

## Joseph Hocking

4406 N Greenview Ave, apt 2  
Chicago, IL 60640  
412-448-6207  
jhocking@newartest.com

- 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
- 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.  
Exhibitions cont.
- 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-present  
**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

2005 Wrote and taught classes in various areas of computer art, with a particular focus on 3D graphics and videogames.

### **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.

2008-present

Commercial Experience

### **Freelance Game Developer**

Designer/Programmer, Various clients - Chicago, IL

2006-present Developing Flash games in ActionScript 3.0 and iPhone games using Objective-C, working with both 2D and 3D graphics.

### **Computer Art Entrepreneur**

3D Modeler and Animator, Various online marketplaces

2003-05 Running online stores selling 3D animation content to other artists and internet users, including the online marketplace TurboSquid and the virtual world Second Life.

### **Halloween Hijinks**

Lead Developer, MoonDoggie Entertainment - Providence, RI

2001-03 Developed a videogame, including both programming in Blitz3D and animating in Maya, for distribution in various international markets.

### **Tissue Engineering for Life**

3D Animator, STUDIO for Creative Inquiry - Pittsburgh, PA

1999-2001 Created animated content for an educational movie played in the Carnegie Science Center, and managed recording and application of motion capture data.

### **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**

Maya, 3ds Max, Adobe Creative Suite, Flash/ActionScript (inc. TweenLite, Papervision3D, FLARToolKit), iPhone/Objective-C, C++, HTML, XML, Processing, Panda3D/Python, Unity, Torque.

### **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.*