

# Joseph Hocking

*Address and phone number available on request.*  
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- 2005      Education  
            **Rhode Island School of Design** (RISD)  
            Master of Fine Art, Digital Media
- 2001      **Carnegie Mellon**, Pittsburgh PA  
            Bachelor of Science, Biological Sciences
- 2011-present      Commercial Experience  
            **Game Programmer**  
            Game Development, Synapse Games - Chicago, IL  
            Developing web and mobile games (iOS, Android) using Unity/C# and Flash/ActionScript 3, focusing on the client-side component 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 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.
- 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.
- 2008-2015 **Game Development, 3D Animation**  
Adjunct Faculty, Columbia College Chicago  
Taught classes about creating 3D animation and about game development, both discussing theory and engaging in practice.
- 2007-2010 **Flash Programming, Computer Animation, Physical Computing**  
Adjunct Faculty, School of the Art Institute of Chicago  
Taught 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.
- 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**  
Unity/C#, HTML5/JavaScript, Flash/ActionScript 3, iPhone/iOS, Corona/Lua, Python, Processing, Maya, 3ds Max, Adobe Creative Suite.
- Artistic**  
Animation (traditional and computer,) illustration (drawing, computer coloring,) graphic design, wood and metal shop.