

Jody Medich

Selected Solo Exhibitions

Warehouse 416

November 2010
Oakland, CA

DGSF

February 2009
San Francisco

Diego Rivera Gallery

July 2007
San Francisco

myartspace.com

July 2007
"Featured Artist"

Projekt 30

May 2006
Online Juried Exhibition

Adaptive Path

June 2005 - January 2007
San Francisco

Selected Group Exhibitions

Warehouse416

March 2010
Five Ton Crane group show, Oakland

DGSF

March 2009
"Tangible Technology", San Francisco

Southern Exposure

February 2009
"Monster Drawing Rally", San Francisco

Clara Street Projects

August - September 2008
"Site and Situation", San Francisco

Patricia Sweetow Gallery

July - August 2008
"JAB", San Francisco

Herbst Pavillion at Fort Mason

May 2008
"SFAI MFA Vernissage", San Francisco

San Francisco Arts Commission Gallery

September 2007

"Immediate Future", Juried Exhibition, San Francisco

Swell Gallery

August 2007

"Inner Life", San Francisco

Swell Gallery

June 2007

"Chow Fun", San Francisco

SFAI Diego Rivera Gallery

August 2006

Continuing SuMFA, San Francisco

Harold's Gallery

February 2006

"Chiat by Day, Artist by Night", Los Angeles

Curatorial

Curatorial Board, Warehouse416

July, 2010 - Present

Conceive of, organize and publicize shows for an alternative art space in Oakland, CA.

What is Interaction?

February, 2010

Art exhibition for the IxDA 10 conference featuring technology focused work by Angie Atmadaja, Lauren McCarthy, Peter Foucault, Gilad Lothar, and many more; Savannah, GA

Abandoned Objects

April 2009

Featuring work by Torrey Cummings, Eve Morgenstern, and Jody Medich; DGSF, San Francisco

Tangible Technology

March 2009

Featuring work by Peter Foucault, Courtney Sexton, Ian Bartholomew, Steve Mason, and Jody Medich; DGSF, San Francisco

Related Experience

5 Ton Crane

August 2008 - Present

Conspiracy with a diverse group of artists who make open narrative stuff. Projects include the Steampunk Treehouse, the Lumbering Contraption, and the Raygun Gothic Rocketship.

Raygun Gothic Rocketship

May 2009 - Present

Collaborated with group of 40 artists to create the Raygun Gothic Rocketship. As head Design-o-naut, I developed all marketing materials (logo, website, promotional materials), fabricated numerous parts of the rocket, and developed 3 interactive objects for inclusion in the interior. Also developed signage and electronics for the companion Rocket Stop. The Rocketship is a traveling exhibit that has been installed in various locations across the country including NASA Ames Research Facility and on the Embarcadero in San Francisco.

kicker studio

August 2008 - Present

Own and operate kicker studios, a product design company specializing in emerging technologies including gesture and touch screens.

Accomplishments

Murphy & Cadogan Fellowship in the Fine Arts

2007

Finalist, Ella King Torrey Award

2008

Education

Master of Fine Arts

2008

San Francisco Art Institute, San Francisco, CA

Bachelor of Fine Arts

1998

College for Creative Studies, Detroit, MI