

CURRICULUM VITAE

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Education

- 1972-76: Oregon State University
Degree: Ph.D. (Area - Algebra, Advisor - Professor B.I. Fein)
- 1968-72: University of California at Los Angeles
Degree: B.A., Cum Laude (Major - Mathematics, Minor - Computer Science)

Experience

- University of Richmond, Professor, 2009–present.
- University of Richmond, Associate Professor, 1989–2008.
- University of Richmond, Assistant Professor, 1981–1989.
- Wayne State University, Assistant Professor, 1976–1981.

Research Interests

- Algorithmic and Evolutionary Art
- Artificial Life and Evolutionary Computation
- Cryptography
- Division Algebras and Brauer Groups

Recent Publications (2008-2010)

1. On generating dot paintings in the style of Howard Arkley, *BRIDGES 2010 Conference Proceedings*, eds. G. Hart and R. Sarhangi, 2010, 143–150.
2. Bio-op art, *Proceedings of ISAMA 2010, Ninth Interdisciplinary Conference of the International Society of the Arts, Mathematics, and Architecture*, eds. E. Akleman and N. Friedman, *Hyperseeing*, Summer 2010, 31–38.
3. Generative art and evolutionary refinement, C. Di Chio et al. (Eds.), *EvoApplications 2010, Part II*, LNCS 6025, pringer-Verlag, 2010, 291–300.
4. Connectivity and a diffusion limited aggregation digital image magnification technique, *Journal of Graphics and Geometry*, Volume 13, No. 2, 2009, 187–194.

5. Simulating artist and critic dynamics — an agent-based application of an evolutionary art system (with P. Machado), *Proceedings of the International Joint Conference on Computational Intelligence*, Funchal, Portugal, 5-7 October 2009, eds. A. Dourado, A. Rosa and K. Madani, 2009, 190–197.
6. Composite digital mosaics using duotone tiles, *BRIDGES 2009 Conference Proceedings*, eds. C. Kaplan and R. Sarhangi, 2009, 155–162.
7. On variation within swarm paintings, *Proceedings of ISAMA 2009, Eighth Interdisciplinary Conference of the International Society of the Arts, Mathematics, and Architecture*, eds. E. Akleman and N. Friedman, *Hyperseeing*, Spring 2009, 5–12.
8. Evolved ricochet compositions, *EvoWorkshops 2009*, eds. M. Giacobini et al., LNCS 5484, 2009, 518–527.
9. Evolved minimalist art and maximal planar graphs, *Journal of Mathematics and the Arts*, Vol. 2, No. 3, 2008, 123–143.
10. Evolved look-up tables for simulated DNA controlled robots, *Simulated Evolution and Learning Conference Proceedings (SEAL 2008)*, eds. Xiaodong Li et al., Springer, LNCS 5361, 2008, 51–60.
11. Color mixing using colliding particles, *BRIDGES 2008 Conference Proceedings*, eds. R. Sarhangi and C. Sequin, 2008, 15–20.
12. Distance metrics and diffusion limited aggregation — an homage to the algorithmic art pioneers, *Proceedings of ISAMA 2008, Seventh Interdisciplinary Conference of the International Society of the Arts, Mathematics, and Architecture*, eds. E. Akleman et al., 2008, 71–78.
13. Evolutionary computation for aesthetic purposes involving an interacting particle simulation, *2008 IEEE Congress on Evolutionary Computation (CEC 2008)*, IEEE Press, 2008, 280–285.
14. Evolved diffusion limited aggregation compositions, *Applications of Evolutionary Computing, EvoWorkshops 2008 Proceedings*, Springer-Verlag Lecture Notes in Computer Science, LNCS 4974, eds. M. Giacobini et al., 2008, 402-411.

Book Chapters

1. Programmer Creativity, *Creativity: A Handbook for Teachers*, ed. Ai-Girl Tan, World Scientific, Singapore, 2007, 385–398.
2. Co-evolutionary Methods in Evolutionary Art, *The Art of Artificial Evolution: A Handbook on Evolutionary Art and Music*, eds. Juan Romero and Penousal Machado, Springer - Natural Computing Series, 2007, 357-380.

Editorships

- Editor, *Journal of Mathematics and the Arts*.
- Associate Editor, *Cryptologia*.