

# CV Shailoh Phillips 2015

Research | Design | Education

name	Ruth Elizabeth Salome Phillips
also known as	Shailoh
date of birth	29 October 1979
place of birth	Harrisburg, Pennsylvania (USA)
nationality	NL/USA
cell phone	+316 3016 1205
e-mail	shailoh@studiobabel.nl
website	www.studobabel.nl
twitter	@shylo
home address	Roelof Hartplein 2Y, 1071 TT Amsterdam
studio address	Derde Kostverlorenkade 35, 1054 TS Amsterdam



## ABOUT

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Shailoh is a creative educational developer, digital anthropologist, media philosopher and interaction designer. She works in multiples roles, as a researcher, designer and/or teacher. Currently she works as the head of media education at Pier K cultural center and runs the 3D printing club with ZB45 makerspace in Amsterdam. Founder of the research & design lab Studio Babel, based in Amsterdam (2007). Working in the field of digital media, filmmaking, game design & arts education since 2004. Responsible for setting up the Media Lab in the educational department at the Rijksmuseum (2012-2014). Member of the Amsterdam School of Cultural Analysis (ASCA), University of Amsterdam.

## EDUCATION

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2015	<i>Kaos Pilots/HKU Masterclass "the Art and Craft of Facilitating Learning Spaces" (enrolled)</i>
2014 - 2015	<i>University of Leiden Cultural Theory Seminar. Memory, Trauma, Identity</i>
2012 - 2014	<i>University of Amsterdam Data Drive, Theory Seminar Cultural Analysis</i>
2011	<i>Ardis, Den Haag Masterclass Agile Project Management</i>
2008 - 2011	<i>Utrecht University Research Seminar Media and Performance Studies</i>
2006 - 2008	<i>Humboldt University Berlin Media Studies, Philosophy, Art History</i>
2005 - 2006	<i>University of Amsterdam, Research Master Cultural Analysis (incomplete)</i>
2005	<i>Media Academy, Hilversum VPRO Young Talent training program</i>
2000 - 2004	<i>University of Amsterdam Cultural Anthropology (BA cum laude); Philosophy, minor Arabic language and culture</i>
1999 - 2000	<i>University of Nations, Jerusalem and Cairo. Training program and internship working with children in refugee camps and orphanages.</i>
1994 - 1999	<i>Bernard Nieuwentijt College, Damstede, Amsterdam High School VWO</i>
1983 - 1993	<i>Homeschool, Mt. Gretna, Pennsylvania (USA)</i>

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## WORK EXPERIENCE

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- 2014 – present *Pier K, Hoofddorp. Project Manager Media Education*  
Responsible for developing the interdisciplinary media education curriculum for 80 schools in the Haarlemmermeer region. Digital and lens-based media, ranging from photography, film, interactive media, 3D printing  
This involves developing the vision and policy, educational programs, teaching in primary and secondary schools, giving teacher training and operational management.  
Projects:  
- iPad Academy  
- Media Literacy Curriculum for primary schools  
- 3D printing  
- Animation  
- Media Festival
- 2014 – present *ZB45 Makerspace, Amsterdam*  
Project coordinator Makerspace education in schools. Teaching and developing design and 3D printing courses.
- 2014 – 2015 *University of Amsterdam / Rietveld Academy. Hacking Healthcare*  
interdisciplinary course. Role: curriculum developer, lecturer, tutor.
- 2012 –2014 *Rijksmuseum, Amsterdam, department of Education and Public.*  
Media Lab Manager, founder, coordinator, educational program developer, operational and strategic management, team leader, workshop docent. Research project Augmenting Masterpieces in collaboration with the University of Amsterdam:  
Workshops and courses developed:  
- The art of design (design workshop for adults)  
- Fotograferen als Rembrandt (photography workshop for families)  
- Dutch Design in de Gouden Eeuw (remixing for high schoolers)  
- Goede daden, slechte daden (greenscreen acting for primary schools)  
- Fotografeer je Rijks (documentary photography for kids)
- 2011 – 2012 *Vrede van Utrecht* Project manager game development  
Vredepoort: Balance the Power (launched in september 2012)
- 2011 – 2012 *Rio Content Market and Children’s Film Festival, Rio de Janiero, Brazil*  
Consultant Cross-Media (lecture, project tutor and facilitating workshop)
- 2012 – 2013 *Utrechts Centrum voor de Kunsten. Robot Design, Game Design.* Teaching 10 week courses for children age 9-12.
- 2010 – 2012 *Kunstgebouw, Delft. Project Manager New Media and Innovation*  
- SoundSpheres: web-based educational platform for mixing ambient sound  
- MonsterMedia: media literacy game (HTML5)  
- Splatsj.nl: interactive website Kunstmenu programs  
- Codex KIT: urban storytelling toolkit (webapp & tutorial)  
- Hartslag: toolkit for video projection  
- Met andere ogen: augmented reality walking tours (UAR app)

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- Register van de dag van Gister: web-based oral/visual history project
- 2010 – 2011 *Vincent Everywhere / Overall Vincent: on the international identities of Van Gogh*. Role: Project management digital platform [govangogh.org](http://govangogh.org)
- 2004 – 2010 VPRO, Hilversum:
  - Weblog Tegenlicht 'Energy Risk' (2010). Role: interaction design
  - Thema-uitzending – 'Wraak!' (2009). Role: research & scenario
  - Tegenlicht 'Insjallah' (2008). Role: research & interviews
  - Het geluk van Nederland: (2005). Role: research
  - 'De Kunst van Niemand' – podcast (17 min, 2004). Developed as part of the VPRO talent program. Roles: regie, scenario
- 2010 *Arminius Denkcafé – Survival Kit Film en Filosofie: Moderatie debat*
- 2009 – 2010 *Submarine en VPRO Tegenlicht: Collapsus: Energy Risk*  
Role: interaction design, scenario & character development.  
[www.collapsus.com](http://www.collapsus.com), broadcasting Tegenlicht: Energy Risk (22 maart 2010)
- 2009 – 2010 *OMA & Studio Babel: The Reject Factory - Layar app to visualize rejected building projects*. Role : concept development, design and project management
- 2009 (jan-apr) *Day on Earth: 24x1"* short film from different time zones of the earth.  
Role: direction and editing (with Matteo Graziano, Wout Conijn & Raffaele Bocci)
- 2009 *Studio 1826 - Helmsdale/Glasgow 'FreezeFrame': video installation and with live performance at Damoclash Festival*. Role: director, production
- 2008-2009 *Radio Nederland Wereldomroep*  
Weekly radio item about media, film and innovation for Network Europe
- 2009, 2010 *Movies that Matter Festival, Den Haag*  
Role: Q&A with directors
- 2008, 2009 *Crossing Border Festival, Den Haag: the Chronicles*  
Writing and translation in the Chronicles project.
- 2008 – 2010 *Troublemakers.nl*, Role: concept digital platform, design, online gallery and database for research on feminism and art
- 2008 – present *Studio Babel – cross-media collective*  
Role: co-founder, project leader, production of multimedia projects
- 2006 – 2009 *Fleur van Dissel Visual Communication (Amsterdam, Berlijn)*  
Role: internship project management digital archive, production
- 2005 *De trein van 3 voor 12: een spoorspel*. Interactive audio tour, with GPS tracking. Role: Concept, directing, production.

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- 2004 – heden *Stichting Nulpunt*, Gallery Schijnheilig & Damoclash festival: stage for politics, visual arts, poetry and music  
Role: co-founder and cultural programmer
- 2005-2008 *Govcom.org Foundation*, Amsterdam  
*Issuercrawler.org*. Development and research on issue network mapping
- 2004 *The Living Screen*, Afrika festival, Amsterdam  
3D installation with moving screen, dance and video mapping
- 2003 – 2005 *Sparkling View* - interdisciplinair discussie- en activiteitenplatform  
Role: managing editor and (web)editor
- 2002 – 2006 *Heaven to Earth architectural tours*. Guided tours in Amsterdam about repurposed churches. Role: founder, concept developer, tour guide
- 2000 – 2002 *The Basement*: multimedia cultural center for youth in Amsterdam North.  
Role: co-founder, workshop leader and activities for teenagers
- 2000 – 2009 *Texture Translations* Translation and editing English academic texts (see publications)

## **PUBLICATIONS AND CONFERENCES**

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- 2015 (expected) Chapter on “Digital Tools for Museum Interaction” In: *The Manual of Museum Learning*, Lord Cultural Resources. Role: chapter author.
- 2015 *MuseumNext*, Geneva. *Augmenting Masterpieces and Camera User Study*.
- 2010 *The Face of Terror: Analyzing the enemy image in contra-terrorism training programs* (Renée Frissen: Forum, Utrecht). Role: redactie.
- 2008 *Thinking Art – Antoon van den Braembussche* (Springer Verlag, 2009) Role: translation and editing.
- 2006 – 2009 *c/o Gerhardsen Gerner gallerie*, Berlin: Role: writing and translating exhibition labels and press releases.
- 2006 – 2009 *Transcendentie en Inscriptie: Derrida en de hubris van de metafysica* (E. Evink, 2002) Role: Translation (NL>EN); expected 2015 SUNY Press
- 2008 *CAT notation: animating ancient Greek music notation*, Joulia Strauss & Martin Carlé, Merve Verlag 2009, Berlin  
Role: editing, book design
- 2008 “From Heaven to Earth” – article and photostory with Wenche Gerhardsen, on the repurposing of churches in Amsterdam. In: *Simulacrum: Urban Transformations*. Role: co-author

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- 2007 "Living Lies: Nietzsche on Moral Vampirism" In: *Simulacrum* Idolen  
Role: Author
- 2007 "Cyberkurds and Cyberkinetics: Pilgrimage in the Age of Virtual Mobility"  
In: *Etnofoor* Role: author
- 2007 "De Totalitaire Verleiding. Hannah Arendt en de stilte van Heidegger"  
(Antoon van den Braembussche, 2002: Damon, pp 85-104)  
Role: Translation NL > EN
- 2008 "Het onvoorspelbare bouwen" interview with Floris Alkemade; In:  
*Simulacrum: Urban Transformations* pp. 36-42, with Hendrik Folkerts
- 2007 - 2008 *Simulacrum*, magazine for arts and culture. Role: editor for editions 'Idolen',  
'Urban Transformations', 'Dutch Identity'

## SKILLS

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research	screenwriting	wordpress/drupal/joomla,
discourse analysis	graphic design	DSP, Max, Pure Data
data visualization	web design	cross-platform development
editing	filmmaking	touchscreen optimisation
concept development	interaction design	augmented reality
writing	computer literacy Mac/PC	digital fabrication / fablabs
(agile) project management	programming	media education
budgeting	embedded computing	locative media
team building	arduino	gps tracking
creative facilitation	sensors & wearables	iBeacon technology
teaching	3D printing	open source software
photography	CS6 Adobe Creative Suite	
game design		

## LANGUAGES

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	Passive	Active
English (native)	*****	*****
Dutch	*****	*****
German	*****	****
French	****	***
Arabic	***	**
Latin	***	*
C++ / Open Frameworks	****	***
HTML / CSS	*****	****
Java	***	**
Python	***	***
Ruby	***	**

### Legend

*	=	some
**	=	basic
***	=	intermediate
****	=	expert
*****	=	fluent