EDUCATION

2015	PhD / Docteur ès Sciences École Polytechnique Fédérale de Lausanne Department of Architecture (EPFL EDAR) <i>Computational Shifts in Theatrical Space</i> 5/25/2015
2003	MS, Media Arts and Science Massachusetts Institute of Technology Media Lab / Grassroots Invention Group Just Making Faces? Animatronics, Children and Computation 8/17/2003
2001	BFA, Visual Communication / Art and Technology School of the Art Institute of Chicago <i>Typography and Murder: Jan Tschichold and the Fascist Aesthetic</i> 5/19/2001
1996	Phillips Academy, Andover 2/6/1996
EMPLOYMENT	
2022 - 2025	UX Lead / Senior Systems Designer VRChat, Inc. San Francisco, USA 6/2022 - 7/2025
2020 - 2022	Course Instructor / Developer EPFL Extension School Geneva, CH 7/20-6/22
2015 - 2024	Adjunct Instructor / Lecturer Aarhus University (Denmark)
	(HKB) Bern University of the Arts I BFH (Switzerland)
	(HEAD) Geneva University of Art and Design (Switzerland)
	(HETSR/La Manufacture) University of the Performing Arts of Western Switzerland (Switzerland)
2020 - 2022	Director of Special Projects Place Lab Ltd. Lausanne, CH / Andover, MA USA
	Director of Engineering Toasterlab Toronto, ON Canada

2019 - 2020	Software Developer Zurich, Switzerland ElectricFeel 1/19-12/19
2017 - 2018	Software Developer Charlottesville VA, USA Performant Software LLC
2016 - 2017	Senior User Experience Designer New York, NY Food52.com, NYC
2012 - 2015	Doctoral Assistant Lausanne, Switzerland École Polytechnique Fédérale de Lausanne
	Researcher in Residence Lausanne, Switzerland University of the Performing Arts Lausanne (La Manufacture / HETSR)
	Researcher Haute Ecole de Théâtre de Suisse Romande SINLAB Lausanne, Switzerland
2007 - 2012	Design Researcher IBM Research Cambridge MA
2006 - 2007	Senior Software Engineer Pearson Education Boston MA
2005 - 2006	Senior Designer Bricolage Systems, LLC Los Angeles CA
2001 - 2003	Research Assistant MIT Media Lab Cambridge MA
1997 - 2005	Senior Developer/Designer Evolving Systems, Inc Putnam Valley NY

PUBLICATIONS

2015	<i>Computational Shifts in Theatrical Space</i> Doctoral Thesis, École Polytechnique Fédérale de Lausanne.
2013	<i>Experience Catalysts and Architecture: Towards a New Tradition</i> 2013 eCAADe Conference on Future Traditions: Rethinking Traditions and Envisioning the Future in Architecture through the Use of Digital Technologies
2011	Architecture and Design for Virtual Conferences: A Case Study MDPI Future Internet 3, no 3: 175-184
	<i>Circles of Crowdsourcing: The Social Organization of</i> <i>Participatory Sensing – IBM Research Report</i> Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Andrew Sempere, Reid Priedhorsky
	Participatory Sensing through Participatory Design: Collaborating on Requirements with the CARD Method – IBM Research Report Michael Muller, Susanne Hupfer, Andrew Sempere, Stephen Levy, Reid Priedhorsky, Daniel Gruen
	<i>MoCoMapps - An Experiment in Crowdsourcing both Data and</i> <i>Applications for Mobile Services – IBM Research Report</i> Michael Muller, Susanne Hupfer, Stephen Levy, Daniel Gruen, Reid Priedhorsky, Andrew Sempere
2010	Avatars Meet Meetings: Design Issues in Integrating Avatars in Distributed Corporate Meetings – IBM Research Report N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson
	Enhancing Distributed Corporate Meetings with 'Lightweight' Avatars IBM Research Report N. Sadat Shami, Li-Te Cheng, Steven Rohall, Andrew Sempere, John Patterson
2009	<i>The Work of Art in the Age of Virtual Production</i> 25th Annual CHArt Conference Proceedings
2005	Animatronics, Children and Computation IEEE Journal of Educational Technology & Society 2005, Vol. 8 Special Issue on "Crafting Learning in Context"
2004	CTRL_SPACE: Using Animatronics to Introduce Children to Computation. Proceedings, IEEE International Conference on Advanced Learning Technologies
2003	Just Making Faces? Animatronics, Children and Computation Masters Thesis, MIT