

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
- Commercial Experience
- 2011-present **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
Built 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. Clients include:
- Answers Media -**
Developed web and CD based interactive presentations using Flash and JavaScript, playing various audio clips, standard movies, and cutting-edge immersive videos.
- Talk3 -**
Designed user interface and information architecture for iPhone apps that communicate with a sophisticated server technology. Developed prototypes in Flash/ActionScript.
- Encyclopedia Britannica -**
Developed informational website content using Flash, reading XML data and streaming music. Wrote detailed system documentation aimed at designers.
- New Control -**
Developed a Flash game for a website launch. Programmed in ActionScript 3.0 (also PHP), edited audio files, drew vector graphics, and performed rigorous usability tests.
- KidzClix -**
Developed Flash games for a website aimed at young children. Performed a variety of technical tasks, including loading XML data and communicating with PHP on the server.

- 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.
- 2008-present **Teaching Experience**
Game Development, 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.

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.