

Andrew Elijah Edwards - aelijahe@gmail.com - (973) 714 - 3187

<https://andrew-elijah-edwards.com/>

EDUCATION

2010 – 2014 MFA, Emergent Digital Practices - University of Denver, Denver CO
2005 – 2009 BA - Multi Dimensional Studies \ New Media College of Santa Fe, NM
2010 Anderson Ranch Arts Center - Workshop in Video Poetry, Snowmass CO

TEACHING EXPERIENCE

May 2023 Lecture on Creative Practices within Artificial Intelligence
Curtis Memorial Library - Brunswick ME

2023 Maine College of Art Continuing Studies, Portland ME
Design and teaching of Digital Animation and the Adobe Suite classes.

2020 - Present Self Employed One on One Client Educator
Various Clients of all ages and ability levels (digitally inclined teens, children on the autistic spectrum, digital painting with elderly, and group community educational experiences for special needs groups, ie down syndrome and neurallogical development needs) Recurring weekly one on one teaching of digital art through personalized in home and community education.

2021 - Present Merrymeeting Adult Education, Topsham Maine
Designing and teaching a suite of digital literacy, creative toolset classes, and educational experiences. Ongoing weekly month long courses in Video Editing, Motion Graphics, Digital Art, Computer Literacy, Artificial Inteligenbce, and Digital Painting.

2021 - Present Creative Director, IMAGINARIUM Creator Camp

IMAGINARIUM Creator Camp guides groups of young adults and children through story creation, animation, world building, green-screen video performance, prop and set building, stage performance, and channeling the power of imagination. Campers focus-in on their own specific interests, whether it's illustrating and animating creatures and sets for the movie, writing and developing the plot, or rehearsing and acting to become living characters within the film!
<http://imaginarium-camp.com/>

2021 Visiting Artist Educator, Juniper Hill School, Alna ME

Creation of a collaborative storytelling and imaginal awareness experience in an outdoor education environment at Juniper Hill school. Through story and play exercises a group 5-8 year olds formed a traveling theatrical performance that combined scavenged earth art sculptures and installations with acting and performance of a student created story.

2020 - 2021 Youth Drawing Class, Bath Maine

Weekly drawing course for students 8-12 years old exploring the art of drawing and artistic expression in a community of like-minded through my supportive mentorship.

2019 Artist Talk Lecture and 3D modeling Workshop - 'video art, reality, simulacrum & the imaginal' – Artist Talk, Space Gallery, Portland ME

2015 – 2020 [Spindleworks Art Center](#), Brunswick ME

Full time Artist Mentor and then Program Supervisor for adults with developmental disabilities. Guidance of artists through one on one and group workshops on process, skill development, professionalism and exhibition. Creation of curriculum on digital media, animation, and installation art. Management of new media department facilities and curriculum and development of multiple exhibitions for the Spindleworks gallery and exhibitions throughout Maine. Development of Artist acting troupe and multiple performances. Continual direct support professional work with disabled adults on safety, care, and personal guidance, social skills, and independence.

2012 Adjunct Professor, [Rocky Mountain College of Art & Design](#)
Motion Design for Visual Artists - studio class in After Effects animation, interactivity, and generative art.

2010 University of Denver, Denver, CO
Graduate Teaching Assistant, Electronic Media Arts & Design
Assistance to undergraduate student classes via graduate student partial scholarship requirements. Assistance to professors via class organization and lecture preparation as well as one on one tool and conceptual assistance to students on projects and class exercises.

2009 School for Disabled Youth, Trang Thailand
Volunteer teacher. Assistance of teachers with student needs.

2004 – 2008 The Therapy Network, Gillette, NJ
Film program classes for occupational therapy summer youth programs for children with developmental disabilities, elementary school ages. Guidance of students through group pre-visualization, story writing, pre-production and performance. 2D Animation and post production of projects based on student input.

PUBLICATIONS

2014 “[Andrew Elijah Edwards on his new stereoscopic installation, The Deep Novelty Harvest Colony](#)” - Westword Magazine

SELECTED EXHIBITIONS

- 2019 Center For Maine Contemporary Art, Rockland ME
Within The Light, 3D Animation 1m54s
Untitled Barrier, 3D Animation 13m55s
- 2019 SPACE Gallery, Window Exhibition, Portland ME
Spirit Photography, Video Installation
- 2023 Merrymeeting Arts Center - Bowdoinham ME
Self Portrait - Digital Animation
- 2020 Frank Brockman Gallery - Brunswick ME
Objects from the Other Dimension - Virtual Sculptures Acrylic Prints Triptych
Scene from Untitled Barrier - 3D Animation
- 2019 *Hypertexture*, Group Show
Harlow Gallery, Hallowell ME
- 2018 SPACE Gallery, Bring Your Own Beam, Portland ME
Untitled Barrier, 3D Animation 13.5min
Nameless Video Sculpture 1, Animation on Vintage TV Sculpture
Nameless Video Sculpture 2, Animation on Vintage TV Sculpture
- 2018 [Currents New Media](#), The Santa Fe International New Media Festival, Santa Fe NM
Untitled Barrier, 3D Animation 13.5min
- 2018 [Currents New Media](#), The Santa Fe International New Media Festival, Santa Fe NM
The Walk, Collaborative 2D Animation
- 2018 Harlow Gallery Art2018, 23rd Annual Juried Show, Hallowell ME
Nameless Video Sculpture, Animation on Vintage TV Sculpture : Honorable Mention
- 2017 Harlow Gallery Art2017, [22nd Annual Juried Show](#) , Harlow Gallery, Hallowell ME
Untitled, Single Channel Video Installation : 3rd Place Award via [Juror Cory Daniels](#)

- 2017 Waterfall Arts - Belfast ME
Honeymoon, Graphite on Paper
- 2017 Extinction Event - Frontier, Topsham ME
Ossuary, Mixed Media Sculpture
- 2016 Forest Through the Trees - Frontier, Topsham ME
Untitled, Mixed Media Sculpture
- 2014 [The Deep Novelty Harvest Colony](#), Hinterland Art.Space, Denver CO
Solo Exhibition, Multichannel Stereoscopic Video/Animation Installation
- 2012 Currents New Media , The Santa Fe International New Media Festival, Santa Fe
Feeler [cycles], Five Channel Video Installation
- 2012 DOME2012, The Digital Dome at The Institute of American Indian Arts, Santa Fe
Occularium : 4K 360° Immersive Video Work
- 2011 The Elusive Interval, Group Installation Exhibition at the Holocaust Memorial
Social Action Site of the University of Denver Campus, Denver CO
Feeler [cycles], Five Channel Video Installation
- 2011 Outdoor Art Gallery, Curated Video Art on downtown digital signage, Denver CO
You Are Here, video
- 2011 Je tiens à emporter, BF Gallery, Taipei City Taiwan
Feeler [autofolia], video
- 2010 Musical Visions – [Curated by Woody Vasulka, and Steina](#) -
Santa Fe Complex, Santa FE NM
folding echoes in echoes, video feedback installation
- 2010 PROCESS, OBJECT & THOUGHT Gallery, Denver CO
Untitled Curio Project, electronic light sculpture
- 2009 Projected Light, Santa Fe Complex, Santa Fe, NM
Populous: Interactive video installation
- 2009 Aeroembalism, Group Installation and Performance Show, Santa Fe, NM
Milk Bones, Live video performance
- 2009 IPI Arts Festival, Group Installation and Performance Show, Santa Fe, NM
Pandora : Generative Immersive video installation
Expulsion : Mixed Media Sculpture

WORK

2021 - Present Creative Director, IMAGINARIUM Creator Camp

IMAGINARIUM Creator Camp is a storytelling, Art, And Acting Experience where campers work together as a group in the co-creation of a film project combining drawing, painting, performing, writing, and costume design with live-action acting performances on green screen. Campers focus-in on their own specific interests, whether it's illustrating and animating creatures and sets for the movie, writing and developing the plot, or rehearsing and acting to become living characters within the film!

<http://imaginarium-camp.com/>

Ongoing - Freelance work in Animation, Video Recording, Web Design, and Video Editing, and Digital Creative Literacy

2022 - Present - Merrymeeting Adult Education, Topsham Maine

Weekly classes on a suite of digital literacy, creative toolset, and educational experiences. Ongoing weekly month long courses in Video Editing, Motion Graphics, Digital Art, Computer Literacy, Artificial Inteligenbce, and Digital Painting.

2021 Visiting Artist Educator, Juniper Hill School, Alna ME

Creation of a collaborative storytelling and imaginal awareness education experience in an outdoor education environment at Juniper Hill school. Through story circle and play exercises a group 5-8 year olds formed a traveling theatrical performance that combined scavenged earth art sculptures and installations with acting and performance of a student created story.

2020 - Present Youth Drawing Class, Bath Maine : Self Employed

Weekly drawing course for students 8-12 years old exploring the art of drawing and self expression for individuals to explore their drawing and artistic skillset in a supportive community of like-minded creators and hone their skills through my supportive mentorship. We explore various drawing exercises based around learning to see the world beyond our ideas in order to draw more accurately, alongside games and explorations exploring various styles and techniques to get our creative muscles flowing, and time for meditative individualized drawing sessions that culminate in self-directed projects. I provide direct one on one feedback in the process of students' work in a supportive playful non-competitive atmosphere to help them develop their abilities.

2019 – 2020 [Spindleworks Art Center](#) – Program Supervisor

Assistant Managerial role facilitating program infrastructure, billing and paperwork cycles, staff oversight, interpersonal staff conflict resolution, and communication Spindleworks is an art program for adults with developmental disabilities. Guidance of artists through weekly theater workshops and facilitation of artist lead script development and performances.

2015 – 2018 [Spindleworks Art Center](#) - Artist Mentor Faculty

Full time Artist Mentor for adults with developmental disabilities. Guidance of artists through one on one and group workshops on process, skill development, and professionalism and exhibition. Creation of continual curriculum on digital media, animation, and installation art. Management of New Media department and development of multiple artist exhibitions for the Spindleworks gallery. Continual Direct Support Professional work with disabled adults on safety, care, and personal guidance, and independence.

2015 [Site Santa Fe](#) - Art Preparator

Full time. Art handling, deinstallation, gallery preparation, and installation work of physical and electronic artworks for the 2015 season.

2011 – 2014 [Denver Art Museum](#) - Lead Technology Developer

Full time design and construction of electronic installations for the Denver Art Museum. Project development with museum curators and education department. Maintenance and upkeep of museum electronic artwork.

2012 Denver Art Museum : Van Gogh Entry Experience

Animation and design of the forty foot projection experience in the entry to Becoming Van Gogh featured within the exhibition. Working closely with DAM curators over the course of two months, five Van Gogh paintings were cutup individually by brushstroke and animated blooming and dissolving across the walls of the exhibition.

2011 New Age Old Ways : [Denver Botanic Gardens](#)

Installation of the New Age Old Ways art show at the Denver Botanic Gardens

2011 [Denver Art Museum : Blink! Exhibition](#)

Technical maintenance and upkeep of electronic media artworks during the run of the BLINK! exhibition.

2010 – 2011 Art of the Open Air Indoors : [3rd Law Dance Company](#)
Media artist for the 3rd Law dance company's multimedia performance installation at the Denver Botanic Gardens.

2011 [Warhol in Colorado](#)
Design and implementation of 13 channel, 100+ monitor video installation for gala event and the Myhren gallery show.

2009 -2011 [Vasulka Archives](#)
Design and construction of a virtual archive collaborating with [Steina and Woody Vasulka](#).

2006 -2009 Mov-In gallery : College of Santa Fe
Production assistant for CSF new media gallery. Working alongside international visiting artists and overseeing implementation and construction of installations.

T H E A T E R & P E R F O R M A N C E

2022 Katku in Caravan of Dreams - Desert of Maine with [Ziggurat Theater Ensemble](#)
2021 [Awareness Ritual](#) and [Motionally Available](#) - Writer, Director, Actor, Dancer
2020 [The Andrew Elijah Show](#) - Patreon Funded Ongoing Online Performance Exhibition
2020 [Body Speak](#) - YES Dance Ensemble - Short Film - Ensemble Dance Member
2020 Fafalo - Camden Shakespeare Festival and Ziggurat Theatre Ensemble - Bogeemo & Banjawi
2020 The 39 Steps - The Theater Project, Brunswick ME - Richard Hannay
2019 A Midsummer Night's Dream - Shakespeare In The Park - Brunswick ME – Lysander
2018 As You Like It – Shakespeare In The Park – Brunswick ME – various roles
2018 The Picture of Dorian Gray – The Theater Project, Brunswick ME
[“Hidden in this Picture — 'Dorian Gray' and the depth of beauty at Theater Project”](#) - The
Portland Phoenix – *Basil Hallward / Various Roles*
2018 Radium Girls – The Theater Project, Brunswick ME – *Arthur Roeder*
2017 A Christmas Carol – The Theater Project, Brunswick ME – *Ebinezzer Scrooge*
2017 Not Quite 1001 Nights – The Theater Project, Brunswick ME – *various roles*
2016 Twelfth Night – The Theater Project, Brunswick ME – *Sir Toby / Orsino*

