

Wiley Wiggins

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Education

AUSTIN COMMUNITY COLLEGE

Current student (expected graduation date spring 2019) - Associate of Applied Science, Game Development- 2D Animation Specialization. President's Honor Award Recipient

Grants, Scholarships and Awards

SEMIFINALIST, JACK KENT COOKE FOUNDATION COMMUNITY COLLEGE TRANSFER SCHOLARSHIP

(2019)

AMD/GARY HEERSSEN MEMORIAL SCHOLARSHIP

(2017, 2018)

PHI THETA KAPPA HONORS SOCIETY MEMBER

Selected Exhibitions and Works

MUSEUM OF HUMAN ACHIEVEMENT

THE SILENT CITY II (2017)

Animator/Visual supervisor

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.

FUSEBOX FESTIVAL, MUSEUM OF HUMAN ACHIEVEMENT, AUSTIN TX

ALTAR VI: Shapes (and Other Shapes) (2015)

Co-created a multimedia installation/performance with artist Everest Pipkin and musicians The Octopus Project.

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.

AUSTIN ANIJAM, AUSTIN TX

Contributed animated sequence to the *Austin Anijam* 48 hour animation event. (2014)

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, Saturday, December 12, 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*: 7 minute DVD Loop

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.

WAKING LIFE

Animator and performer for the animated feature *Waking Life* (2000)

Professional Memberships

SAG-AFTRA

Member since 1994

PHI THETA KAPPA HONOR SOCIETY

Member since 2017

TEXAS MOTION PICTURE ALLIANCE

Member since 2017

Work History

TUTOR, AUSTIN COMMUNITY COLLEGE

(2018, 2019)

2D Animation Open Lab tutor

FREELANCE WEB DEVELOPMENT

(2016- Present)

Clients include Finji, Vidvox, and Money Positive

BOARD SECRETARY, JUEGOS RANCHEROS

(2012-Present)

Co-founder and board member of the Juegos Rancheros nonprofit for game art in Austin Texas.

EVENT DIRECTOR, FANTASTIC ARCADE

(2012-Present)

Director and event host for the Fantastic Arcade international indie games festival in Austin, Texas.

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. Additional day to day tasks included writing interactive content for their in-house Slack bot 'Howdy' as well as branding and print design work.

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-Present)

Currently producing and designing the crowd-funded adventure game *Thunderbeam* for iOS and desktop platforms. I've spent a great deal of time perfecting the 2d asset pipeline for this game in the process.

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

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.

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

"THE FUTURE OF FILM BLOGS"

(2005)

with David Hudson - writer, GreenCine Daily

Mike Curtis - writer, HD for Indies

Karina Longworth - writer, Cinematical

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

GAME DEVELOPERS CONFERENCE:

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 Games Festival, 2010-Present. I've also been a repeat Grand Prize juror, and a Mobile and Narrative category judge.

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)

Filmography

Social Animals (2018)

Computer Chess (2013)

Sorry, Thanks (2009)

Goliath (2008)

Frontier (2001)

Waking Life (2001)

The Faculty (1998)

Plastic Utopia (1998)

Boys (1996)

Love and a .45 (1994)

Dazed and Confused (1993)

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

New York Times, Travel - [Austin's Moon Towers, Beyond 'Dazed and Confused'](#), February 13, 2014

Variety- [Austin Film Fest: Will Ferrell, Other Stars Turn Out to Live-Read Vince Gilligan Script](#) October 28, 2013

Cinapse - [Computer Chess Interview with Wiley Wiggins](#), November 18th 2013

BULLETT, Culture - [Wiley Wiggins](#), June 29, 2011

Wall Street Journal, The Daily Fix - [Unfazed by Confusion With Lincecum](#), October 8, 2010

Redefine Magazine - [90 Notable Album Covers From 2010](#), December 23, 2010

Fader, Music/News - [Just Don't Ask Her To Take It Easy On Me](#), June 5, 2006