

G. CRAIG HOBBS
gcraighobbs@gmail.com

CURRICULUM VITAE

Education

2009	MFA	Digital Arts & New Media	University of California, Santa Cruz
1992	BFA	Fine Art & Digital Synthesis	California Institute of the Arts

Academic and Professional Appointments

Current	Assistant Professor, Art and Art History (since 2012) Area Coordinator, Digital Media Arts Program Director, Learning and Games Consortium San José State University, San Jose, CA
2014	Maître de conférence, Conservatoire National des Arts et Métiers (CNAM) L'École Nationale du Jeu et des Médias Interactifs Numériques (ENJMIN) Paris and Angoulême, France
2011-12	Lecturer in History of Art and Visual Culture Department University of California, Santa Cruz
2009-12	Lecturer in Critical Studies Program California College of the Arts (CCA), San Francisco, CA
2011	Technical Producer for Usman Haque and Natalie Jeremijenko <i>Flightpath Toronto</i> , Soctiabank Nuit Blanche, Toronto, Ontario
2010	Lecturer in Digital Arts and New Media Program University of California, Santa Cruz ZERO1 Biennial, San Jose, CA Technical Producer for the 2010 ZERO1 Biennial producing projects by artists including Blast Theory, Eyebeam, Rockwell Group, Natalie Jeremijenko, Andrea Polli, fabric ch, and Yung-Ta Chang
2009-10	University of California, Santa Cruz Research Associate UC Institute for Research in the Arts (UCIRA) Emerging Fields Grant Recipient Digital Arts and New Media Program, University of California, Santa Cruz
2000-2007	Black Box Studio, Asheville, NC Design, development, and programming of interactive applications, scientific visualizations and websites for Volvo Corporation, Moog Music, North Carolina Arts Council & the National Oceanic and Atmospheric Administration's (NOAA) National Climatic Data Center (NCDC)

Academic Conferences and Presentations

- 2014 *Games For Change Europe* Games and Activism Panel, Paris, France
- 2013 *Theory + Practice* artist talk, San José State University
- 2012 *Learning and Games* symposium presentation, San José State University
- 2010 *In Situ Δ - The Embodied Search: Creating Zones of Indetermination*
Paper presented at Digital Arts and Culture 2009, University of California, Irvine
- 2009 *Parkour: Embodied Tactics of Social Space*
Paper presented at Harvard University Graduate Student Conference
Objects of Knowledge, Objects of Exchange: Contours of (Inter)disciplinarity
- 2008 *kwpe - keyword processing environment*
Thesis research on performative metadata technologies
Presented at UC Graduate Research Symposium
University of California, Santa Cruz
- 2007 *From Quarks to Quasars: The Art and Technology of Visualizing Science*
Conference panel on scientific visualization, technology and the arts
University of North Carolina, Asheville

Awards and Fellowships

- 2014 California State University (CSU) Summer Arts Course Coordinator
- 2013 Rydell Visual Arts Fellowship nominee, Community Foundation of Santa Cruz
Global Humanities and Arts Grant recipient, San José State University
College Signature Events Grant recipient, San José State University
- 2012 San José State University Research, Scholarship, and Creative Activity (RSCA)
Grant recipient for games-based academic research and international scholarship
- 2010 UCIRA Emerging Fields Award Recipient
University of California Institute for Research in the Arts
- 2009 Tuition Fellowship, Teaching Assistantships
Graduate Arts Research Committee Grant Recipient
Digital Arts and New Media MFA Program, University of California, Santa Cruz
- 2008 Florence French Scholarship, Regents Fellowship, Tuition Fellowship
Digital Arts and New Media MFA Program, University of California, Santa Cruz
- 2007 IFP Rough Cut Film Lab Selection, *Moon Europa*, NYC, NY
Media Arts Project Advantage Fund Award, *Moon Europa*, Asheville, NC

Publications and Grants

- 2013 *Collaborative Research: Use of Games in Undergraduate Fluid Mechanics to Increase Problem Solving and Persistence* Co-PI on NSF Grant application. NSF 13-555/EHR Core Research (ECR)
- 2013 *Applications Based Learning Initiative for Computing Education (ALICE)*
Co-PI on Association of American Colleges and Universities Grant application
- 2010 *In Situ Δ - The Embodied Search: Creating Zones of Indetermination*
Published in the proceedings of Digital Arts and Culture 2009, University of California, Irvine. <http://www.escholarship.org/uc/item/1n14p28b>

Technical Workshops

- 2014 *Teaching in the Era of Ubiquitous Computation:
Learning and Games in the 21st century*
Software workshop for visiting professors from Norway
Hosted by the College of Education, San José State University
- Bangalore to the Bay Projection Mapping Workshop*
Projection mapping workshop for visiting artists from Bangalore, India
Hosted by the Art and Art History Department, San José State University

Synergistic Activities

- 2012-2014 Director of the San José State University *Learning and Games Consortium*, a multidisciplinary faculty workgroup creating computer games curriculum, research, and development opportunities for students and faculty. Sponsored by the College of Humanities and the Arts and the College of Science.
- 2013 Organizer of *SJSU x Neurosky Hackathon* and *Global Game Jam* at San José State University. Students from art, computer science, engineering and psychology engaged in a competitive hackathon using mobile EEG brainwave sensors. Students developed playable computer games and web applications through interdisciplinary collaboration.
- Program coordinator for the *Digital Media Arts program area* and Director of the CADRE Media Labs (Computers in Art, Design, Research, and Education) at San José State University. Responsible for coordinating curriculum and hiring faculty for an arts and technology degree-granting program focused on graphics, programming, physical computing, digital video, and computer game development.
- 2011-12 *University of California Institute for Research in the Arts (UCIRA) Emerging Fields Grant* recipient supporting development of a metadata tagging tool providing indexical and temporal tagging of multimedia files, and playback software for installations and net-based collaborative artworks.

Select exhibitions, performances and filmography

- 2014 5th annual *Futur En Seine* <http://www.futur-en-seine.fr/fens2014/en/>
Group exhibition at the Futur En Seine Innovation Village, Paris, France
- Exploring geographic space between Bangalore India and the Bay Area*
Group exhibition at the Exploratorium Museum, San Francisco, California
- We Won't Bow Down*. World Premiere at the LA Pan African Film Festival 2014
Documentary feature film shot with Mardi Gras Indian tribes in New Orleans, LA
Production credits – Associate producer, cinematographer
- 2013 *koi(koi)*
Solo gallery exhibition at Sesnon Gallery, UC Santa Cruz, CA
- The Light Beings*
Live video performance at Museum of Art and History (MAH), Santa Cruz, CA
- 2012 *Anemone Soliloquy*
Group exhibition at Worth Ryder Gallery, UC Berkeley, CA
- 2011 *The Hoop Mandala*
Live video performance at Pema Osel Ling Monastery, Santa Cruz, CA
- 2010 *Solatrium*. Science fiction short film. Slamdance US Premiere, Park City, Utah
2011 World Premiere at the Korean International Science Fiction Film Festival
Production credits – Producer, technical director, cinematographer
- 2009 *In Situ Δ - The Embodied Search*
MFA thesis exhibition at Museum of Art and History (MAH), Santa Cruz, CA
- Moon Europa*. Science fiction feature film. Unreleased.
Production credits – Producer, technical director, cinematographer
- 2008 *Digital Agitprop of the Bush Era*. Live VJ performance and 2-channel live video mix
Porter Faculty Gallery, UC Santa Cruz, CA
- Hurricane*. Terpsicorps Theater of Dance. Content development and live video mix.
Dianna Wortham Theater, Asheville, NC
- 2007 *Thomas Dolby's Sole Inhabitant Tour*. VJ for Thomas Dolby's US tour with BT.
- The Scarlet Letter*. Terpsicorps Theater of Dance. Projection design and live mix.
4-channel theater projection. Dianna Wortham Theater, Asheville, NC
- Chesapeake* with North Carolina Stage Company. Content development, projection design, and live video performance. NC Stage Company, Asheville, NC

Select Courses

- 2012-2014
- Advanced Projects in Digital Media Art*
Sensor data and human computer interaction for games and data visualization
Assistant Professor of Digital Media Art
San José State University
- Advanced Digital Video*
Generative video algorithms and motion graphics for installation environments
Assistant Professor of Digital Media Art
San José State University
- 2010-12
- Video Games as Visual Culture*
Video game studies large-format lecture (350 students)
Lecturer in History of Art and Visual Culture Department
University of California, Santa Cruz
- Music, Sound, and Media*
History, theory, philosophy and practice of sound
Lecturer in Critical Studies Program
California College of the Arts (CCA), San Francisco, CA
- 2010
- Video Games/ Cultures*
Video game culture, theory, analysis, and critique
Lecturer in Critical Studies Program
California College of the Arts (CCA), San Francisco, CA
- Science, Technology, and Visual Culture*
History, philosophy, and theory of science and technology
Lecturer in Critical Studies Program
California College of the Arts (CCA), San Francisco, CA
- Workshop In Computer Music*
Praxis-based survey of computer music software technologies
Lecturer in Digital Arts and New Media Program
University of California, Santa Cruz
- 2009
- Science, Technology, and Visual Culture*
History, philosophy, and theory of science and technology
Lecturer in Critical Studies Program
California College of the Arts (CCA), San Francisco, CA
- Music, Sound, and Media*
History, theory, philosophy and practice of sound
Lecturer in Critical Studies Program
California College of the Arts (CCA), San Francisco, CA
- Syllabi available up on request*

Technical Skills

<i>Hardware</i>	Expert Apple Macintosh user, fluent PC user, UNIX proficiency Arduino, Basic Stamp, I2C, IR video, iOS application development
<i>Programming</i>	HTML 5.0/ CSS, JavaScript, Processing, Max/MSP/ Jitter, Unity 3D Game Engine
<i>Software</i>	Final Cut Pro X, Sound Track Pro, Color, Compressor; After Effects Pro CS6, Photoshop CS6, Flash CS6, Dreamweaver CS6, Illustrator CS6, Logic Pro, Ableton Live 9, VDMX 5, Modul8, Microsoft Office X, Apple Keynote

Graduate Student Advisees

San José State University

Shivani Aurora, Ricardo Antonio Cortez, Tyson Frederick, Yuanjing Guo, Scot Gresham-Lancaster,
Yuanlei Huang, Cong Lu, Yung-Ching Peng, Charuta Seith, Melissa Soloranzo

California College of the Arts

Amber Stucke

Academic and Professional References

Anne Simonson
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Professor and Chair
Department of Art and Art History
San José State University

Jennifer A. González, Ph.D.
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Associate Professor
History of Art and Visual Culture
University of California, Santa Cruz

Soraya Murray, Ph.D.
semurray@ucsc.edu
Assistant Professor
Film and Digital Media/ Digital Arts and New Media
University of California, Santa Cruz

Julian Carter, Ph.D.
juliancarter@cca.edu
Associate Professor
Visual and Critical Studies
California College of the Arts (CCA), San Francisco, CA

Additional references and academic evaluations available upon request