

Linnéa Kirby

Montréal, QC, Canada

linneakirby@gmail.com | 781-488-8018

www.linkedin.com/in/linneakirby | github.com/linneakirby | linneakirby.com

English, Français

TECHNICAL SKILLS

- Adobe Photoshop, Affinity Designer/Photo, Canva, Figma, TouchDesigner, iMovie, Audacity, GarageBand, Wix, Squarespace, Microsoft Office, Google Workspace

ASSOCIATIONS

The Society for Arts and Technology (SAT) Montréal, QC 2026
Artist Member

Centre for Interdisciplinary Research in Music Media and Technology Montréal, QC 2020 - 2025
Student Member

Centre for Intelligent Machines (CIM) Montréal, QC 2020 - 2025
Student Member

RELEVANT EXPERIENCE

Graphic Designer and Illustrator, Freelancer 4/13 – present

- Designs and illustrates book illustration, personal branding, tattoo work, and posters, with ongoing work for returning clients
- Maintains visual and brand consistency across each client's materials
- Works in Affinity Designer, Affinity Photo, Photoshop, and traditional media, adapting to each project's needs

Research Software Developer, DDMAL, McGill University Montréal, QC 5/25 – 8/25

- Documented the reconciliation pipeline and edited the GitHub Wiki for clarity and flow
- Used OpenRefine to reconcile data from 10 independent music-related databases to WikiData entries
- Devised a graph structure mapping sub-database relationships to clarify structure for developers
- Benchmarked LLMs' ability to convert natural language to SPARQL; Claude Sonnet 4 achieved the highest accuracy

BLUE Research Resident, B21, McGill University Montréal, QC 1/25 – 5/25

- Interviewed 10 research residents about their experiences with performance, technology, and the integration of the two
- Synthesized interview responses into a poetic interpretation
- Designed and built an interactive artist book with LED circuits that light up when readers complete them; exhibited at the residency's closing showcase

Interactive Technology Consultant, McGill University Montréal, QC 12/24 – 5/25

- Co-creation team member for Living Rooms: une pièce partagée, led by Dr. Naila Kuhlman, exploring intersections between circus arts and Parkinson's disease
- Advised on integration of sensor, sound, and haptic technology within interactive scenes
- Assisted in the setup, coordination, and resetting of technologies during the work-in-progress showcase

Graphic Designer, AGSEM Montréal, QC 1/21 – 5/25

- Designed layouts for text-based materials from AGSEM leadership, organizing copy into clear, visually cohesive formats
- Regularly designed social media graphics using Canva for member communications, bargaining/campaign materials, and leadership introductions, maintaining consistent branding across posts

Teaching Assistant → Lead TA, McGill University Montréal, QC 1/24 – 5/24

- Progressed from Capstone project grader to Lead TA, delegating tasks and managing workload across TA teams for two courses
- Advised undergraduate and graduate students on term projects, monitoring progress and providing targeted guidance
- Conducted lab and tutorial sessions (including Cucumber instruction), explaining course material directly to students
- Graded and reviewed student work against professor guidelines including capstone milestones, homework, and lab assignments

- Updated the Folio website using Wix to keep content current with each new magazine issue

EDUCATION

McGill University, Montréal, QC

2025

MSc, Electrical and Computer Engineering (emphasis in HCI)

- Thesis: The Implications of Technology-Augmented Handbalancing in Training and Performance
- See Notable Creative Technology Projects and Publications

Oberlin College, Oberlin, OH

2016

BA, Psychology, Concentration in Cognitive Sciences, Minor in Computer Science

- See Artist Books and Notable Projects

New England Center for Circus Arts (NECCA), Brattleboro, VT

2018

PROTrack, Contortion

- See Performances

Esh Circus Arts, Somerville, MA

2017

Professional Preparatory Program, Contortion

- See Performances

VOLUNTEER EXPERIENCE

Director, Rocky Horror Mtl – Rocky Horror Picture Show shadow cast Montréal, QC 08/26 - present

- Stages blocking, choreography, and comedic gags for musical numbers
- Coaches performances and advises on costumes and makeup
- Makes final creative decisions on cast requests and leads rehearsal scheduling

NIME 2025: Workshop leader Australian National University, Canberra, Australia

6/25

- Co-designed curriculum for *Designing Meaningful Input Devices for Movement Artists*, including a hands-on "sensor petting zoo" and "we did this, now you try" slide format
- Presented virtually to a hybrid audience, supporting accessibility with a virtual co-working session in Ex-calidraw and physical materials in the room

ACM ICMI 2021 Conference: Hybrid Chair Montréal, QC

5/22

- Participated in conference planning meetings, raising accessibility, ease of use, and technological needs in platform discussions
- Advised on selection of Virbela as the conference's hybrid platform
- Managed transitions between in-person and virtual sessions, troubleshooting technical issues as they arose

Administrator, OCircus! Oberlin, OH, USA

2013 – 2016

- Conceptualized bi-annual circus shows: developing themes, selecting acts, and finding directors
- Managed production logistics: venue booking, set building, sound, lighting, and filming
- Promoted shows via social media and on-campus posters, which I also designed

Partner Acrobatics ExCo Instructor, Oberlin College Oberlin, OH, USA

9/13 – 12/13

- Created a lesson plan structured to build from foundational trust and balance skills toward more complex lifts
- Taught approximately 10–15 members of the Oberlin community weekly for a semester

NOTABLE CREATIVE TECHNOLOGY PROJECTS

Haptic-Assisted iNversions Device (HAND) — MSc. Thesis [Python, Arduino, Flask, MyoWare, physical prototyping]

2025

A handbalancing pedagogy/performance apparatus to both monitor and provide feedback on handstand posture as well as generate sonic and visual accompaniment on stage.

T-Tree [Python, OSC, physical prototyping]

2022 and 2023

A standalone Digital Musical Instrument (DMI) and t-Stick hub designed and prototyped in collaboration with other McGill students.

HaptiColour [Haply 2DIY, Processing]

2021

Haptic-assisted colouring program using the Haply 2DIY haptic pantograph.

Vibroraptile [Python, video, physical prototyping] 2021
Vibrotactile display that maps auditory signals from a nature exhibit to give visitors the ability to feel otherwise untouchable animals.

Haptic Dance Shoes [Python, Jupyter, Flask, physical prototyping] 2021
Oversaw a group of Capstone students developing a pair of dance shoes designed to teach salsa to novice dancers.

Flocking [Unity, C#, Affinity Designer] 2016
Mediative video game about creating and maintaining a flock of birds.

Stepping Stones: All Squared Away [Unity, C#, Affinity Designer] 2016
Puzzle-based video game about path-building using colourful blocks.

BPL Compiler [Python] 2016
Compiler for “Bob’s Programming Language,” a subset of C.

Layout [Python] 2016
Simple Python program for bookbinders that, given a number of pages, outputs an efficient book layout.

CRAb SHell (CRASH) [C] 2015
Simple crab-themed shell program that supports commands such as: `cat`, `ls`, `rm`, `>`, `|`, and `exit`.

NOTABLE ARTIST BOOKS

Anosmia Perfumery [perfume vials, coloured water, descriptions of smells, clamshell box] 2016
Multimedia artist book exploring how to smell without the ability to smell, presented in a clamshell box.

History of Hysteria: A Timeline in Comic Form [stamping, embossing, drawing, original text, accordion binding] 2016
Cartoon timeline of the history of female hysteria from Hippocrates to present-day, bound as an accordion within a hard-cover shell.

Distill.java & Exception [Java program, invented binding] 2016
Companion books exploring the frustration of debugging a program and the resulting exceptions, bound as a binding invented by the artist.

Le cirque des rêves [silkscreen, original text] 2015
A silkscreened French-language short story about the perils of jealousy, set in a circus and with accompanying pictures.

Story Book [collage, original text, coptic binding] 2012
A multimedia poem about the artist’s childhood summers in Norway, bound as a coptic.

The King’s Breakfast [typography, coptic binding] 2012
A typographic rendition of the poem by A. A. Milne, bound as a coptic.

Un jeu avec la mort [paper cutouts, original text, single signature hardcover binding] 2012
A French-language short story about love and talking to Death, set in the underworld and with accompanying paper cutouts, bound as a single-signature hardcover.

NOTABLE PERFORMANCES

- *Living Rooms: une pièce partagée* — Work-in-Progress Performance — Piece of Mind Collective, Montréal, QC — 2025
- *Planting Seeds* — T-Tree Trio — live@CIRMMT, Centre for Interdisciplinary Research in Music Media and Technology, Montréal, QC — 2022
- *Can’t Stop Running* — Solo Contortion — PROTrack Year One Showcase, New England Center for Circus Arts, Brattleboro, VT — 2018
- *Break a Leg!* — Partner Acrobatics — PROTrack Year One Showcase, New England Center for Circus Arts, Brattleboro, VT — 2018
- *Snow* — Group Silks — The Flying Nut Express, New England Center for Circus Arts, Brattleboro, VT — 2017
- *Weird Part of the Night* — Solo Contortion — 17 Words: The Esh Circus Arts Advanced Studies Show, Arts at the Armory, Somerville, MA — 2017
- *17* — Group Acro Dance — 17 Words: The Esh Circus Arts Advanced Studies Show, Arts at the Armory, Somerville, MA — 2017
- *The Strong Man* — Partner Acrobatics — OCircus! Presents: Under the Big Top, Oberlin, OH — 2016

- *append: A Senior Collaboration between Dance and TIMARA at Oberlin* — Dance and Partner Acrobatics, Oberlin, OH — 2016
- *The Rag Doll* — Solo Contortion — OCircus! Presents: Grandma’s Attic, Oberlin, OH — 2015
- *Plumnopédie* — Solo Contortion — NECCA Bootcamp Show, New England Center for Circus Arts, Brattleboro, VT — 2015
- *The Cat* — Solo Lyra — Oberlin College Aerialists Present: Falling Up, Oberlin, OH — 2015
- *Sinkin’ Soon* — Duo Burlesque Lyra — Oberlin College Aerialists Present: Cirque du Cabaret, Oberlin, OH — 2015
- *Seven Sisters* — Group Partner Acrobatics — OCircus! Presents: The Greatest Show Off Earth, Oberlin, OH — 2015
- *The First of Mays: A Short Silent Film about the Circus* — Acting, Tightwire, and Hooping, Oberlin, OH — 2015
- *Nightmares & Thrills* — Partner Acrobatics, Triples Trapeze, and Fire Breathing — Oberlin College Aerialists Present: Up in Smoke, Oberlin, OH — 2014
- *Masquerade Ball* — Group Partner Acrobatics — OCircus! Presents: King Bidgood’s in the Bathtub and He Won’t Get Out!, Oberlin, OH — 2014
- *The Machine* — Partner Acrobatics — OCircus! Presents: Mrs. Borden’s Boarding House, Oberlin, OH — 2013
- *Aerobics Exercise* — Group Tumbling and Partner Acrobatics — OCircus! Presents: RAD: The Totally Tubular Circus, Oberlin, OH — 2013

PUBLICATIONS

- [1] Pond, L., Meng, S., Kirby, L., Chow, S., Ngassam, S., Hillerbrand, D., & Fujinaga, I. (2026). *Facilitating Access to LinkedMusic with SESEMMI: Converting Natural Language Queries to SPARQL with Large Language Models*. In Proceedings of the 13th International Conference on Digital Libraries for Musicology (DLfM ’26), 29–37. Association for Computing Machinery. 10.1145/3815723.3815727.
- [2] Kirby, L., Rose, C., Cooperstock, J. & Wanderley, M. (2025). *Creating a Real-Time Responsive Handbalancing Interface with HANDCS*. Proceedings of the International Conference on New Interfaces for Musical Expression, 280–286. 10.5281/zenodo.15699614.
- [3] Buser, P., Pocius, K. L., Kirby, L. & Wanderley, M. (2023). *Towards the T-Tree 2.0: Lessons Learned From Performance With a Novel DMI and Instrument Hub*. Proceedings of the International Conference on New Interfaces for Musical Expression, 155–159. 10.5281/zenodo.11189139.
- [4] Kirby, L., Buser, P., & Wanderley, M. (2022). *Introducing the t-Tree: Using Multiple t-Sticks for Performance and Installation*. 10.21428/92fbeb44.2d00f04f.
- [5] Vyas, P., Kirby, L., & Moran-Ledesma, M. (2021). *HaptiColour: Haptic-assisted Digital Colouring Platform for Managing Anxiety and Increasing Mindfulness*. Proceedings of the IEEE World Haptics Conference, 876–876. 10.1109/WHC49131.2021.9517153.