

## 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
- 2008-present **Freelance Flash Developer**  
Designer/Programmer, Various clients - Chicago, IL  
Developing Flash applications in ActionScript 3.0, working with both 2D and 3D graphics.  
Clients include:
- Talk3 -**  
Designing user interface and information architecture for iPhone apps that communicate with a sophisticated server technology. Collaborating with backend developers to keep front-end application in sync. Developing 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, and gave well-received presentations on the system architecture.
- New Control -**  
Developed a Flash game to promote a financial product launch. Tasks included programming in ActionScript 3.0, programming PHP, editing audio files, drawing vector graphics, and performing rigorous usability tests.
- KidzClix -**  
Developed Flash games for a website aimed at young children. Performed a variety of technical tasks, including loading XML data, communicating with PHP on the backend server, and incorporating TweenLite into projects.
- 2006-present **Computer Art Entrepreneur**  
3D Modeler and Animator, Various online marketplaces  
Running 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.

- Teaching Experience
- 2008-present **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-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  
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**

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

##### **Artistic**

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