

# Wiley Wiggins

*Residence:* Living and Working in Austin, Texas

*E-mail:* wileywiggins@gmail.com

*Date of birth:* 11-06-1976

## Education

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**M.F.A. in Media Arts** *University of California, Los Angeles*  
*Design Media Arts Master of Fine Arts Program* *September 2020 - June 2023*  
*Thesis title: "Grotto: Videogame Modes and Visionary Architecture"*

**B.A. in Design Media Arts** *University of California, Los Angeles*  
*Design Media Arts Bachelor's degree program* *September 2019 - June 2020*  
*Magna Cum Laude*  
*Capstone project: "Obelisk" (digital game and generated book)*

**A.A.S. in Game Development- 2D Animation Specialization** *Austin Community College*  
*Game Development Applied Science degree program* *Jan 2017 - May 2019*

## Selected Work experience

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**University of Texas at Austin, Arts and Entertainment Technologies** *2023 - Current*  
*Lecturer* *Austin, TX*

- Lecturer for AET-319 Design and Interactivity and AET-333 Prototyping

**Rebecca Allen** *2022 - 2023*  
*Research Assistant* *Los Angeles, CA*

- Reconstructing and preserving past artwork including vector animation pieces for "Coded: Art Enters the Computer Age" at LA County Museum of Art

**UCLA Design Media Arts** *2021-2023*  
*Teacher's Assistant* *Los Angeles, CA*

- 3D Modeling and Motion (2021, 2023)
- Interactive Animation (2022)
- Network Media (2022)

**Fantastic Arcade** *2012 - 2018*  
*Creative Director* *Austin, Texas*

- Director, co-curator and event host for the Fantastic Arcade international independent games festival.

**Self Employed** *2016-2021*  
*Freelance Design and Development* *Austin, TX*

- Clients include Finji, Vidvox, The Glory Society, Howdy, and Money Positive
- Front end development and design, print design, text interaction content

**AT&T WiFi Services / Wayport** *2007 - 2012*  
*User Interface Designer* *Austin, Texas*

- Designed WiFi connection experiences and internal tools of a number of clients, including the Hilton family of hotels, FedEx, McDonalds and Barnes and Noble.

**”Waking Life”***Animator*

1999

*Austin, TX*

- Animator and performer for feature length animated film ”Waking Life”.

**Technical skills****Programming Languages/Tools**

HTML/CSS/SCSS, Python, Javascript/Node.js, P5.js, Unity C#, Versioning with Git, Jupyter Notebooks, FFMPEG, LaTeX

**Creative Applications**

Adobe Suite (all apps, with a concentration in Adobe InDesign, Adobe After Effects, Adobe Substance Painter 3D), Cinema4D, Blender, Maya, Tiled, Toon Boom Harmony, TVPaint, Unity, VDMX, MadMapper, Logic Pro, VSCode, Arduino/Circuit Python

**Basic Computing**

MS/Google productivity apps, MacOS, Windows, Linux

**Selected Exhibitions and Works****“Doors”***Interactive Installation in DMA MFA group show, “Town Hall”*

2023

*UCLA New Wight gallery***“Archon”***Installation in DMA MFA group show, “Amid Tears”*

2023

*UCLA New Wight Gallery***“Mud Room”***Solo Exhibition*

2022

*UCLA Broad art center graduate gallery***“Best if Used By”***Four channel video installation*

2015

*“Monkeytown-6” event, Austin, TX***“The Quality or Condition”***Original live projections*

2015

*Stadium, Austin, TX***“CATALOG”***Single channel Video*

2015

*adapted from 2011’s “Hexadecagon”**Craig Baldwin’s ”Other Cinema”, San Francisco, CA***“ALTAR VI: Shapes (and Other Shapes)”***Multi-channel Video Installation/Performance*

2015

*Museum of Human Achievement, Austin, TX***“Lithopedion”***Video installation*

2015

*Fronterafest: “Mi Casa es su Teatro” , Austin, TX***“Computer Chess”***Performer, Motion Graphics Artist,**Feature-length video, D. Andrew Bujalski*

2014

*Whitney Biennial, NY, NY***“Space Cowboy Arcade”***Co-curator, Pop-up arcade*

2014

*Marfa Film Festival, Marfa, TX*

**“Video Club”** 2013  
*Video Installation* *Thinkery 21, Austin Children’s Museum Evening Series*

**“HEXADECAGON”** 2010, 2011  
*Multi-channel live video performance* *Austin, TX, Dallas, TX*

**“Radiotricity”** 2007  
*Single-channel Video installation* *Soap Gallery, Kitakyushu, Japan*

*Portfolio of most relevant projects*

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<b>Article</b>	“The Arcology Mode”, Flat Journal 3, 2023
<b>Game/Installation</b>	“Grotto” - Multiplayer web game, VR experience, Printed book and various installation elements
<b>Performance</b>	“Computer Chess”, feature