RYAN SHAW

http://aeshin.org/
ryanshaw@ischool.berkeley.edu
1124 Dwight Way #4, Berkeley, CA 94702

EDUCATION

University of California, Berkeley, School of Information, Berkeley, CA.
Ph.D. in Information with Designated Emphasis in New Media, expected 2009. Advisor: Michael Buckland.

University of California, Berkeley, School of Information Management & Systems, Berkeley, CA. Master's in Information Management & Systems, May 2005. Advisor: Marc Davis.

Stanford University, Stanford, CA.
B.S. in Symbolic Systems, Rationality concentration, June 1998. Minor in Japanese. Advisor: Daphne Koller.

INDUSTRY WORK EXPERIENCE

Research Intern, Yahoo! Research Labs Berkeley, CA *07/2005 - 08/2007*
Explored and invented social media and mobile media technology and applications that enabled people to create, describe, find, share, and remix media on the web.

Technical Intern, Multimedia Search, Yahoo! Sunnyvale, CA *06/2004 – 08/2004*
Investigated approaches for identifying multimedia objects on the web and associating these objects with descriptive metadata. Developed a framework for relating metadata from heterogeneous sources.

From 1998 to 2003 I worked as a Java software developer in Tokyo, Japan, where I helped plan and develop a number of products in domains ranging from human resources management, to e-commerce recommendation systems. Further information is online at http://sindikk.aeshin.org/resume/.

ACADEMIC WORK EXPERIENCE

Visiting Researcher, Semantic Media Interfaces CWI, Amsterdam *05/2008 – 07/2008*
Developing methods to store, select, organize and present multimedia documents by linking machine-readable metadata with human-interpretable media assets.

Graduate Student Researcher, Biography in Context UC Berkeley *08/2007 - present*
Designing and evaluating standards and best practices for encoded mark-up, embedded queries, and associated editing tools to create more powerful digital biographical texts. Principal investigator: Ray Larson.

Graduate Student Researcher, Garage Cinema Research UC Berkeley *12/2003 - 05/2005*
Designed and developed digital systems for creating and using metadata to automate media production and reuse. Principal investigator: Marc Davis.

Teaching Assistant, IS246 Multimedia Information Systems UC Berkeley *08/2004 - 12/2004*
Organized readings, graded projects, and oversaw equipment management and instruction for students' hands-on audiovisual production assignments. Invited and managed guest speakers.

PUBLICATIONS

Buckland, M. and Shaw, R. 2008. **4W Vocabulary mapping across diverse reference genres**. Forthcoming in *Proceedings of the 10th International Society for Knowledge Organization Conference* (Montreal, Quebec, Canada, August 5-8, 2008). ISKO '08.

Shaw, R. and Larson, R. R. 2008. **Bringing lives to light: Lives and event representation in temporal and geographic context**. Forthcoming in *Proceedings of the 7th ACM/IEEE Joint Conference on Digital Libraries* (Pittsburgh, PA, June 16-20, 2008). JCDL '08.

Shaw, R. and Schmitz, P. 2006. **Community annotation and remix: a research platform and pilot deployment**. In *Proceedings of the 1st International ACM Workshop on Human-Centered Multimedia* (Santa Barbara, CA, October 27, 2006). HCM '06. ACM Press, New York, NY, 89-98.

Shaw, R. and Davis, M. 2005. **Toward emergent representations for video**. In *Proceedings of the 13th Annual ACM international Conference on Multimedia* (Singapore, November 6 - 11, 2005). MULTIMEDIA '05. ACM Press, New York, NY, 431-434.

Niemeyer, G., Perkel, D., Shaw, R., and McGonigal, J. 2005. **Organum: individual presence through collaborative play**. In *Proceedings of the 13th Annual ACM international Conference on Multimedia* (Singapore, November 6 - 11, 2005). MULTIMEDIA '05. ACM Press, New York, NY, 594-597.

Feinberg, M.. and Shaw, R. 2004. **Action: A Framework for Semantic Annotation of Events in Video**. In *Proceedings of the 4th International Workshop on Knowledge Markup and Semantic Annotation* (Hiroshima, Japan, November 8, 2004). SEMANNOT '04.

RECENT PRESENTATIONS

Events, Facts, and Narratives, Event Webs: Constructs, Connections, Causalities, HumaniTech® Symposium, Irvine, California, May 9, 2008.

Meta-events, Distributed Participation panel at the ParaSite New Media Symposium, Berkeley, California, October 26, 2007.

Biographical Mark-up, PNC and ECAI Annual Conference and Joint Meetings, Berkeley, California, October 20, 2007.

Archiving the Present, Archives and Databases panel at session on STS and Information Studies organized by Geof Bowker and Jean-François Blanchette, 4S Annual Meeting, Montreal, Quebec, October 11, 2007.

Recognition Markets and Visual Privacy, UnBlinking: New Perspectives on Visual Privacy in the 21st Century, Berkeley, California, November 4, 2006.

Composting the Archives, Decasia panel, 4S Annual Meeting, Vancouver, B.C., November 2, 2006.

WORKSHOPS ORGANIZED

Supporting Creative Acts Beyond Dissemination, 6th Creativity & Cognition Conference, Washington, D.C., June 13, 2007.

NEW MEDIA PROJECTS *(see* http://sindikk.aeshin.org/projects/ *for further information)*

Continuous City, a collaboration with The Builder's Association, is an ongoing new media theater production that extends beyond the theater by providing a space for others to step into the project, through a web site where videos can be recorded for and imagery contributed to the performance.

Organum: Away from the New (a.k.a. Good Morning Flowers) was the follow-up to Organum Playtest. Organum: Away from the New was exhibited in the Pocket Cinema program at the 2006 San Francisco International Film Festival and at Cairo's Townhouse Gallery in May 2006.

International Remix, a collaboration with Yahoo! Research Berkeley and the Institute for Next Generation Internet, was a web-based tool for re-editing selected films from the 49th annual San Francisco International Film Festival. The best edits were screened in a special festival event.

Trace, a collaboration with media artist Alison Sant, examined the intersection of wireless networks and urban space. Trace was presented at the 2004 VIPER Festival in Basel, UbiComp 2005 in Tokyo, ISEA2006 in San Jose, and the 2006 Conflux Festival in New York.

Organum Playtest, a collaboration with Greg Niemeyer and Dan Perkel, was a 3D game played by singing. In 2005 Organum Playtest was exhibited at the New Langton Arts gallery and the Mission Creek Music and Arts Festival in San Francisco, at the PoV Alternative Games Exhibition in Vancouver, in the lounge at Resfest 2005, and at The Art Formerly Known As New Media in Banff.

SELECTED COURSEWORK

Major Field: **Multimedia Information System Design**

I245	Organization of Information in Collections (Larson)	*2007 Spring*
I290	Web-based Publishing (Wilde)	*2007 Spring*
CS294	Distributed Information Management (Wilensky)	*2005 Fall*
IS290	Applied Natural Language Programming (Hearst)	*2004 Fall*
IS290	Digital Convergence (Braunstein)	*2004 Fall*
IS290	Digital Media Design Studio (Davis)	*2004 Spring*
IS246	Multimedia Information (Davis)	*2003 Fall*

Minor Field: **Social Studies of Information Technology**

I290	The Social Life of Visual Media (Van House)	*2007 Spring*
IS218	The Quality of Information (Duguid and Nunberg)	*2006 Fall*
ER290	Social Studies of Technology (Mason)	*2006 Spring*

Minor Field: **Research and Evaluation Methodology**

ER273	Social Science Research Methods (Ray)	*2007 Spring*
IS271A	Quantitative Research Methods (Tygar)	*2006 Fall*
IS214	Needs and Usability Assessment (Van House)	*2005 Spring*

PROGRAMMING LANGUAGES AND TOOLS

Python, Javascript, Java, PHP, SQL, XSLT, Bash, Flash/Flex, Apache, Django, Max/MSP/Jitter, etc.

OTHER SKILLS

Advanced Japanese skills (fluent conversation, basic business dialog, reading and writing emails).