Wiley Wiggins

(B 1976, AUSTIN, TEXAS)

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Education

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

GRADUATE OPPORTUNITY FELLOWSHIP (GOFP)

2021

FLORENCE ARANSON AWARD - ANDERSON RANCH ARTS CENTER STUDY

2021

DEAN'S HONORS LIST, UCLA

2019, 2020, 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

NEW WIGHT GALLERY
"Town Hall" DMA MFA group show, *Doors*

NEW WIGHT GALLERY
"Amid Tears" DMA MFA group show, *Archon*

UCLA BROAD ART CENTER GRADUATE GALLERY
Mud Room Solo Exhibition (2022)

BULLOCK MUSEUM, STORY OF TEXAS THEATER, AUSTIN TX

Octopus Project: "Memory Mirror Multisensory Menagerie" (2017)
Visual supervisor

MONKEYTOWN-6, AUSTIN TX

Best if Used By (2015)
Original 4 channel video installation with music by Henna Chou. Monkeytown 6 is a multi-course dinner served inside a 27'x27' video-projection cube, with nightly exhibitions from November 4th, 2015 to February 7th, 2016

STUDIUM, AUSTIN TX

The Quality or Condition (2015)
Original live projections for two performances accompanying an interactive installation art piece.

OTHER CINEMA, "OPTRONICA", SAN FRANCISCO CA

CATALOG (2015)
Original video from 2011's *Hexadecagon*, curated by Craig Baldwin.

MUSEUM OF HUMAN ACHIEVEMENT, AUSTIN TX

"Salt Wave" (2023)
Original Animation
Part of the Recspec Gallery Moving Picture series

"THE SILENT CITY II" (2017)
Animator/Visual supervisor

ALTAR VI: Shapes (and Other Shapes) (2015)
Co-created a multimedia installation/performance with artist Everest Pipkin and musicians The Octopus Project. Part of the annual Fusebox Festival of art.

FRONTERAFEST "MI CASA ES SU TEATRO" , AUSTIN TX

Lithopedion installation (2015)
Original video

ERCATX III, MASS GALLERY , AUSTIN TX

Lithopedion screening (2014)
Original video

2014 WHITNEY BIENNIAL

Computer Chess Screening

MARFA FILM FESTIVAL, MARFA TX

SPACE COWBOY ARCADE
Co-created the Space Cowboy Arcade with Juegos Rancheros, a pop-up arcade featuring community created videogames. Co-created the game Lunar Teletext with Rachel Weil as part of the installation.

THINKERY 21- THE NEW AUSTIN CHILDREN'S MUSEUM EVENING SERIES

VideoClub (2013)

Interactive installation made with artist Rachel Weil

AUSTIN DOWNTOWN HOLIDAY STROLL

Hypercards Xmas (2013)

Interactive installation made with artist Rachel Weil

COMPUTER CHESS

Performer, motion graphics artist and technical help for the feature film *Computer Chess* (2013), Directed by Andrew Bujalski

AUSTIN PRESBYTERIAN CHURCH

Fires Were Shot (2012) Amasa Gana (2012)
Live visuals

HEXADECAGON, AUSTIN TX, DALLAS TX

Co-created the Octopus Project's live show, Hexadecagon (2010, 2011), a multi-channel audio and video performance.

VIVO MEDIA ARTS CENTRE, VANCOUVER BC

The Yule Log invitational (2009)
 SimYuleLog- a textual log simulation, by Wiley Wiggins.

SOAP GALLERY, KITAKYUSHU, JAPAN

who is your friends? / the soap operas, (2007)
 International Video Art Program *Radiotricity* (single channel video)

LA CASA ENCENDIDA, MADRID

Plagarismo, (2005, 2006)
Video Artifacts: Short videos by Wiley Wiggins
This exhibit focused on issues of copyright in culture and art. Works by Douglas Gordon, John Waters, Tim Maloney, Packard Jennigs, El Perro, Artemio Narro, Quim Tarrida, Dani Montlleo, David Domingo, Todd Haynes, Danger Mouse and DJ Spooky were presented.

SLOW MOTION VIDEO FESTIVAL, (TOURING)

This touring festival of 120 one minute slow motion shorts included my videos *Organs* and *Ritual* (2005)

ZAIREEKA! AUSTIN TX

Alamo Drafthouse Rolling Roadshow (2005)

Created a 4 Screen video to accompany track 5 of a presentation of *Zaireeka*! by The Flaming Lips.

Selected Publications

FLAT JOURNAL

"The Arcology Mode." *Flat Journal*, no. 3.
https://flatjournal.com/work/the-arcology-mode/.
(2023)

Volunteer Work

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 COM-MITTEE
(2019- present)

BOARD SECRETARY, JUEGOS RANCHEROS
Co-founder and board member of the Juegos Rancheros nonprofit for game art in Austin Texas. (2012-2018)

Work History

LECTURER, UNIVERSITY OF TEXAS AT AUSTIN
Games and Interactivity (2023)

STUDIO AND EXHIBITION ASSISTANT, REBECCA ALLEN
(2022- Present)

TEACHERS ASSISTANT, UCLA DESIGN MEDIA ARTS
3D Modeling and Motion (2021), Interactive Animation (2022), Network Media (2023)

UCLA SOAA IT SERVICES
(2021-2022)

TUTOR, AUSTIN COMMUNITY COLLEGE
2D Animation Open Lab tutor (2018, 2019)

WEB DEVELOPMENT
Clients include Finji, Vidvox, The Glory Society, and Money Positive (2016- 2021)

EVENT DIRECTOR, FANTASTIC ARCADE

Director and event host for the <u>Fantastic Arcade</u> international indie games festival in Austin, Texas. (2012-2018)

INTERACTION DESIGNER, HOWDY

(2016)
Designer for Howdy, provided front end design and development on a short timeline for all of their customer-facing websites, including CMS with Jekyll and liquid templating, and designing and building the GUI for the first iteration of their bot building tool suite Botkit Studio.

UI DESIGNER, KNOWLIO

(2015)
Contracted to design user interfaces and build out stylesheets and markup for a web application in development.

UI DEVELOPER, PROJEKT202

(2014)
Contracted to build out stylesheets and markup for an enterprise-level web application, in concert with Projekt202's design team.

USER EXPERIENCE ENGINEER, NEW IRON

(2012-2014)
Lead User Experience Engineer at New Iron Group. In this position I worked with clients to create wireframes and functional prototypes, built out front-end code in a production environment, and I conducted user testing.

Clients included Decision Grid, ZixCorp, TAV Health, Reachforce and Dunn & Bradstreet.

DIRECTOR/GAME DESIGNER, KARAKASA GAMES

(2011-2018)

UI DESIGNER, AT&T WI-FI SERVICES

(2007-2012)
In this position I designed the Wi-Fi connection experiences and internal tools of a number of clients, including the Hilton family of hotels, FedEx, McDonalds and Barnes and Noble. I

also designed the default iPod touch and non-subscriber iPhone connection pages for AT&T Wi-Fi hotspots.

UI DESIGNER, MEDIATRONICA

(2006-2007)
User Interface designer for Mediatronica. Created original designs and front end code for all Mediatronica web applications. Product manager for several Mediatronica projects.

PRO-APPLICATIONS SUPPORT SPECIALIST, APPLE COMPUTER

(2003-2006)
Applecare Specialist for Final Cut Pro, Logic Pro, Motion, DVD Studio Pro, Compressor, and associated technologies. Received Apple certifications for all of the products I was responsible for.

Selected speaking engagements

SOCIETY FOR LITERATURE, SCIENCE, AND THE ARTS (ASU CENTER FOR PHILOSOPHICAL TECHNOLOGIES)

"NEOLIBERAL WORLDBUILDING: TERRAFORMING WORLDS IN THE NAME OF HOMO OECONOMICUS"
Panelist, *Grotto* (2023)

UCLA GAME LAB:

"DORF CLUB- LEARNING DWARF FORTRESS"

(2023)

TOURING TALKS:

"UI DESIGN FUNDAMENTALS"

(2014)
This talk introduced the basics of User Interface design to software developers at Women Who Code.

"CREATING USABLE STYLESHEETS"

(2014)

This talk centered around leveraging compiled CSS extension languages to help improve front end code quality and cut down dramatically on maintenance costs. This talk was given at Women Who Code and selected client companies.

SOUTH BY SOUTHWEST FILM & INTERACTIVE CONFERENCES:

"INDIE GAMES, INDIE FILM - DEJAVU"

(2012)

with James Swirsky and Lisanne Pajot - Indie Game the Movie
Adam Saltsman - Cannabalt
Phil Fish - Fez

"STORY STRUCTURE AND MOBILE MEDIA"

(2005)

with Harvey Smith - Game Designer, Deus Ex
Michele Chang - Interaction Designer, Intel
Michael Epstein - M.I.T. Department of Writing and Humanistic Studies

CAN COPYRIGHT BRING AUDIENCE AND FILMMAKER TOGETHER?

(2004)

with Glenn Otis Brown , Exec Dir - Creative Commons
David Ball - Creative Commons/Fourth Wall
Justin Cone - Tween
David Jacobs , Dir of Technology - MediaRights.org

ACTING IN INDEPENDENT FILM

(2001)

with Jeffrey Tambor -Actor
Barry Corbin -Actor

GDC:

CURATING VIDEO GAME CULTURE: THE NEW WAVE OF VIDEO GAME EVENTS

2014
With Sarah Brin | Educator, Curator & Experience Designer, Punk Arcade/Horizon
Marie Foulston | Queen Roughhouser, The Wild Rumpus
Kunal Gupta | Founder, Babycastles
Jim Munroe | Pop Culture Provocateur, The Hand Eye Society

IGDA SUMMIT/CASUAL CONNECT

CREATIVE FUNDING WITH KICKSTARTER

(2011)

Judging and Advisory Panel duties

INDEPENDENT GAMES FESTIVAL

Main Competition and Student Competition Juror for the annual Independent GamesFestival, 2010-2014. I've also been a repeat Grand Prize juror, and a Mobile and Narrative category judge.

SOUTH BY SOUTHWEST INTERACTIVE FESTIVAL

(2008-2015)
Advisory board member

SOUTH BY SOUTHWEST FILM FESTIVAL

(2017)
Animated Shorts Judge

FANTASTIC FEST

(2006)
Film Juror

CINEMUERTE

(2005)
Film Juror

Professional Memberships

SAG-AFTRA

(1994 - present)

DIGITAL GAMES RESEARCH ASSOCIATION

(2019 - present)

SOCIETY FOR LITERATURE, SCIENCE & THE ARTS
(2024 - present)

Selected Filmography

Computer Chess (Actor, Additional Programming 2013)

Waking Life (Actor, Animator 2001)

Selected Press

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