

# Wiley Wiggins

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**Born:** 1976, Austin, Texas

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## Education

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- **UCLA School of the Arts and Architecture**
  - M.F.A in Media Arts, 2023
  - B.A. in Design | Media Arts, *magna cum laude*, 2021
- **Austin Community College**
  - A.A.S. in Game Development - 2D Animation Specialization, 2019

## Grants, Scholarships, and Awards

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- Graduate Opportunity Fellowship (GOF), 2021
- Florence Aranson Award - Anderson Ranch Arts Center Study, 2021
- Dean's Honors List, UCLA, 2019 - 2021
- Emma B. Keller Fine Arts Scholarship, 2020
- Loseff Endowment Scholarship, 2020
- Alfredo Orselli Award: Design | Media Arts, 2019
- SAG-AFTRA Foundation Grant, 2019
- Jack Kent Cooke Foundation Community College Transfer Scholarship - Semifinalist, 2019
- AMD/Gary Heerssen Memorial Scholarship, 2017, 2018
- President's Honor Award, Austin Community College, 2017, 2018

## Selected Exhibitions and Works

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- **New Wight Gallery**
  - 2023: "Doors" in DMA MFA Group Show, [Details](#)
  - 2023: "Archon" in DMA MFA Group Show, [Details](#)
- **UCLA Broad Art Center Graduate Gallery**
  - 2022: Solo Exhibition, "Mud Room", [Details](#)
- **Bullock Museum, Story of Texas Theater, Austin TX**
  - 2017: Octopus Project's "Memory Mirror Multisensory Menagerie" - Visual Supervisor, [Event Info](#)
- **Monkeytown-6, Austin TX**

- 2015: “Best if Used By” - Original 4-channel video installation with music by Henna Chou. Part of a multi-course dinner and video-projection cube exhibition.
- **Studium, Austin TX**
  - 2015: “The Quality or Condition” - Live projections for interactive installation, [Details](#)
- **Other Cinema, ‘Optronica’, San Francisco CA**
  - 2015: “CATALOG” - Original video from 2011’s “Hexadecagon”, curated by Craig Baldwin.
- **Museum of Human Achievement, Austin TX**
  - 2023: “Salt Wave” - Original Animation, part of Recspec Gallery’s Moving Picture series, [Details](#)
  - 2017: “The Silent City II” - Animator/Visual Supervisor.
  - 2015: “Shapes (and Other Shapes)” - Multimedia installation/performance with Everest Pipkin and The Octopus Project, [Details](#)
- **FronteraFest, ‘Mi Casa Es Su Teatro’, Austin TX**
  - 2015: “Lithopedion” - Original video installation, [Watch](#)
- **ERCATX III, MASS Gallery, Austin TX**
  - 2014: “Lithopedion” - Video screening.
- **2014 Whitney Biennial**
  - “Computer Chess” - Screening, [Event Info](#)
- **Marfa Film Festival, Marfa TX**
  - SPACE COWBOY ARCADE - Co-creation of pop-up arcade and “Lunar Teletext” game, [Details](#)
- **Thinkery 21, Austin Children’s Museum**
  - 2013: “VideoClub” - Interactive installation with Rachel Weil.
- **Austin Downtown Holiday Stroll**
  - 2013: “Hypercards Xmas” - Interactive installation with Rachel Weil.
- **‘Computer Chess’ Feature Film**
  - 2013: Role as Performer, Motion Graphics Artist, Technical Assistance.
- **Austin Presbyterian Church**
  - 2012: Live visuals for “Fires Were Shot” and “Amasa Gana”.
- **Hexadecagon, Austin TX and Dallas TX**
  - 2010-2011: Co-creation of Octopus Project’s Hexadecagon live show - multi-channel audio and video performance.
- **VIVO Media Arts Centre, Vancouver BC**
  - 2009: “The Yule Log Invitational” - “SimYuleLog” textual log simulation.
- **Soap Gallery, Kitakyushu, Japan**
  - 2007: “who is your friends? / the soap operas” - International Video Art Program “Radiotricity”.
- **La Casa Encendida, Madrid**
  - 2005-2006: “Plagarismo” - “Video Artifacts” Short videos exhibit focusing on copyright in culture and art. With John Waters, Tim

Maloney, Packard Jennigs, El Perro, Artemio Narro, Quim Tarrida, Dani Montlleo, David Domingo, Todd Haynes, Danger Mouse and DJ Spooky

## Selected Publications

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- FLAT JOURNAL “The Arcology Mode.” Flat Journal, no. 3. [Details](#), (2023)

## Volunteer Work

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- Intern Volunteer, [Texas After Violence Project](#), 2022
- FEC Student Representative, UCLA School of Art and Architecture, 2020 - 2023
- Austin Community College 2D Animation Departmental Advisory Committee, 2019 - Present
- Board Secretary, Juegos Rancheros, 2012 - 2018

## Work History

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- **Lecturer, University of Texas At Austin** (2023, 2024)
  - Courses include Games and Interactivity, Prototyping
- **Studio and Research Assistant, Rebecca Allen** (2022 - 2023)
- **Teachers Assistant, UCLA Design Media Arts** (2021 - 2023)
  - Assisted in courses including 3D Modeling and Motion, Interactive Animation, and Network Media.
- **UCLA SOAA IT Services** (2021 - 2022)
  - Provided IT support and services.
- **Tutor, Austin Community College** (2018, 2019)
  - Tutored in the 2D Animation Open Lab.
- **Web Developer** (2016 - 2021)
  - Worked with clients such as Finji, Vidvox, The Glory Society, and Money Positive on various web development projects.
- **Event Director, Fantastic Arcade** (2012 - 2018)
  - Directed and hosted the Fantastic Arcade international indie games festival.

- **Interaction Designer, Howdy** (2016)
  - Focused on front-end design and development for customer-facing websites.
- **UI Designer, Knowlio** (2015)
  - Designed user interfaces and developed stylesheets and markup for a web application.
- **UI Developer, Projekt202** (2014)
  - Developed stylesheets and markup for enterprise-level web applications.
- **User Experience Engineer, New Iron** (2012 - 2014)
  - Led user experience engineering, including wireframing, prototyping, and front-end development.
- **Director/Game Designer, Karakasa Games** (2011 - 2018)
  - Directed and designed games, including Frankenfoods (iOS) and Thunderbeam (Demo, iOS).
- **UI Designer, AT&T Wi-Fi Services** (2007 - 2012)
  - Designed Wi-Fi connection experiences and internal tools for various clients.
- **UI Designer, Mediatronica** (2006 - 2007)
  - Created designs and front-end code for web applications and managed several projects.
- **Pro-Applications Support Specialist, Apple Computer** (2003 - 2006)
  - Specialized in support for Apple’s Pro Applications suite, including Final Cut Pro and Logic Pro.

## Selected Speaking Engagements

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- **Society for Literature, Science, and the Arts (ASU Center for Philosophical Technologies)**
  - 2023: Panelist on “Neoliberal Worldbuilding: Terraforming Worlds in the Name of Homo Oeconomicus”
- **UCLA Game Lab**
  - 2023: Speaker at “[Learning Dwarf Fortress](#)”
- **Touring Talks**
  - 2014: “UI Design Fundamentals” - Introduction to User Interface design basics for software developers at Women Who Code.

- 2014: “Creating Usable Stylesheets” - Leveraging compiled CSS extension languages to improve front-end code quality and reduce maintenance costs. Presented at Women Who Code and selected client companies.
- **South by Southwest Film & Interactive Conferences**
  - 2012: “Indie Games, Indie Film - DeJaVu” with James Swirsky and Lisanne Pajot (Indie Game the Movie), Adam Saltsman (Cannabalt), Phil Fish (Fez)
  - 2005: “Story Structure and Mobile Media” with Harvey Smith (Game Designer, Deus Ex), Michele Chang (Interaction Designer, Intel), Michael Epstein (M.I.T. Department of Writing and Humanistic Studies)
  - 2004: “Can Copyright Bring Audience and Filmmaker Together?” with Glenn Otis Brown (Exec Dir - Creative Commons), David Ball (Creative Commons/Fourth Wall), Justin Cone (Tween), David Jacobs (Dir of Technology - MediaRights.org)
  - 2001: “Acting in Independent Film” with Jeffrey Tambor (Actor), Barry Corbin (Actor)
- **GDC (Game Developers Conference)**
  - 2014: “Curating Video Game Culture: The New Wave of Video Game Events” with Sarah Brin (Educator, Curator & Experience Designer, Punk Arcade/Horizon), Marie Foulston (Queen Roughouser, The Wild Rumpus), Kunal Gupta (Founder, Babycastles), Jim Munroe (Pop Culture Provocateur, The Hand Eye Society)
- **IGDA Summit/Casual Connect**
  - 2011: “Creative Funding with Kickstarter”

## Judging and Advisory Panel Duties

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- Independent Games Festival, Main Competition and Student Competition Juror, 2010 - 2014
- South By Southwest Interactive Festival, Advisory Board Member, 2008 - 2015
- South By Southwest Film Festival, Animated Shorts Judge, 2017
- Fantastic Fest, Film Juror, 2006
- Cinemuerte, Film Juror 2005

## Professional Memberships

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- SAG-AFTRA, 1994 - Present
- Digital Games Research Association, 2019 - Present
- Society for Literature, Science & the Arts, 2024 - Present

## Selected Filmography

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- *Computer Chess* (Actor, Additional Programming, 2013)
- *Waking Life* (Actor, Animator, 2001)

[Complete Filmography](#)

## Selected Press

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- Vidvox Blog: [The Fantastic Work of Wiley Wiggins](#), November 5, 2016
- Inverse.com: [Inside Austin's Weird and Wonderful Fantastic Arcade](#), August 23, 2016
- Redefine Magazine -90 Notable Album Covers From 2010, December 23, 2010