

Joseph Hocking

Address and phone number available on request
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- 2021-present **Commercial Experience**
Senior Staff Engineer
Qualcomm Game Studios – remote to San Diego, CA
Developing games and applications to show off Qualcomm’s hardware, such as 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.

- 2003-2005 **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.
- 2008-2014 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.
- 2006-2007 **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.
- 2005 Education
Rhode Island School of Design (RISD)
Master of Fine Art, Digital Media
- 2001 **Carnegie Mellon**, Pittsburgh PA
Bachelor of Science, Biological Sciences