

KIMON KERAMIDAS

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[Link to Academic CV](#)

SUMMARY

Strategic thinker who synthesizes complex cultural narratives into cohesive visitor journeys that balance scholarly rigor with public accessibility. My approach centers on building interpretive frameworks that honor diverse voices while maintaining narrative clarity—whether orchestrating information flows between international curatorial teams or translating specialized knowledge into engaging experiences for broad audiences.

Skilled at navigating the intersection of creative vision and institutional realities, I facilitate productive collaboration between stakeholders with competing priorities, ensuring design cohesion while meeting client expectations. My leadership style emphasizes consensus-building and iterative refinement, drawing on experience managing projects across cultural, geographic, and disciplinary boundaries.

Bring a distinctive perspective that merges material culture scholarship with technological fluency, enabling me to envision visitor experiences that leverage both physical and digital affordances. My work demonstrates commitment to ethical storytelling that interrogates power dynamics in cultural representation while creating emotionally resonant encounters.

Particular strength in establishing scalable content strategies and editorial systems that support long-term institutional sustainability. I understand museums as civic spaces where interpretation shapes public discourse, and approach every project as an opportunity to advance equity, accessibility, and meaningful cultural engagement.

WORK EXPERIENCE

Head of Digital Content and Strategy - Rubin Museum of Himalayan Art (2022-present)

Responsible for crafting an intentional storytelling-driven visitor experience and developing content strategy, editorial mission, and voice for the museum. Lead Editorial and Digital Content team to develop written, multimedia, and interactive content.

- [Rubin Museum website](#): Oversaw recent redesign, including contracting of design and development firm, and implementation of new branding. Launched new [Spiral](#) content stream containing editorial articles, fiction, audio and video series, and interactives. Revised online collection to include high-resolution zoomable imagery, 360° rotating views, embedded video and interactives. Used API to synchronize collection database and taxonomies with web front-end. Designed complex linking schema connecting collection with exhibitions, collaborations, and *Spiral* stream. Use data analytics and SEO to guide the production a minimum of two new pieces weekly.
- [Project Himalayan Art](#): Transmedia project that includes a publication, traveling exhibition, and digital platform to enhance the study of Himalayan art and culture in colleges and universities. Lead development of design and UX of the digital platform including over 120 essays, 500 supporting objects, and 70 pieces of video, audio, and interactive content. Includes robust mapping and map narrative system, and QR code connections between physical exhibition and digital platform.
- **Content Produced and Managed:**
 - [AWAKEN](#) podcast (5 seasons with over 20,000 downloads per episode)
 - [Mindfulness Meditation](#) podcast (over 1.4 million downloads over 10 years)
 - [Smarthistory Video Collaboration](#) (more than 70,000 views in 18 months)
 - Google Collaborations: [3D Street View building walkthrough](#), high-resolution Art Captures, Moving Paintings art animations, and Arts and Culture pages
 - [Spiral](#) print magazine
 - [Exhibition interactives](#)
 - [Art interactives](#)

CORE COMPETENCIES

Interpretive Planning & Strategy

- Narrative development and storyline architecture
- Interpretive framework design
- Content strategy and editorial vision
- Multi-platform storytelling (physical, digital, interactive)
- Visitor experience design

Project Leadership & Management

- Large-scale exhibition development
- Cross-functional team leadership
- Multi-stakeholder collaboration
- Design thinking approaches
- Sustainable project development
- Client relationship management

Digital & Interactive Design

- Digital platform development
- Interactive exhibition design
- Web application development
- AI implementation
- User experience (UX) strategy
- Data visualization
- Content management systems
- Scenic design and technical direction

Content Development & Curation

- Multimedia content production (text, audio, video, interactive)
- Digital collection presentation
- Collection and object interpretation
- Editorial management

Cultural Heritage & Museum Practice

- Material culture scholarship
- Global art history expertise
- Digital humanities methodologies
- Ethical representation practices

Communication & Collaboration

- Interdisciplinary team coordination
- Designer-curator liaison
- Information flow management
- Consensus building
- Public engagement strategy

Clinical Associate Professor, Experimental Humanities and Social Engagement (XE) - Graduate School of Arts & Science, New York University (2015-2022)

XE is an interdisciplinary program that integrates theory and practice with art and activism through analog and digital experimentation. Research focused on critical digital studies, digital humanities, geography, history of technology, political economy and sociology of culture. **Affiliated Faculty:** Integrated Design and Media, International Relations

Co-Director - Digital Humanities Research Center and Master's Program in Data, Culture, and Visualization, ITMO University, St. Petersburg, Russia (2018-2022)

The DH Research Center integrates technical and scientific work into humanities curricula, providing new opportunities within the university and across Russia. Guided curriculum, funding and publications efforts, and aligned center with changes in the field.

Assistant Professor and Director of the Digital Media Lab - Bard Graduate Center (2009-2015)

This hybrid position combined a professorship in the cultural history of media and technology with an administrative position focused on implementing innovative digital media practices in curricular, exhibition, and research projects. Under my guidance, the BGC became a leader in integrating digital media into material culture research and pedagogy.

CURATED EXHIBITIONS

🔗 **The Sogdians: Influencers on the Silk Roads** - Co-Curator and Creative Director, National Museum of Asian Art, the Smithsonian Institute. (Launched 2019)

Digital global art history project that tells the story of the influential role of the Sogdians on the Silk Roads. Interconnected texts, photography, 3D models, and in-depth maps tell the story of how the Sogdians developed trade routes and exercised influence through mobility, language, and visual culture rather than political and military might.

🔗 **The Interface Experience: Forty Years of Personal Computing** - Curator, Bard Graduate Center Focus Gallery, New York. (April-July 2015)

This transmedia exhibition explored the role of design and materiality in our experiences of personal computing. Physical exhibition allowed users to physically touch devices and digitally interact with historically significant computing devices through custom applications: Commodore 64, Macintosh Plus, PalmPilot, iPad, and Microsoft Kinect.

🔗 A responsive web application and 🔗 award-winning book provided contextual and interpretive information on the exhibition and its objects.

DIGITAL PROJECTS (Selected)

Desert Culture Center, Zayed University, Dubai, UAE - Co-Project Director and Creative Director (2021-present)

This center is developing a platform that combines archival materials and scholarly publications related to the interplay between art and architecture, cultural heritage, and the desert on the Arabian Peninsula. This platform will provide researchers with a resource that unifies texts and multimedia materials from disparate collections from across the UAE, and provide scholars with a place to publish new works from those materials.

Circuits of Practice, Institute for Digital Culture, University of Leicester, UK - Scientific Advisor, Head of Digital Atelier, Book Contributor (2020-2023)

This project explored the role of museums in constructing a historical heritage centered around computing and digital media. Helped develop innovative museological practices and Digital Atelier that prototyped methods for disseminating project's research.

Bard Graduate Center Focus Gallery - Digital Creative Director (2009-2015)

The Focus Gallery connects object studies and exhibition practice allowing scholars to convey their work in physical and digital spaces using innovative experiences created through bespoke design processes. **Key Project:** 🔗 Visualizing 19th-century New York

COLLABORATIONS

Institutions

- American Museum of Natural History
- Brooklyn Historical Society
- Cooper Hewitt, Smithsonian Design Museum
- National Museum of Asian Art
- Metropolitan Museum of Art
- National Museum of American History
- New York Historical Society
- NYU Abu Dhabi
- State Hermitage Museum, Russia
- Institute for Digital Culture, University of Leicester
- Zayed University, Dubai, UAE

Agency Partners

- Bloomberg Connects
- CHIPS
- Google Arts and Culture
- SandenWolff
- Smarthistory
- Sound Made Public

PUBLICATIONS (Selected)

🔗 **The Interface Experience: A User's Guide** - Bard Graduate Center (2015). Award Winner, 2016 Innovation in Print Design Award from the American Alliance of Museums

🔗 **"Writing for Publics, Designing for Platforms: Complexity and Fluency in Service of Accessibility."** *Scholarly and Research Communication* 7, no. 2 (Fall 2016).

"On the Relational Exhibit in Digital and Analog Media." Co-author Aaron Glass. In *Objects of Exchange: Social and Material Transformation on the Late Nineteenth-Century Northwest Coast*, Bard Graduate Center, 2011.

EDUCATION

Ph.D. Theatre - Graduate Center, City University of New York (2008)

Certificate in Interactive Technology and Pedagogy - Graduate Center, City University of New York (2008)

B.A. Theatre Studies - Swarthmore College (1998)