

## EVAN BUSWELL

Cultural Studies at UC Davis  
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## Education

PhD Cultural Studies, with a designated emphasis in Critical Theory. University of California at Davis, anticipated 2019.

Dissertation: *The Epistemology of the Credit System and the Formation of Programming Languages*.

Advisors: Joshua Clover, Neil Larson, Joseph Dumit.

MA English. Portland State University, 2011.

Thesis: *The Work of Promising and the Creation of Meaning*.

Advisors: Lee Medovoi, Marcia Klotz, Michael Clark.

BA Philosophy. University of California at Santa Cruz, 2004.

## Research Interests

Ideology, Methodology, Epistemology, Marxism, Science Studies, History of Finance, History of Money, Critical Code Studies, Critical Theory, History and Philosophy of Mathematics, Analog Electronics, Digital Signal Processing, Programming Language Design, Foundations of Mathematics, Protocol Design, Database Design

## Awards

Residential Research Group Fellowship: “Culture, Industry, Finance.” University of California Humanities Research Institute, 2015.

National Science Foundation (NSF) Society for the Social Studies of Science (4S) Travel Award, 2015.

Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) Scholar Fellowship, 2014-2015.

National Science Foundation (NSF) Society for Literature, Science, and the Arts (SLSA) Travel Award, 2014.

Cultural Studies Summer Research Fellowship. University of California at Davis, 2012, 2013, 2014, 2015, 2016, 2017, 2018.

## Publications

“‘A Whole Theatre of Others’: Amateur Acting and Immersive Spectatorship in the Digital Shakespeare Game *Play the Knave*.” With Gina Bloom, Sawyer Kemp, and Nick Toothman. *Shakespeare Quarterly* 67, no. 4 (2017): 408–430.

Interview by Daniel Temkin on the Noneleatic Languages project. October 30, 2018. <http://esoteric.codes/blog/evan-buswell>.

## In Progress

*The Epistemology of the Credit System and the Formation of Programming Languages*. Dissertation.

“Extending Nonblocking Reference Counted Pointers.”

“Metaheuristics, Marginalism, Nature: Mathematics and the Ideology of Late Capitalism.”

## Presentations

“Creative and Critical Coding.” With John P. Bell and Margaret Rhee. Plenary thread / presentation for the *2018 Critical Code Studies Working Group*, online. Record at <http://wg18.criticalcodestudies.com>.

“Digital Humanities: Creativity, Collaboration, and Code.” With Mark Marino and Rob Wittig. University Press Books, Berkeley, CA, 2016.

“Metaheuristics and Marginalism: False Generalization in the Mathematics of Late Capitalism.” Presentation at the 2015 Annual Meeting of the Society for Social Studies of Science (4S), Denver, CO, 2015.

“Notes on State.” Presentation at the iMMERSE Network Meeting, Online 2014.

“If: Close Reading the Conditional Branch Instruction.” Presentation at the 2014 Annual Meeting of the Society for Literature, Science, and the Arts (SLSA), Dallas, TX, 2014.

“The Historical Form of Calculation and Its Absence in Marxist Theory.” Presentation at the 2014 Institute on Culture and Society (ICS), Banff, Alberta, 2014.

“Code as a Totalization of the Information Episteme.” Presentation at the 2013 Annual Meeting of the Society for Literature, Science, and the Arts (SLSA), Notre Dame, IN, 2013.

“Debt, Code, and Computability.” Presentation at the 2012 Annual Meeting of the Society for Literature, Science, and the Arts (SLSA), Milwaukee, WI, 2012.

“The Ethics of Code.” With Scott Dexter, Craig Dietrich, and Elizabeth Losh. Plenary thread / presentation for the 2012 *Critical Code Studies Working Group*, online. Proceedings in *Electronic Book Review*, forthcoming.

“Undefined Intimacy with the Machine: Standard C and ‘Undefined Behavior.’” Presentation at *Critical Code Studies @ USC*, Los Angeles, CA, 2010.

“Truth and Command in the Language of Code: (code := meaning) == (code := action)?” Presentation at the 2009 Annual Meeting of the Society for Social Studies of Science (4S), Washington, DC, 2009.

## Research Experience

Graduate Student Researcher for the UC Davis ModLab, Fall 2013 through present.

Graduate Student Researcher for Joseph Dumit, *How Flowcharts Got into the Brain*, Fall 2011 and Winter 2012.

## Academic and Teaching Experience

Instructor	2012–2019	University of California at Davis
English 10C: Literatures in English III: 1900–Present		Spring 2019
English 3: Introduction to Literature		Winter 2019, Winter 2013, Fall 2012
Teaching Assistant	2012–2013	University of California at Davis
Humanities 2A: Video Games and Culture		Spring 2012
Teaching Assistant	2010	Portland State University
English 384: Contemporary Literature		Spring 2010
Instructor	2008–2010	Portland State University
Writing 323: Writing as Critical Inquiry		Winter 2010, Fall 2009
Writing 121: College Writing		Spring 2009, Fall 2008
Facilitator	2012	University of California at Davis
Critical Theory: Performativity		Fall 2012
Facilitator	2008–2009	Portland State University
English 510: Avant Garde Theory I and II		Spring 2009, Winter 2009
English 510: Critical Theory/Cultural Studies		Spring 2008

## Academic Service

Organizer and Chair for The Epistemology of Code and Computing, I-III, at the 2015 Annual Meeting for the Society for Social Studies of Science (4S), Denver, CO, 2015.

Organizer for The Cultures of Algorithmic Life conference, Davis, CA, 2014.

Volunteer for Understanding Sustainability conference, Portland, OR, 2009.

## Research Clusters and Working Groups

UC Davis ModLab	<a href="http://modlab.ucdavis.edu">http://modlab.ucdavis.edu</a>
The Humanities and Critical Code Studies (HACCS) Lab	<a href="http://haccslab.com/">http://haccslab.com/</a>
Critical Code Studies Working Group 2018	<a href="http://wg18.criticalcodestudies.com">http://wg18.criticalcodestudies.com</a>
Critical Code Studies Working Group 2016	<a href="http://wg16.criticalcodestudies.com">http://wg16.criticalcodestudies.com</a>
Critical Code Studies Working Group 2014	<a href="http://wg14.criticalcodestudies.com">http://wg14.criticalcodestudies.com</a>
Critical Code Studies Working Group 2012	<a href="http://wg12.criticalcodestudies.com">http://wg12.criticalcodestudies.com</a>
Critical Code Studies Symposium 2011	
Critical Code Studies Working Group 2010 firstperson/ningislanded	<a href="http://www.electronicbookreview.com/thread/firstperson/ningislanded">http://www.electronicbookreview.com/thread/</a>

## Professional Affiliations

Society for Literature Science and the Arts (SLSA)	2012–present
Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC)	2010–present
Society for the Social Studies of Science (4S)	2009, 2011, 2015

## Software Engineering

Accellion	2010–2012	Software Engineer
WebLOQ	2006–2008	Software Engineer
JRuby	2006	Open Source Volunteer
eFORCE	2005	Software Engineer

## Software Projects

Mekanimator and Play the Knave (<https://playtheknave.org/>): A platform designed for live 3D animated avatar-based theatrical performance and cinematic scene production, and an interactive Shakespeare performance game written on that platform.

Non-Eleatic Languages (<https://github.com/ebuswell/noneleatic>): A group of programming languages and virtual machines designed to critique the concept of code itself by making code unstable and dependent on state.

Non-Darwinian Genetic Algorithms (forthcoming): Alternative implementations of so-called “metaheuristic” algorithms that provide a critique of the biological metaphor in mathematics, as well as the supposedly mathematical basis of various biological ideas.

Live C (<https://github.com/ebuswell/livec>): A program for livecoding in C. This is part of a larger project to examine the notion of *state* in a computer program and the separation of state from code.

Atomic Kit (<https://github.com/ebuswell/atomickit>): A library of C routines that provide a simple but effective interface for thread-safe, lock-free, transactional data structures.

Sonic Maths (<http://ebuswell.github.com/sonicmaths/>): A C library for properly band-limited “virtual continuum” modular synthesis. Attempts to be mathematically precise and eschew approximations and “short cuts” wherever possible.