

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

- 2017-present **Senior Software Engineer**
Shopper MX, InContext Solutions - Chicago, IL
Improving and maintaining a cutting-edge retail simulation platform. The platform's backbone is 3D simulation built 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/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, working with both 2D and 3D graphics, 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.
- 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 Technical Writing
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 Teaching Experience
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.