

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 Game Developer**
Designer/Programmer, Various clients - Chicago, IL
Developing Flash games in ActionScript 3.0 and iPhone games using Objective-C, working with both 2D and 3D graphics.
- Clients include Encyclopedia Britannica, New Control, KidzClix, Sharp Edge Tech.
- 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.
- 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.
- Teaching Experience
- 2008-present **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.

Experience cont.

- 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. Papervision3D/FLARToolKit), iPhone/Objective-C, HTML, Processing, Blitz3D, Panda3D/Python, Unity, Torque.

Artistic

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