

K — L



Kate Ladenheim

DANCE, MEDIA DESIGN & CREATIVE TECHNOLOGY

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Education

M.F.A. Media Design Practices 2022

ART CENTER COLLEGE OF DESIGN // PASADENA CA

Art Center Graduate Scholarship & Graduate Grant Recipient. Graduated with Distinction.

B.F.A. Dance Performance 2011

THE BOSTON CONSERVATORY // BOSTON, MA

Magna Cum Laude, Dean's List, & Jan Veen Scholarship Recipient

Commissions

Juntos Collective 2018

Choreographed Smoke and Angels for student company touring to under-resourced communities in southern Mexico.

Juventas New Music Ensemble 2013

Choreography for HackPolitik, a contemporary ballet based on the hacker collective Anonymous.

Presented Projects

Monumental Death 2022

Interactive installation and movement score asking audiences to perform the actions of death in order to give rise to an inflatable antimonument.

May 2022 // Art and Robotics exhibition at the International Conference for Robotics and Automation (ICRA) // Philadelphia, CA

April 2022 // ArtCenter Grad Show // Pasadena, CA

Presented Projects (continued)

She Dreams in Rose Pixels

2021

A choreographic simulation animating virtual bodies via Unity, a video game development software.

February 2021 // The DANCE NOW Story // Virtual Presentation

Babyface

2019-2021

A solo performance and interactive installation integrating dance with robotics that centers a cyborg performer designed to conform to the feminine ideal.

November 2021 // Barnard Movement Lab MeMoSa // New York, NY

October 2020 // Edgecut CAPTIVITY // Virtual

February - March 2020 // The Performance Arcade // Wellington, NZ

September 2019 // DanceNOW Festival at Joe's Pub // New York, NY

July 2019 // Residency Activities at the RAD Lab // Champaign-Urbana, Illinois

Oh, Celine!

2018-2019

A durational media performance about a bizarre, fictional performance artist trying to make her first and greatest work, MAGNUM OPUS. Performances occurred over Instagram, Tumblr, film, and the following live appearances:

MAGNUM OPUS: The Prelude

September 2018 // Dance NOW Joe's Pub Festival // The Public Theatre // NYC

MAGNUM OPUS: A Desert Reflowering

January 2019 // Stage Performance at Keshet Arts Center // Albuquerque, New Mexico

MAGNUM OPUS: Resurgere Ex Cineribus

February 2019 // Film & Performance installation at Kickstarter HQ // NYC

MAGNUM OPUS: A Retrospective

April 2019 // Brooklyn Studios for Dance Artist Residency // Brooklyn, NY

the weight of air

2019

Motion-activated sound, light, and dance installation that framed environmental phenomena as subtle acts of activism.

The Performance Arcade 2019 // Wellington New Zealand

Glass

2017-2018

Film series & multimedia installation featuring multi-channel projection, quadraphonic sound and interactive performance. Glass responds to the metaphor of a glass ceiling and the internalized misogyny it enables.

January 2017 // Residency at University of Georgia // Athens, GA

March 2017 // Performance at National Sawdust (Excerpts) // Brooklyn, NY

February 2018 // Interactive Installation at The Performance Arcade // Wellington, New Zealand

April 2018 // Performance at Triskelion Arts Center // Brooklyn, NY

June 2018 // Performance at SOAK, presented by Leimay // Brooklyn, NY

September 2018 // Interactive Installation at No Theme Festival // Poughkeepsie, NY

Presented Projects (continued)

Transmission 2019

Co-choreographer and creative producer for a distributed, augmented reality performance and podcast series about first contact with alien life.

August 2017 // The Assembly // Edinburgh Fringe Festival // Edinburgh, Scotland
September 2017 // Future of Storytelling Festival // Staten Island, NY

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Performance responding to online narcissism incorporating dance, sound design, and multi-channel projection.

September 2016 // Gowanus Loft // Brooklyn, NY

HackPolitik 2012-2014

Electro-acoustic ballet performance about Anonymous, Lulzsec, and their online hacker activism.

November 2013 // Boston University Dance Theatre // Boston, MA
July 2014 // SubletSeries at HERE Arts Center // New York, NY

Creative Production & Curation

19 Acts of Covid-19 Bravery 2020

Co-curator and designer of online exhibition featuring multimodal works that responded to the coronavirus pandemic.

CRAWL 2014-2018

Creative producer & curator of a nomadic, interdisciplinary arts presenting series taking place in alternative venues throughout New York City, including abandoned garages, art galleries, empty apartments and warehouses. Duties included curation, artist & venue communications, technical set up and creative production.

The Middle Passage | Open Source Gallery 2017

Co-producer of a camera obscura performance exhibit. Duties included curation, artist & venue communications, technical set up and creative production.

Transmission | Edinburgh Fringe Festival 2017

Creative producer for mixed reality, distributed performance. Oversaw the technical set up and production of the podcast series, and the design and build of the production's mobile app, immersive environments, and stage productions. Contributed creatively as co-choreographer and rehearsal director for site-specific dance scenes, storyboarding, and world building.

Selected Grants, Residencies & Awards

- Postgraduate Fellowship 2022
ARTCENTER COLLEGE OF DESIGN // PASADENA, CA
Award fo exemplary scholarship and continued research.
- Artist in Residence 2021
BARNARD MOVEMENT LAB // NEW YORK, NY
Further developed choreography and technical components for *Babyface*, a work combining dance and robotics.
- Artist in Residence 2019-2020
THE ROBOTICS, AUTOMATION & DANCE LAB // URBANA, IL & REMOTE
Developed choreography and movement analysis to assist Lab research and the creation of robotics-based artworks. Created performance titled *Babyface*, which toured internationally and garnered 3 associated publications.
- Makers Space Experience 2019
KESHET ARTS // ALBUQUERQUE, NM
Artist residency that supported the development of *Oh, Celine!*
- Dance Advancement Fund 2017-2019
DANCE/NYC // NEW YORK, NY
Inaugural Awardee of multi-year support and development grant.
- Best of 2018: "The Feminist Art We All Needed" 2018
DANCE MAGAZINE // NEW YORK, NY
Awarded for *Glass*.
- 25 to Watch 2018
DANCE MAGAZINE // NEW YORK, NY
Selected as one of the top 25 emerging artists in dance nation-wide.
- Creative Residency 2017
UNIVERSITY OF GEORGIA // ATHENS, GA
Creative residency for the creative of *Glass*. Included teaching activities at the UGA dance program.
- Winner: Emerging Choreographer Competition 2016
RIDER UNIVERSITY // LAWRENCE, NJ
Awarded for *HackPolitik*, which was later set on Rider dance students.

Selected Press

"...handled heavy, heady concepts—like internalized misogyny and the patriarchal paradigm—in a way that was as artfully, entertainingly composed as it was intellectually stimulating."

— Dance Magazine

"Boldly dives into current affairs... Kate Ladenheim has created a sexy and dangerous world... which explores anarchy and identity in a refreshingly relevant way."

— The New York Times

In Response to Celine's MAGNUM OPUS, Culturebot, April 2019

The Feminist Art We All Needed, Dance Magazine's Best of 2018, December 2018

How Kate Ladenheim's New Video Series Tackles Women's Internalized Misogyny, Dance Magazine, February 2018

Kate Ladenheim: 25 To Watch, Dance Magazine, January 2018

Impressions of The People Movers < / click >, The Dance Enthusiast, September 2016

Critical Conversation: Learning to CRAWL with Kate Ladenheim of The People Movers, DIY Dancer, November 2014

Budding Not Yet Blooming: The People Movers, Dance Informa, September 2014

Arts Listings: HackPolitik, The New York Times, July 2014

Dance Production Brings Anonymous to the Stage, Forbes, November 2013

HackPolitik Krackles, The Boston Music Intelligencer, November 2013

Arts Spotlight: The World Premiere of HackPolitik, Cultivating Culture, November 2013

DDoS as Dance: Anonymous Hits the Ballet, CNET, November 2013

Dancing about Technology in HackPolitik, Boston Magazine, November 2013

The Last Place You Expected Anonymous: The Ballet, The Daily Dot, October 2013

Teaching

Associate Artist-in-Residence

2022-PRESENT

UNIVERSITY OF MARYLAND // COLLEGE PARK, MD

Full-time faculty member of Theater, Dance and Performance Studies in Design and Dance Areas. Teaches classes to undergraduate and graduate students in media design and collaborative performance. Offers workshops on technology and performance as needed. Serves on committees for hiring resident artists and events and school production curation.

Teaching Assistant: Critical Worldviews

2021-2022

ART CENTER COLLEGE OF DESIGN // PASADENA, CA

Teaching Assistantship for design methodology and critical studies class with capstone project envisioning a world without policing. Provided direct feedback to student writing and design projects.

Guest Instructor: Arts and Computing in NYC

2021

BARNARD COLLEGE, COLUMBIA UNIVERSITY, & FIT // NEW YORK, NY

Taught workshop on choreography and programming processes to an arts and technology class.

Teaching (continued)

Visiting Artist: The Robotics, Automation & Dance Lab 2019
UNIVERSITY OF ILLINOIS AT CHAMPAIGN-URBANA // URBANA, IL

During a two-week residency, taught movement hour to students and Lab technicians in order to inform the Lab's work in robotics engineering.

Guest Instructor: Juilliard Senior Production 2018-2020
THE JUILLIARD SCHOOL // NEW YORK, NY

Led workshops on web design for senior dance students.

Guest Instructor: The Boston Conservatory Senior Dance 2012-2017
THE BOSTON CONSERVATORY // BOSTON, MA

Led workshop for senior dance students on entrepreneurship in the arts.

Publications

K. Ladenheim, R. McNish, W. Rizvi, and A. LaViers. 2020. "Live Dance Performance Investigating the Feminine Cyborg Metaphor with a Motion-activated Wearable Robot." In Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction (HRI '20). New York, NY, 243–251.

K. Ladenheim, R. McNish, W. Rizvi, and A. LaViers. 2020. "Babyface: A Machine-Augmented Solo Exploring the Cyborg Metaphor for Female Experience" In Proceedings of the 2020 Alliance for Women in Media Arts and Sciences Conference (AWMAS). Santa Barbara, CA.

K. Ladenheim and A. LaViers. "Babyface: Performance and Installation Art Exploring the Feminine Ideal in Gendered Machines." *The Art of Human-Robot Interaction: Creative Perspectives from Design and the Arts Topic in Frontiers in Robotics and AI, Section Human-Robot Interaction*. D. C. Herath, E. A. Jochum, C. Kroos, D. St-Onge (Eds).

Performance Experience

The Grand Paradise 2015-2015
THIRD RAIL PROJECTS // NEW YORK, NY

Performer in immersive theatre production. Role: Younger Daughter, debut cast.

Company Member 2013-2014
BRENDAN DRAKE CHOREOGRAPHY // NEW YORK, NY

Performer and creative collaborator in dance/theater performances.

Performance Experience (continued)

Trisha Brown: Floor of the Forest 2011-2012
ICA BOSTON // BOSTON, MA

A Dance Within Sol LeWitt's Bars of Color Within Squares 2011
MIT // BOSTON, MA

Choreographer Nel Breyer. Ensemble Performer for performances at the MIT Media Lab & MIT Fast Festival.

Professional Experience

Researcher 2021
DANCENOTES // ARTCENTER COLLEGE OF DESIGN // PASADENA, CA

Researcher for summer faculty-led research project examining and envisioning alternative forms of dance notation via design and technology.

Editorial Assistant 2021-2022
AMERICAN ANTHROPOLOGIST // ARTCENTER COLLEGE OF DESIGN // PASADENA CA

Communicates with authors and editorial board, maintains the American Anthropologist Website, researches appropriate reviewers, and assists Editor-in-Chief in maintaining deadlines and editorial processes.

Google DesignStorm 2021-2022
ARTCENTER COLLEGE OF DESIGN, IN PARTNERSHIP WITH GOOGLE // PASADENA CA

Participated in design jam on sustainable & inclusive meaning making on the open web.

Graphic Designer & Web Developer 2015-2021
AMY JACOBUS MARKETING // BROOKLYN, NY & REMOTE

Designed and built print and web assets for a variety of arts-based clients and small businesses, in response to marketing strategy and UX research. Design projects improved online visibility, streamlined internal systems, and established brand guidelines for clients.

Graphic Designer & Web Developer 2015-2021
FREELANCE PROJECTS // REMOTE

Design and production of print and web materials for independent clients.