Joseph Hocking

Address and phone number available on request
jhocking@newarteest.com

Commercial Experience

2021-2023
Senior Staff Engineer
Qualcomm Game Studios – remote to San Diego, CA
Developed XR games and applications (in Unity/C#) to show off the
Snapdragon platform and Adreno GPUs.

2019-2021
Senior Software Developer
Core AR Technology, BUNDLAR – Chicago, IL
Built an AR platform that spans mobile, web, and headset devices. Technologies
include Unity/C# and three.js (WebGL).

2019
Senior Game Developer
Visualization, PEAK6 - Chicago, IL
Experimented on internal tools for interacting with trading data, using Unity/C#
and JavaScript/WebGL to build the visualization front-ends.

2017-2018
Senior Software Engineer
Shopper MX, InContext Solutions - Chicago, IL
Improved and maintained a cutting-edge retail simulation platform. The
platform's backbone is 3D simulation developed with Unity/C#.

2011-2017
Game Programmer
Game Development, Synapse Games - Chicago, IL
Developed web and mobile games (iOS, Android) using Unity/C# and
Flash/AS3, focusing on the client-side of multiplayer games.

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,
JavaScript, and Python. Clients included Answers Media, Talk3, Encyclopedia
Britannica, New Control, and KidzClix.

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.

Technical Writing

2015   **Unity in Action**
Book that teaches game development with Unity, for readers who already know
how to program but are new to this tool.

Teaching Experience

2005-2014   **Game Development, Flash Programming, 3D Animation**
Adjunct Faculty, Various institutions
Taught classes about game development, 3D animation and programming.
Institutions included University of Illinois at Chicago, Columbia College Chicago,
SAIC, and RISD.

Education

2005   **Rhode Island School of Design** (RISD)
Master of Fine Art, Digital Media

2001   **Carnegie Mellon**, Pittsburgh PA
Bachelor of Science, Biological Sciences