

1. Researcher Background and Accomplishments:

Educated as an architect and also in computer science, Professor Newton's teaching and research explores the intersection of computer science and architectural design. Specifically, the theorization, design, and development of next generation computer-aided design tools, design interfaces, fabrication processes, and intelligent environments.

Professor Newton has taught at many levels and has held leadership positions in multiple academic institutions related to the development of curricula in computation and design. His work on computation and architectural design has been published by AD Magazine, the Architectural Association (AA), Rice University, Actar, and Routledge. Professor Newton has been the invited speaker on computation and architecture at multiple institutions, including the University of British Columbia, Université du Québec à Montréal, the University of Arizona, Arizona State University, McGill University, and the University of Minnesota. In addition, he worked professionally with the office of Diller Scofidio + Renfro.

2. Education:

2016 – 2017	Masters in Computer Science McGill University
2006	Masters of Architecture Rice University Cum Laude
2001	Bachelors of Science in Design ASU Cum Laude

3. Work Experience:

2016 AUG – Present	Lecturer The School of Architecture McGill University
2013 AUG – JULY 2016	Assistant Professor of Architecture The School of Architecture McGill University
2012 AUG – JUN 2013	Clinical Assistant Professor, Barrett Honors Faculty The School of Arts, Media, and Engineering & The Design School Arizona State University
2012 JUN – JUN 2013	Faculty Associate CALA The University of Arizona
2009 AUG – 2012 AUG	Architecture Faculty, Lecturer The Design School, Architecture Program Arizona State University
2007 AUG – 2009 MAY	Cass Gilbert Teaching Fellow Architecture Program The University of Minnesota
2006 JUL – 2007 AUG	Junior Associate Architect Diller Scofidio + Renfro Architects

4. Academic Writing and Publications:

2014 AUG	Canadian Architect Magazine. <i>"Digital Provocations: A Review of the Archeology of the Digital Exhibit at the CCA."</i> Printed in August 2014 issue.
2009 NOV	"Performative Landscapes" Published Future Arquitecturas Magazine
2009 AUG	"Tactile Spectrum" Published by Rice University in "Everything Must Move".
2009 AUG	"Performative Landscapes" Published in [bracket] no. 1 – "On Farming"
2009 JUN	"Performative Landscapes" Published by Rice University in "Everything Must Move".
2008 OCT	"Metapatch" project is published in "Manufacturing Material Effects: Rethinking Design and Making in Architecture"
2008 SEP	"Performative Landscapes" Project published by Rice University in "Working".
2008 MAY	"Metapatch" project is published in AD Magazine, "Versatility and Vicissitude: Performance in Morpho-Ecological Design"
2007 JUN	"Metapatch" project is published in "Morpho-Ecologies"
2006 JUN	"Metapatch" project is published in AD Magazine "Techniques and Technologies in Morphogenetic Design"

5. Grants:

2015 JUN	McGill Faculty of Engineering SURE Grant \$10,000 (approved; awarded)
2014 OCT	CFI Canada Foundation for Innovation Grant \$250,000 (not funded)
2014 FEB	SSHRC Insight Development Grant \$75,000 (approved; wait-listed)
2013 FEB	McGill Faculty of Engineering Grant \$25,000 (approved)

6. Invited Lectures:

2015 MAR	"Meta-Design: The Design of Design" Public Lecture Series, McGill University
2014 MAY	"The Social Network: Emerging Models of Program" Working Models Forum, McGill University
2014 MAR	"The Emergence of Mass Integration: Technology as a Deep Interface to Architecture" UQAM Symposium on Construction and Detailing
2013 APR	"Algorithmic Architecture" Arts, Media, and Engineering Lecture Series, Arizona State University
2011 OCT	"Recent Work and Research" AIAS Technology and Design Conference
2010 JAN	"Cultured Natures" UBC School of Architecture
2009 OCT	"Architecture and Digital Culture" Herberger Institute of Design
2009 APR	"Excursions in Biology, Computation, and Design" Design @ Noon Lecture University of Minnesota School of Design
2008 APR	"Architecture through the Cybernetic Looking Glass" University of Minnesota School of Design
2007 OCT	"Deep Surfaces" University of Minnesota School of Design
2007 MAY	"Performative Landscapes" University of Minnesota School of Design

7. Installations:

2007 APR	The Wiesman Art Center, Minneapolis MN - "Emerging Digerati Showcase" Student work exhibited
2006 JUN	Beijing Bennial - "Performative Landscapes" Exhibited
2004 DEC	"Modulations Symposium" - Installed "Metapatch" wall 30' x 6' for the at the Rice School of Architecture
2003 NOV	Diverse Works, Houston Texas - "Reflexivity" video installation exhibited

8. Service:

2014 MAY – 2016	Head of the Computing Committee for the School of Architecture at McGill University
2013 OCT	Member of Expert Committee on Digital Archiving with the Canadian Center for Architecture
2012 AUG – 2013	Arts, Media, and Engineering Liaison to The Design School
2012 AUG – 2013	Arts, Media, and Engineering Curriculum Committee
2009 AUG – 2013	Thesis Chair / PhD Advisor for Multiple Students The Design School Architecture Program
2009 AUG – 2013	Researcher and Advisor for digital design curriculum committee The Design School Architecture Program
2009 AUG - MAY 2010	Lead Researcher and Advisor for the procurement of Digital Design and Simulation Software @ ASU
2009 AUG - MAY 2010	AME Digital Culture Program Curriculum Committee
2007 AUG - MAY 2009	Member of the Emerging Technologies Faculty Review Committee