other blogs by leading intellectuals and music critics as well. Presently the network averages over 130,000 unique visitors a month. My own blog abstractdynamics.org features my writing on design and cultural theory and averages over 30,000 unique visitors a month.

One Infinity – Founder, CFO, Creative, 1999-2003

One Infinity was an animation studio and web design firm I co-founded. We produced the first Flash for broadcast television music video, Dice Raw's "Thin Line Between Raw and Jiggy". Frogleap.com is an award winning, immersive website we developed. We developed several animated television concepts including "Concrete Jungle", which was optioned by Disney in 2002. As a small 3 person studio I found myself playing many rolls, including CFO, lead developer on the Frog's Leap site, producer on Frog's Leap and Dice Raw, tech and programming lead on nearly everything, creative consultant on Dice Raw and Concrete Jungle and lead writer on several animated concepts. In 2003 the company was profitably dissolved.

San Francisco State University – Adjunct Professor, 2002

I served as an Adjunct Professor teaching an intensive course in Macromedia Flash at San Francisco State University's Multimedia Extension. The Extension was conceived during the dot com era and completed during the crash. This meant that I taught a small intensive course, which was great for me and the students.

Morgan Stanley – Bond Trader's Assistant, 1997-1998

Fresh out of college I wound up with a temp job answering the phones for a couple days on Morgan Stanley's mortgage backed bond desk. A week later I was still there working as a trader's assistant on an energized trading floor in the World Trade Center. I was in charge of balancing \$10 billion worth of positions held by the company, and assisting the traders in researching and completing their trades.

Education

Interactive Telecommunications Program (ITP), New York University – MPS 2006

Pomona College – BA Anthropology, 1997

Notable Professor's include Jake Barton, Luke DuBois, Alex Galloway, Tom Igoe, Steven Johnson, Art Kleiner, Douglas Rushkoff, Clay Shirky and Masamichi Udagawa,

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Publications

Economies of Design and Other Adventures in Nomad Economics, Street Fix Publishing, New York, April 2006,

A collection of essays on markets as networks, institutional economics, nomadic states of money, designing economies and more. Currently released as a public draft.

"Technarchy: Political Art Activists", XLR8R#87, May 2005,

Interviews with Natalie Jerimenjenko, Critical Art Ensemble, Cory Arcangel, Neurotransmitter and Institute for Applied Autonomy.

Art Shows and Performances

ITP Winter Show, New York, 2005– "Through the Looking Glass", design installation of a two way networked drawing system

Safe-T-Gallery, Brooklyn New York, 2005– "Globetime", networked sculpture

ITP Spring Show, New York, 2005– "Globetime" and "Payphone Warriors", networked sculpture and urban game

ITP Springtime Floor Installation, New York, 2005– "Predatory Mirror", live video installation

ITP Winter Show, New York, 2004– "Predatory Mirror", live video installation

Roy GBiv Gallery, Columbus Ohio, 2004– digital prints

International Film Music Biennial Bonn 2004, Bonn, Germany- "911 State of Emergence", video

BLD, Columbus Ohio, 2003- "The Center Can Not Hold", live video performance

Punch Gallery, San Francisco, 2003- "Art of Design", digital prints

Culture Cache Gallery, San Francisco, 2002- "Metataggers: Digital Graffiti", 3 video installations

Museum of Contemporary Art Chicago, Version:02, 2002- "Digital Wind", live video performance

Duke University Franklin Center Gallery 2002- "Saturation Station", video installation

Soho Photo Gallery, New York - "1998 Invitational", digital prints

Forthcoming:

Come Out and Play Festival, New York September, 2006 "Payphone Warriors", big game

Talks

The Art, Technology, and Culture Colloquium @ UC Berkeley, 2002- "Sound Unbound: Strategies for Reconstructing Media" as part of 47, with DJ Spooky

New Media Underground Festival, SF, NY, Rotterdam, 2001 - "Dice Raw"

View:Source, Chicago, 2001 - "The Designer as Revolutionary"

Streaming Media West, LA, 2001 - "Transmedia"

ResFest, New York, 2000 - "Digital Animation Panel"

Awards (as One Infinity)

Ars Electronica Award of Distinction Computer Animation / Digital Effects, 2001 for "Dice Raw: Thin Line Between Raw and Jiggy"

HOW Interactive Design Competition Merit Award, 2002 for Frogleap.com