

# Dr. Gustavo Alfonso Rincon, Ph.D., M.Arch., M.F.A., B.Sc., B.A.

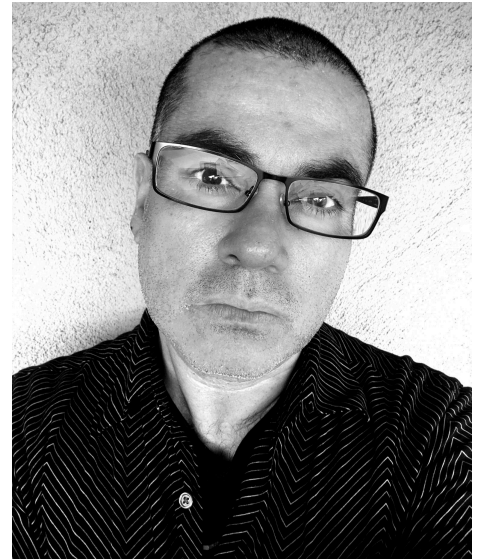
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## EXPERIENCES | Date: 2026.0619

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### **BIOGRAPHY (SHORT):**

Gustavo Alfonso Rincon (Ph.D., M.Arch., M.F.A., B.S, B.A.) earned his doctorate in Media Arts and Technology at UCSB. Rincon is educated as an architect, artist, and media arts researcher / scholar. His academic works have been exhibited nationally and internationally along with serving clients globally. His dissertation titled "Shaping Space as Information: A Conceptual Framework for New Media Architectures," led to a residency at the AlloSphere Research Facility, CNSI@UCSB as a Research fellow. He also collaborates with Dr. Kuchera Morin as a Research Design Director - Advising Member and Curator of Media Arts and Design & Science. He concurrently serves as both a Co-Director facilitating all Digital Futures World/International online programming and Co-Director for establishing the Panarchic Codex: Design for Living with Wildfire USA - UK.

Rincon's current academic/professional service role is facilitating online programming with exhibitions and presentations as an Associate Committee Member, and Curator for ACM SIGGRAPH DAC - SPARKS talks. He has served as a peer reviewer for SIGGRAPH & SIGGRAPH Asia (Arts Papers Track & Art Gallery), SiGraDi, ArtNodes | RACO, Leonardo | MIT Press Journal, and serves as an Editorial Board Member of Design International Series at Franco Angeli, Milan. In 2025, he served as a peer reviewer for ACADIA 2025 and the Expanded Conference 2025 at the Ars Electronica Festival. Currently, he is serving as an Arts Paper Juror for ACM SIGGRAPH and the Happy Valley Animation Festival. Gustavo continues to serve as a Juror in the National Academies of Sciences(NAS), Engineering (NAE), & Medicine (NAM) - Eric and Wendy Schmidt Awards for Excellence in Science Communications.

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· Creative Design Director · Educator · Immersive Media Researcher · New Media Architectures Scholar · Technologist ·

**NB:** Educated as an architect, artist, curator, entrepreneur, and media arts/design-engineering scholar, Rincon is the creator of *New Media Architectures*, an interdisciplinary research framework at the intersection of AI, emerging media, AR/VR/XR, UI/UX design, and spatial interactive computing. His research explores the potential of immersive virtual environments (IVEs) as platforms for real-time arts-science experimentation and knowledge production within the AlloSphere Research Group. A strong advocate for education and research as fundamental human rights, Rincon's work has been exhibited nationally and internationally, and he has served clients globally. He brings extensive leadership experience as an educator, entrepreneur, director, and researcher, with a proven record of developing/managing interdisciplinary partnerships and teaching spanning conferences, colleges, and R1 universities. Rincon specializes in building collaborative creative teams and guiding innovative impactful projects from concept development and strategic funding acquisition through design implementation, public engagement, and dissemination.

## EDUCATION

University of California, Santa Barbara (UCSB), Santa Barbara, CA 2020  
**Ph.D. in Philosophy**, Media Arts and Technology, Colleges of Engineering + Letters & Sciences  
**Dissertation:** Shaping Space as Information: A Conceptual Framework for New Media Architectures

University of California, Los Angeles, LA, CA  
**Master of Architecture**, Department of Architecture and Urban Design (AUD)

California Institute of the Arts (CalArts), Valencia, CA  
**Master of Fine Arts**, School of Art

University of Maryland (UMD), College Park, MD  
**Bachelor of Science in Architecture**, School of Architecture, Planning, and Preservation

University of Maryland (UMD), College Park, MD  
**Bachelor of Arts**, Art Department

## EXPERIENCE

AlloSphere, University of California, Santa Barbara (UCSB), SB, CA 2008 – Current  
**DESIGN RESEARCH DIRECTOR + CURATOR (SR. ADVISOR)**, Media Arts & Technology 03/25 - C

- Directs interdisciplinary research integrating architecture, design, media arts, engineering & science
- Collaboratively designs research proposals & projects w/ academic, nonprofit, & industry partners
- Assists Director with administrative bus./client/donor dev., grant writing, & community support

**POSTDOCTORAL FELLOW**, AlloSphere + MAT 01/22 - 03/25

**ASSOCIATE SENIOR LEAD RESEARCHER + CURATOR**, AlloSphere + MAT 04/24 - 12/24

**ASSISTANT SENIOR LEAD RESEARCHER**, AlloSphere + MAT 07/21 - 12/21

- Led research design initiatives on IVE exhibitions: Arts, Academic, & Science Edu. programming
- Project managed NPO/NSF grants, & industry proposals (analysis, budgets, editing, graphics, writing)

**DESIGN COMMUNICATIONS DIRECTOR**, AlloSphere 01/19 - 06/21

- Developed an online comms. outreach infrastructure for donors, industry, & research partners
- Created foundational research graphics assets for academic & industry collaborations

**RESEACHER (GSR)** 03/14 - 08/20

- Contributed to research projects at the AlloSphere, including designs & deployment in IVE's

- Managed GSR's & TA's in creation of new exhibitions/events design & research projects

New Media Architectures (NMA) | (Online - International), SB/LA, CA

2020 – C

**FOUNDER - CREATIVE DESIGN RESEARCH DIRECTOR**

- Provides design solutions on Concept(Analysis)/Development/Implementation on Visualizations
- Consults on Edu. NPO, ParaEd Design Models, Planning Events/Exhibitions/IVE's, Sci-Tech Research

**NPO**

Panarchic Codex® :: Design for Living with Wildfire, USA + UK

2025 – C

**CO-DIRECTOR**

- Co-creating new international online hybridized curriculum infrastructure & research network
- Collaborates with Fndn. Director on content creation, global branding, research dev., & outreach

ACM SIGGRAPH, Digital Arts Community Committee, Yr. Programming Online, NY, NY

2023 – C

**CURATOR (ONLINE + Host Cities) + INTL. LEAD ORGANIZER - COMMUNICATIONS**

- Organizes /Moderates/Designs both at the conference/online exhibition events, panels, & talks
- Leads Intl. online comms. initiatives thru Social Media distribution networks including ListServe distr.

Digital Futures International | (Online - International) (2020) - Nonprofit, CA, USA

2020 – C

**CO-DIRECTOR + CURATOR + ASSOC. SR. INTL. LEAD ORGANIZER**

- Co-steer's Intl. teams in dev. into a 4+ mill. views YT channel w/ events, panels, tutorials, & workshops
- Co-organizes new online programming initiatives for Open Calls, Panels, Tutorials, & Workshops

Leonardo/ISAST (Arizona State University) + Lumens Prize Fdn., USA + UK

2020 – 2021

**CO-CREATIVE DESIGN LEAD - ONLINE LUMENS PRIZE EXHIBITION**

- Co-created the first curated online interactive immersive arts catalog platform for all Awardees
- Designed/Produced computationally optimized 3D assets/data for an online intl. exhibition event

**TEACHING - SELECTED (RESEARCH PRACTICE & SUPPORT)**

Berkeley City College - Peralta City College District, Berkeley, CA - Online,

2023 – C

• **NON-TENURE TRACK PROFESSOR - MultiMedia Arts (MMArts)**

Curriculum Development - AI Integration & HighSchool Programming

- WorldMaking - A.I., AR, Digital Spaces, & Sound Futures - A Studio Research Practice
- Theory to Practice - Graphic Visualization
- Data Design for Digital Media
- LAB: Online Games & Interactivity
- LAB: Mobile and Cross-Platform Web

University of California, Santa Barbara, Santa Barbara, CA

• **GRADUATE STUDENT RESEARCH - Media Arts & Technology, & Computer Science**

- Transvergence Lab - Sr. Member
- 4 Eyes Lab - Jr. Research Member

• **TEACHING ASSISTANT - AlloSphere, Art, Media Arts & Technology, & Technology Management**

- Transvergence - Media Arts Seminar/Studio
- Mechatronics: The Carousel of Physics (AlloSphere - Donor Funded Research)
- Technology Management - Lecture Series
- Technology Management - Entrepreneurship
- Technology Management - Selling High Tech Products
- Technology Management - Entrepreneurial Marketing
- Social Practice: Think Tank - A Platform for Artist Collaboration - (UCIRA)

OTIS College of Art and Design, Los Angeles, California

- **NON-TENURE TRACK PROFESSOR - Liberal Arts and Sciences & Interactive Product Design**

- History of Design: Theory 1900 to Present, Contemporary Art, Graphics & Design
- Product Design History: Theory 1900 to Present, Contemporary Art & Technology
- Professional Practice I: Career Preparation, Business Planning and Thesis Prep
- Professional Practice II: Career Planning, Business Strategies and Thesis Book
- Design Studio VI: Design Theory & Technology (Graphics and Manufacturing)

University of California, Los Angeles, Los Angeles, CA

- **GRADUATE ASSISTANT - Architecture and Urban Design - Staff Support**

- Computer Labs & Studios
- Model Shop (Fabrication)

California Institute for the Arts, Valencia, CA

- **TEACHING ASSISTANT - ART, MUSIC, & DESIGN**

Curriculum Development - Community Outreach

- Traditional Printing to Digital Printing Methods
- Art of Printmaking: Traditional to Digital Experimental Graphics - (CSSSA)
- Interdisciplinary Process (Performance Art)
- Interdisciplinary Critique (Performance Art)
- Computational Graphics & Web Design Workshop(s)
- Computer Art & Design

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### SERVICE - SELECTED

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#### AWARDS - JUROR - SCIENCE COMMUNICATION

National Academies + Schmidt Futures - Excellence in Science Communications Awards , D.C., USA 23 - C

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#### EDITORIAL BOARD REVIEWER (SCIENTIFIC COMMITTEE) - MONOGRAPHS

Design International Series, Franco Angeli, Milan, Italy 23 - C

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#### PEER REVIEWER - JOURNAL ARTICLES

Digital Creativity, Taylor & Francis Group, Oxfordshire, England 26

Artnodes | RACO, Universitat Oberta de Catalunya, Barcelona, Spain 24 - C

Leonardo/ MIT Press, Oakland, CA & Cambridge, MA, USA 23 - C

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#### PEER REVIEWER (SHEPHERD) - ARTS PAPER TRACK

ACADIA (The Association for Computer Aided Design in Architecture), Fargo, ND, USA 25 - C

Ars Electronica -Expanded Conference, Linz, Austria 25 - C

ACM SIGGRAPH - USA, NY, NY, USA 23 - C

ACM SIGGRAPH - ASIA 24 | C

SIGGráDi (The Ibero-American Society of Digital Graphics), Montevideo, Uruguay 23 - C

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#### JUROR - ARCHITECTURAL DESIGN (CRITIC), ANIMATION, ART, & MEDIA ARTS

ACM SIGGRAPH - USA, Art Gallery (Triage) , NY, NY, USA 24 - C

ACM SIGGRAPH - USA , Opportunity Travel Grant, NY, NY, USA 24 - C

HVAF (The Happy Valley Animation Festival), Animated Short , Penn State, State College, PA, USA 26

Southern California Institute of Architecture, Thesis Summer Reviews - Grad. Exhibition, LA, CA, USA 25

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### SKILLS

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**Academic:** App Mgmt., Contracts, Donor Relations, Eval., fundraising, NSF Grants, PR, Reports, Writing, Rev.  
**Business:** Admin., Billing, Contracts, Client Mtgs., Editing, Presentations, Project Mgmt., Proposals, Reports  
**Edu.:** Adobe Suite, CANVAS, Ed. Vid., GauchoSpace, Google Forms + Office, Miro, Office, YT Streaming, Zoom  
**Online:** Asset Creation, Coord., Live Streaming + Moderation: Online Mtgs., Social Media Mgmt., Transcription  
**Design Science:** 3d CAD Proto, Data, CNC, Fab. Photo/Vid., 3d Des. /Illus., Sci. Viz., Qual.+ Quant. Expt., UI/UXR

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## BIOGRAPHY - LONG | CURRENT

Dr. Gustavo Alfonso Rincon earned his doctorate in the Media Arts and Technology (MAT) Program at the University of California, Santa Barbara (UCSB). Born in Queens, New York City, and raised in Maryland and the Washington, Metropolitan area, Rincon is fluent in both English and Spanish. He has lived in Bogotá, Colombia, as well as in five major metropolitan cities across the United States. Educated as an architect, artist, and media arts research practitioner and scholar, Rincon's work has been exhibited nationally and internationally. Also, he has served as an educator in the fields of art, design (interactive product design), technology management (entrepreneurship), liberal arts & sciences (history/theory), and media arts (including AI & computational design).

Rincon's dissertation, "Shaping Space as Information: A Conceptual Framework for New Media Architectures," launches a new field of inquiry integrating the arts, architecture, and sciences. During his tenure at UCSB, Rincon worked as both an educator and researcher in the College of Engineering (Technology Management Program and Computer Science Department) and the College of Letters and Science (MAT Program and Art Department, Institute for Research in the Arts). As a Ph.D., he developed curatorial projects, educational and community outreach programs, exhibitions, events, and research spanning the domains of art, computational design, engineering, and science. He holds master's degrees in Architecture and Urban Design from the University of California, Los Angeles (UCLA), as well as a Master of Fine Arts from the California Institute of the Arts (CalArts). He also holds dual bachelor's degrees: a Bachelor of Science in Architecture from the School of Architecture, Planning, & Preservation, and a Bachelor of Arts from the Department of Art at the University of Maryland, College Park (UMD).

As a senior member of the AlloSphere Research Team, Rincon contributed to the Quantum Composition series conceptualized and composed by Dr. JoAnn Kuchera-Morin. This collaborative research has been featured at conferences and museums both nationally and internationally. The launch of the Quantum series inaugurated the Wolf Museum of Exploration + Innovation in Santa Barbara, California, alongside exhibitions at the Computer History Museum (USA) and the Asia Cultural Center in Gwangju, Korea. The work has also been exhibited at major conferences, including the International Symposium on Electronic Art (ISEA), the Association for Computing Machinery Multimedia Conference (ACMMM), the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), and TED Vancouver. As a Postdoctoral fellow with the AlloSphere Research Group, "Sketches of Sensorium," represented the culmination of over two years of research as part of the Getty Foundation's Pacific Standard Time (PST ART). This project, presented at the University of California, Irvine's Beall Center for Art + Technology in the exhibition "Future Tense: Art, Complexity, and Uncertainty," addresses issues of ocean health within the broader context of climate change which included a satellite exhibition space at the AlloSphere at

UCSB. Rincon's research in educational reform and outreach with the Mosher Foundation and DPEA was exhibited at the Maker Faire Bay Area and the Santa Barbara Museum of Art.

Rincon also served as Director and Lead Curator for the Foundation for Art Resources (F.A.R.) in Los Angeles. His collaborative art and lecture events were presented at the Japanese American National Museum (JANM), Los Angeles Municipal Art Gallery and Theatre, Barnsdall Art Park, the MAK Center for Art and Architecture, and the Museum of Contemporary Art, Los Angeles (MOCA - Grand).

His architectural practice has encompassed multiple roles—including architectural designer, computational designer, fabricator, media design researcher, project manager, and design director—serving clients across the Americas, China, Europe, Korea, and the United Arab Emirates. Rincon has also served as a guest critic and reviewer at the doctoral and/or master's levels for SCI-Arc, Tongji University, UCSB, and the University of Innsbruck, and at the undergraduate level for Cal Poly Pomona, FIU, NYIT, Otis College of Art & Design, UCLA, and Virginia Tech.

Rincon's research and scholarly contributions have been published in catalogs, online media, conference proceedings, and journals, including ACADIA, ACMMM, Art in America, Computers and Graphics, Computer Music Journal, IEEE Virtual Reality (VR), ISEA, LA Times, Leonardo/MIT Press, OTIS College of Art & Design, and SIGGRAPH. He has presented, moderated, and contributed to panels for Ars Electronica @ ArtSci Center UCLA, the College Art Association (CAA), Contemporary & Digital Art Fair (CADAF), Leonardo/ISAST, Digital Futures World/International Inclusive Futures Festival, ACM SIGGRAPH, ACM SIGGRAPH DAC, and the Society for Cinema and Media Studies (SCMS). His past affiliations include Leonardo/ISAST, the Lumen Prize, CPNAS (Cultural Programs of the National Academy of Sciences), Digital Futures World, and the Guild of Future Architects.

Currently, Rincon serves as Co-Director, Administrative Committee Member, and Curator for Digital Futures International, facilitating its yearly worldwide online programming. He simultaneously serves as Co-Director, preparing to launch a new International US and UK educational initiative with Panarchic Codex: Design for Living with Wildfire. His research appointments have included roles as Graduate Student Researcher, Postdoctoral Fellow, Staff, and Advising Member with the AlloSphere Research Group and the MAT Program at the California NanoSystems Institute (CNSI) at UCSB. He now serves as Senior Advising Design Research Director for New Media Architecture(s) & Engineering, and Curator for Media Arts/Design & Science at the AlloSphere, MAT Program. Rincon has also served as a peer reviewer for SIGGRAPH (USA and Asia) Arts Papers Track & Art Gallery, ACADIA, SiGraDi, ArtNodes | RACO, and Expanded (Ars Electronica). He is an Editorial Board Member of the Design International Series at Franco Angeli (Milan) and a reviewer for Leonardo | MIT Press Journal. Additionally, he continues to serve as a juror for the Excellence in Science Communications Awards for the National Academies of Sciences (NAS), Engineering (NAE), and Medicine (NAM), as well as the Schmidt Foundation.