

# Claudia Krogmeier

CREATIVE TECHNOLOGY RESEARCHER

VIDEO PRODUCER

📞 1 (765) 430-7123 | ✉️ cmkrogmeier@gmail.com | [in Claudia Krogmeier](#) | <https://www.claudiakrogmeier.com/>

## Education

### Purdue University

PHD IN TECHNOLOGY

West Lafayette, IN

December 2022

### Purdue University

MASTER OF SCIENCE IN COMPUTER GRAPHICS TECHNOLOGY

West Lafayette, IN

May 2019

### Indiana University

BACHELOR OF TELECOMMUNICATIONS, & BACHELOR OF FRENCH, MINOR IN COMMUNICATION & CULTURE

Bloomington, IN

May 2014

- Aix-Marseille Université, Aix-En-Provence, France — Semester Abroad Spring 2013

## Skills

### Technical

Unity Game Engine (C#), Python Experience, EEGLAB in Matlab, Adobe Creative Cloud Suite, Celtx Script Software

### Creative

Screenwriting, Cinematography / Video Production, Editing, Color Correction, 8 and 16mm Film

### Research

EEG (Brain Activity), Galvanic Skin Response (GSR), Eye Tracking, Virtual Reality Experiences, Experimental Storytelling, Video Art,

Consumer Brain-Computer Interfaces (BCIs), Coursework in UX Design, Psychology

### Languages

French: Conversational, Spanish & Haitian Creole & Japanese: Beginner, English: Native

## Experience

### INRIA Bordeaux (Potioc team)

POST DOCTORAL RESEARCHER

Bordeaux, France

February 2023 -

- Design augmented reality application which simulates symptoms of schizophrenia and investigate stigma reduction through a user study
- Create an experimental brain-computer interface to better understand viewers' neural responses during surreal visual content

### Purdue University

ANDREWS FELLOW

West Lafayette, IN

June 2019 - Dec. 2022

- Developed 5+ virtual reality and screen-based applications to examine multiple experimental conditions
- Analyzed physiological and self-reported data in human subjects research
- Detailed research in conference and journal papers

### Hello Fanatic

INDEPENDENT VIDEO PRODUCER

West Lafayette, IN

May 2014 - Present

- Manage original ideas from script to final video independently or with a small team
- Construct videos in an iterative fashion to meet client requirements
- Produce, Cast, Direct, Film, Edit a variety of video works to accommodate varying budgets, deadlines, and styles

### Productive Edge

CREATIVE ASSISTANT INTERN

Chicago, IL

June 2019 - July 2019

- Developed Virtual Reality prototype for client using Unity, Oculus Quest and Blender
- Investigated motion capture for character animation using Apple's Animoji capabilities
- Assembled verbal phrase training data from employees using Microsoft's LUIS & Speech API

### College of Education, Purdue University

GRADUATE ASSISTANT FOR PROJECT PUEDE & LEVERAGING THE LECTURA Y LENGUAJE

West Lafayette, IN

Jan. 2018 - May 2019

- Investigated language learning practices of bilingual families through observation and filming
- Filmed and edited videos to demonstrate dual-language education in classrooms across Indiana
- Created English and Spanish subtitles for completed videos with minor assistance for Spanish

## **Games Lab, Purdue University**

CO-LAB SUPERVISOR

*West Lafayette, IN*

*Jan. 2018 - Jan. 2019*

- Installed updated hardware, managed virtual reality software updates and troubleshooting
- Assisted with galvanic skin response (GSR) data collection training for interested undergraduate students

## **College of Engineering, Purdue University**

VIDEOGRAPHER & EDITOR

*West Lafayette, IN*

*Jan. 2017 - June 2018*

- Directed, filmed, and edited engaging, short-form video content to promote active student and faculty research
- Captured videos to demonstrate engineering collaborations between Purdue University and Tumaini Innovation Center in Kenya

## **Oregon Public Broadcasting**

VIDEOGRAPHER

*Portland, OR*

*2016*

- Filmed live musical performances with local and national musicians using a combination of personal and OPB-owned camera gear

## **Wooden Nickel Lighting**

RENTAL AGENT

*North Hollywood, CA*

*Jan. 2015 - June 2015*

- Expedited efficient film set lighting production equipment rental by walking customers through rental agreements

## **Verve Talent and Literary Agency & Cold Iron Pictures**

SCRIPT INTERN

*Los Angeles, CA*

*Oct. 2014 - Jan. 2015*

- Critiqued feature-length screenplays for talent agents with a 48-hour turnaround time

## **Indiana University Video Production Lab**

PRODUCTION LAB MONITOR AND SUPERVISOR

*Bloomington, IN*

*August 2012 - July 2014*

- Supervised students and clients in studio to ensure safety during filming
- Trained new lab monitors on existing rental procedures and camera equipment assembly and usage

## **WTIU PBS - "The Friday Zone" Children's Show**

STUDENT INTERN

*Bloomington, IN*

*August 2012 - Dec. 2012*

- Finalized several "Friday Zone" video packages, eventually airing on television, using Avid editing software
- Produced, directed and edited segment titled "Lunar Skating"

## **Publications**

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C. Krogmeier, E. Garcia Bravo, C. Mousas. Using Experimental Filmmaking to Create an Engaging Brain-Computer Interface. Proceedings of the ACM on Computer Graphics and Interactive Techniques (Proc. of ACM SIGGRAPH 2023 Art Papers), Vol. 6, No. 3, Article 29, pp. 1-10, 2023.

C. Krogmeier, C. Mousas. Exploring EEG-Annotated Affective Animations in Virtual Reality: Suggestions for Improvement. International Conference on Artificial Reality and Telexistence Eurographics Symposium on Virtual Environments, pp. 121-130, 2022.

Krogmeier, C., Coventry, B., Mousas, C. (2022) Frontal Alpha Asymmetry Interaction with an Experimental Story EEG Brain-Computer Interface. Frontiers in Human Neuroscience, 557, 2022.

Krogmeier, C., Coventry, B., Mousas, C. (2022) Affective Image Sequence Viewing in Virtual Reality Theater Environment: Frontal Alpha Asymmetry Responses from Mobile EEG. Frontiers in Virtual Reality, Volume 3, Article No. 95, pp. 1-11, 2022.

Mousas, C., Krogmeier, C., Wang, Z. (2021). Photo Sequences of Varying Emotion: Optimization with a Valence-Arousal Annotated Dataset. ACM Transactions on Interactive Intelligent Systems (TiiS), 11(2), 1-19.

Krogmeier, C., Mousas, C. (2021) Evidence for a Relationship Between Self-Avatar Fixations and Perceived Avatar Similarity within Low-Cost Virtual Reality Embodiment. 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW).

Krogmeier, C., Mousas, C. (2020). Eye fixations and electrodermal activity during low budget virtual reality embodiment. Computer Animation and Virtual Worlds, 31(4-5), e1941.

Krogmeier, C., Mousas, C., Whittinghill, D. (2019). Human-virtual character interaction: Toward understanding the influence of haptic feedback. Computer Animation and Virtual Worlds, 30(3-4), e1883.

Hardy, A., Smith, B., Hopkins, A., Krogmeier, C., Whittinghill, D. (2018, October). Evaluating Technology Curricula via Analysis of Stratified Keyword Embeddings. In E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education (pp. 461-466). Association for the Advancement of Computing in Education (AACE).

## Poster

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Krogmeier, C., Heffron, J., Legare, J., Nelson, M., Liu, Z., Mousas, C. (2020, March). Blindness Visualizer: A Simulated Navigation Experience. In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW) (pp. 511-512). IEEE. *Poster*

Krogmeier, C., Mousas, C., and Whittinghill, D. "Human, Virtual Human, Bump! A Preliminary Study on Haptic Feedback." 2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR). IEEE, 2019. *Poster*

Krogmeier, C.M. (2018, November). The Influence of Haptic Feedback on Emotional Arousal during a Virtual Character Interaction. Poster presented at the Society for Neuroscience conference, San Diego, CA

## Academic Conference Presentations

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Krogmeier, C. M. "Using Experimental Filmmaking to Create an Engaging Brain-Computer Interface." SIGGRAPH Conference. August 2023 in Los Angeles.

Krogmeier, C. M. "Exploring EEG-Annotated Affective Animations in Virtual Reality: Suggestions for Improvement." International Conference on Artificial Reality and Telexistence Eurographics Symposium on Virtual Environments. December 2022 in Yokohama, Japan.

Krogmeier, C. M. "Evidence for a Relationship Between Self-Avatar Fixations and Perceived Avatar Similarity within Low-Cost Virtual Reality Embodiment." Workshop on Virtual Humans and Crowds for Immersive Environments. March 2021, virtual presentation.

Krogmeier, C. M. "Eye Fixations and Electrodermal Activity During Low-Budget Virtual Reality Embodiment." Computer Animation and Social Agents Conference. Oct. 2020, virtual presentation.

Krogmeier, C. M. "Human-Virtual Character Interaction: Toward Understanding the Influence of Haptic Feedback." Computer Animation and Social Agents Conference. July 2019 in Paris, France.

## Guest Lectures & Invited Talks

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Invited Speaker for biannual meeting of the Aquitaine branch of the French Scientific Psychedelics Association, Fall 2023. Presented: *Using Augmented Reality to Reduce Stigma Towards Schizophrenia*.

Invited Speaker "Madeleine d'une IA" conference centered on the usage of artificial intelligence in Design, developed by Stephanie Cardoso, Fall 2023. Presented: *Experiments in Video, BCI and Immersive Experiences*.

Guest Lecture for Purdue University undergraduate course: Design Futures, taught by Nandhini Giri, Fall 2022. Presented: *Future research directions for artistic brain-computer interfaces*.

Guest Lecture for Purdue University graduate course: Electronic and Time-Based Art Course; Audio Forms and Sonic Territories, taught by Fabian Winkler, Spring 2022. Presented: *Brain Color: Design of an Experimental Story-Based Brain-Computer Interface*.

## Media Coverage

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Purdue University Case Study: Eye Fixations and Electrodermal Activity During VR Embodiment (2021) Cognitive3D. <https://content.cognitive3d.com/lp-purdue-case-study>

## Community Involvement

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## **Kino Session: Creative Film Group**

DIRECTOR/CINEMATOGRAPHER/PRODUCTION ASSISTANT

- Participate in short film challenges with other filmmakers and actors to create engaging content within short time frames

*Bordeaux, France*

*October 2023 -*

## **Polytechnic Graduate Student Meetups**

ORGANIZER

- Organized monthly, casual hang-outs for new and seasoned graduate students to get to know each other outside of research and classes

*West Lafayette, IN*

*Sept. 2021 - April 2022*

## **Heartland International Film Festival**

SHORT FILM SCREENER

- Critiqued over 90 short film submissions which contributed to final short film festival selection

*Remote*

*Jan. 2020 - June 2020*

## **Caregiver Companion**

VISITOR VOLUNTEER

- Speak with elderly woman 1-2 hours bi-weekly to show support, assist with organizational tasks

*West Lafayette, IN*

*Oct. 2019 - Dec. 2021*

## **Volunteer Trip to Cuba**

STUDENT PARTICIPANT

- Engaged viewers with individuals living in Cuba through the development of a short documentary film
- Spent time with elderly and home-bound near Matanzas, Cuba, to learn their perspective and hear their stories

*Matanzas, Cuba*

*March 2019*

## **Volunteer Trip to Haiti**

STUDENT PARTICIPANT

- Developed a short documentary film to spread awareness of the group's daily life
- Exchanged culture, ideas and companionship with individuals living at an orphanage

*Titanyen, Haiti*

*Dec. 2017 - Jan. 2018*

## **Volunteer Trip to Missouri**

STUDENT PARTICIPANT

- Assisted with tornado debris clean-up, and offered additional assistance to those living in the area

*Joplin, MO*

*March 2012*

# **Art Exhibition & Residency**

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## **Kent Arts Commission**

DOWNTOWN DIGITAL MEDIA PROJECT

- *Water Color* video art to be displayed on video wall in Kherson Park

*Kent, WA*

*January 2024*

## **Conference on Neural Information Processing Systems (NeurIPS)**

CREATIVE AI DEMO

- Exhibit *Neuroview* system with collaborator which generates art videos from brain activity responses to jazz music

*New Orleans, LA*

*December 2023*

## **Torrance Art Museum and The New Museum of Networked Art**

DARK ROOM: VACATIONS IN THE SUBCONSCIOUS GROUP EXHIBITION

- Exhibited *How to Social* experimental video as part of group Surrealism exhibit

*Torrance, CA*

*August 2023*

## **The City of Reno Arts and Culture Commission**

CANYON FLATS VIDEO WALL

- *Water Color* video art to be displayed on 12 by 7 foot video wall facing Virginia Street in downtown Reno

*Reno, Nevada*

*January 2024*

## **Loosenart**

MIMESIS INTERNATIONAL GROUP EXHIBITION

- *Blink*, video art displayed as photography with QR code

*Rome, Italy*

*June 16 - 29 2023*

## **Art Museum of Greater Lafayette**

INDIANA NOW GROUP EXHIBITION

- *This Ladder* video art exhibited in juried, fine art exhibition alongside other works of art

*Lafayette, IN*

*May - August 2023*

## **IUPUI Arts and Humanities Institute & Herron School of Design**

RELIGION, SPIRITUALITY AND THE ARTS SEMINAR & GROUP EXHIBITION

- Discussed readings and art history concerning religious texts with group of selected artists
- Created *This Ladder* video art on the topic of Jacob's Ladder
- Exhibited *This Ladder* at the Harrison Center for the Arts and the Jewish Cultural Center group exhibitions

*Indianapolis, IN*

*September 2022 - August 2023*

## Indy Convergence

ARTIST RESIDENCY

Indianapolis, IN

April - May 2022 (ten days)

- Created a short film exploring unusual social interaction through four, two-hour collaborative sessions with other artists
- Supported other artists' creative projects through acting, brain storming, and movement exercises
- Conducted workshop with all artists discussing my consumer-grade BCI research

## Indianapolis International Airport

VIDEO ART DISPLAY

Indianapolis, IN

July - December 2021

- Displayed "Water Color" video excerpt on monitor above escalator for travellers to view before reaching baggage claim

## Harrison Center for the Arts

SPRING HOPE-THEMED WINDOW WALK LIGHT ART EXHIBITION

Indianapolis, IN

March - May 2021

- Displayed "Water Color" video in window display alongside 21 other light art works

## Purdue University

GROUP EXHIBITION: *The Way We Live Now*

Mozilla Hubs - Virtual Platform

April 2020

- Created three videos for a graduate video art course which screened with classmates

## Academic Service

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**Co-Demo/Poster Chair**, ICAT-EGVE 2023 Conference

**Reviewer**, TEI 2024 Conference

**Reviewer**, TEI 2021 Conference

**Reviewer**, CHI PLAY 2021 Conference

**Reviewer**, IEEEVR 2021 Conference

**Student Volunteer**, IEEEVR 2020 Conference

## Awards, Honors, Grants

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**Frederick N. Andrews Fellowship**: August 2019 - December 2022

**Dean's Graduate Student Travel Grant**: April 2019, February 2020, October 2022

**LooxidVR "Happiness Challenge" Grant Winner**: Jan. 2019

**Purdue Graduate School Travel Grant**: November 2018, December 2022

**"Dear Frankie" short film screened at 14 film festivals**: August 2018-February 2021

**"Elevator" short film screened at Oregon Short Film Festival**: February 2021

**Pi Delta Phi, National French Honor Society**: April 2018

**Student Study Abroad Travel Grant, Indiana University**: Dec. 2012

## Certificates

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Certificate of Foundations in College Teaching (Purdue University, Fall 2022)

Mental Health First Aid Training (PSSM France, Inria Bordeaux, Fall 2023)

## Teaching & Mentorship

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**Design Workshop** (Université de Bordeaux), Lead masters students in video editing and critique exercises

**Scientific Reading** (Université de Bordeaux), Guide students' approach to scientific article comprehension

**Video Editing Mentor** (Université de Bordeaux), Provide feedback and resources for Masters student in design

## Extracurriculars

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**Outdoor Adventures** Camping, hiking, bicycling, I even enjoy doing computer work outside if I can!

**Exploration** Learning foreign languages, trying new foods and recipes, travelling to national parks, playing with astrophotography

**Farmhand** Wheat harvests (Many summers 2009 - 2017), driving tractor/combine, measuring protein content of wheat samples.

## References

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*Upon Request*