

# Wiley Wiggins

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## Education

### UCLA SCHOOL OF THE ARTS AND ARCHITECTURE

B.A. in Design | Media Arts, *magna cum laude*, 2021

M.F.A candidate in Design | Media Arts, (expected 2023)

### AUSTIN COMMUNITY COLLEGE

A.A.S. in Game Development- 2D Animation Specialization, 2019

## Work History

### STUDIO AND EXHIBITION ASSISTANT, REBECCA ALLEN

(2022)

### 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)

### FREELANCE WEB DEVELOPMENT

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

### EVENT DIRECTOR, FANTASTIC ARCADE

Director and event host for the [Fantastic Arcade](#) 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. 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**

(2011-2018)

### **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)

Applicare 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 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

## **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 Roughouser, The Wild Rumpus

Kunal Gupta | Founder, Babycastles

Jim Munroe | Pop Culture Provocateur, The Hand Eye Society

# **Selected Exhibitions and Works**

## **NEW WIGHT GALLERY**

"Amid Tears" MFA group show, [\*Archon\*](#)

## **UCLA BROAD ART CENTER GRADUATE GALLERY**

[\*Mud Room\*](#) Solo Exhibition (2022)

## **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 (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.

## **Volunteer Work**

### **INTERN VOLUNTEER, TEXAS AFTER VIOLENCE PROJECT**

(2022)

### **FEC STUDENT REPRESENTATIVE, UCLA SCHOOL OF ART AND ARCHITECTURE**

(2020 - present)

### **AUSTIN COMMUNITY COLLEGE 2D ANIMATION DEPARTMENTAL ADVISORY COMMITTEE**

(2019- present)

### **BOARD SECRETARY, JUEGOS RANCHEROS**

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

## **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**

(2008-2015)

Advisory board member

#### **SOUTH BY SOUTHWEST FILM FESTIVAL**

(2017)

Animated Shorts Judge

#### **FANTASTIC FEST**

(2006)

Film Juror

#### **CINEMUERTE**

(2005)

Film Juror

## **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

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

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