

# Wiley Wiggins

Creative Direction / Game Design

## PROFILE

I am a media artist and curator studying interaction design in spaces of play.

## EXPERIENCE

TUTOR, AUSTIN COMMUNITY COLLEGE

(2018, 2019)

Animation lab tutor

WEB DEVELOPER

(2016- Present)

Clients include Finji, Vidvox, The Glory Society, and UCLA DMA

CREATIVE DIRECTOR, FANTASTIC ARCADE

(2012-2018)

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

INTERACTION DESIGNER, HOWDY

(2016)

USER EXPERIENCE ENGINEER, NEW IRON

(2012-2014)

CREATIVE DIRECTOR, KARAKASA GAMES

(2011-2018)

## EDUCATION

UCLA SCHOOL OF THE ARTS AND ARCHITECTURE

B.A. in Design | Media Arts, (expected 2021)

AUSTIN COMMUNITY COLLEGE

A.A.S. in Game Development- 2D Animation Specialization.

## SKILLS

Web development, 2D animation, video editing and compositing, 3d modeling, intermediate Python and Unity C# scripting, writing, public speaking and performance

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