

## Joseph Hocking

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- Education
- 2005 **Rhode Island School of Design** (RISD)  
Master of Fine Art, Digital Media
- 2001 **Carnegie Mellon**, Pittsburgh PA  
Bachelor of Science, Biological Sciences
- Exhibitions and Lectures
- October 2010 **We AR in MoMA**, Conflux, New York - art festival  
Participated in the AR event organized as part of the larger festival.
- August 2010 **Tunneling**, Famous Accountants, New York - group show  
Exhibited "the leak in your hometown," an iPhone app that reacts to BP's logo with 3D graphics of gushing oil. Reviewed in *Art in America*.
- April 2010 **Intermedia**, Indianapolis - art festival  
Exhibited "Occupation Forces," an outdoor installation developed with Mark Skwarek that uses ARToolkit running on iPhones.
- April 2010 **Technarte**, Bilbao, Spain - guest lecture  
Delivered talk on techniques and tools used in the development of Augmented Reality artworks like "Occupation Forces."
- March 2010 **Art of Play**, Chicago - work presentation  
Exhibited "Memory Stacks" in a show of in-progress games at Columbia College.
- Sep 2009 **SLactions**, networked international conference  
Delivered talk on the challenges of artist/programmer collaborations.
- Aug 2009 **ISEA**, Ireland - art festival  
Exhibited "Children of Arcadia" at the Golden Thread Gallery.
- June 2009 **IGDA Demo Night**, Chicago - work presentation  
Presented demonstration of Flash games under development to a mixed group of educators and industry professionals.

- May 2009 **Boston Cyberarts**, Massachusetts - art festival  
Exhibited "Children of Arcadia" as an installation of multiple computers networked together.
- April 2009 **Technarte**, Bilbao, Spain - guest lecture  
Delivered talk on techniques and tools useful to new media artists exploring the artistic potential of real-time 3D.
- Feb 2009 **Upgrade! Boston**, Massachusetts - artist talk  
Along with Mark Skwarek, delivered talk about the technical developments and collaborative process behind "Children of Arcadia".
- Sep 2008 **Sunshine Museum**, Beijing - group show  
Exhibited improved version of "Children of Arcadia".
- March 2008 **Electronic Visualization Lab**, Chicago - guest lecture  
Delivered talk on my artwork, including "memetics simulation no. 1" and "Children of Arcadia".
- Jan 2008 **Krannert Museum**, Illinois - added to permanent collection  
Exhibited "Children of Arcadia", a real-time 3D simulation that puts several real-life financial institutions into a scene from ancient Greece.
- Oct 2007 **Polytechnic University**, Brooklyn - guest lecture  
Delivered talk on content development and commerce in the virtual world Second Life.
- June 2007 **Soundscape**, Massachusetts - programming for Mark Skwarek  
Exhibited "Baghdad Skyline", live video of Manhattan with computer generated smoke superimposed.
- April 06 **Bowling Green State University**, Ohio - artist talk  
Delivered talk on my artwork, including "memetics simulation no. 1" and "screenCity".
- March 05 **Boston Cyberarts**, Massachusetts - group show  
Exhibited "memetics simulation no. 1", an ALife simulation of fantasy organisms presented in a fishbowl VR style.
- Jan 2004 **Sol Koffler Gallery**, Rhode Island - group show  
Exhibited "screenCity", an interactive installation featuring live video played on morphing 3D graphics.

2008-present Teaching Experience  
**Game Design, 3D Animation**  
Adjunct Faculty, Columbia College Chicago  
Teaching classes about creating 3D animation and about game development, using the software tools Maya and Torque respectively.

2007-2010 **Flash Programming, Computer Animation, Physical Computing**  
Adjunct Faculty, School of the Art Institute of Chicago  
Teaching classes about both programming in an artistic context and creating animation on the computer.

- 2008 **Compositing/3D Animation**  
Adjunct Faculty, University of Illinois at Chicago  
Taught class about using Maya for creating movies incorporating both computer animation and live footage.
- 2007-08 **3D Animation, Digital Illustration**  
Adjunct Faculty, Westwood College  
Taught beginner through advanced classes in animation using 3ds max, and taught introductory courses on the use of Illustrator.
- 2006-07 **3D Modeling, Digital Illustration**  
Adjunct Faculty, the Art Institute Online  
Wrote and taught classes in various areas of computer art, with a particular focus on 3D graphics and videogames.
- 2005 **Introduction to 3D**  
Instructional Faculty, Digital Media - RISD  
Taught an introductory course in Maya to undergraduate and graduate students from various departments, covering modeling, texturing, and animation.
- 2011-present **Commercial Experience**  
**Game Programmer**  
Web Game Developer, Synapse Games - Chicago, IL  
Programming the client-side components of browser-based games using ActionScript 3.
- 2010-2011 **Graphics Programmer**  
Research and Development, Navteq - Chicago, IL  
Developed Flash and WebGL prototypes for the Systems Architecture group, doing R&D for new products supporting Navteq's core maps business.
- 2008-2010 **Multimedia Developer**  
Designer/Programmer, Various clients - Chicago, IL  
Developed web and mobile applications using technologies like ActionScript 3.0 and Python, working with both 2D and 3D graphics.
- 2006-2009 **Computer Art Entrepreneur**  
3D Modeler and Animator, Various online marketplaces  
Ran online stores selling 3D animation content to other artists and internet users, including the online marketplace TurboSquid and the virtual world Second Life.
- 2003-05 **Halloween Hijinks**  
Lead Developer, MoonDoggie Entertainment - Providence, RI  
Developed a videogame, including both programming in Blitz3D and animating in Maya, for distribution in various international markets.
- 2001-03 **Tissue Engineering for Life**  
3D Animator, STUDIO for Creative Inquiry - Pittsburgh, PA  
Created animated content for an educational movie played in the Carnegie Science Center, and managed recording and application of motion capture data.
- 1999-2001 **VRMRI Project**  
Computer Graphics Designer, Psychology Software Tools - Pittsburgh, PA  
Assembled a team of programmers and artists, and created low polygon 3D graphics and highly realistic textures for psychology experiments involving VR.

## Skills

### **Computer**

Flash/ActionScript (inc. TweenLite, Papervision3D), JavaScript, Python, HTML, XML, iPhone/iOS, Corona/Lua, Unity, Processing, Maya, 3ds Max, Adobe Creative Suite.

### **Artistic**

Animation (traditional and computer,) illustration (drawing, computer coloring,) graphic design, wood and metal shop.

## References

### **Teri Rueb**

Professor, Media Studies, University at Buffalo

### **Bill Seaman**

Professor, Art and Visual Studies, Duke University

### **Tiffany Holmes**

Associate Professor, Art and Technology Studies, SAIC

### **Sabrina Raaf**

Assistant Professor, School of Art and Design, UIC

### **Gregory Little**

Assistant Professor, Digital Art, Bowling Green State University

*Contact information for references is available on request.*