

# Hope E. Moore

Interactive Media Artist

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## EDUCATION

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### Ohio University

Master of Fine Arts in Communication Media Arts 2021  
Focus in Digital Games and Animation, VR/AR, Instructional Design  
Museum Studies Certificate 2020

### Ohio State University

Bachelor of Arts in Journalism 2009

### Columbus State Community College

Computer Information Technology: Software Development Certificate 2014  
Associate of Applied Science in IMMT: Digital/Audio Video Production 2006  
Associate of Applied Science in Interactive Multimedia Technology 2004  
Secondary focus in Digital Photography

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## RELEVANT WORK EXPERIENCE

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<b>Senior Software Developer</b> Lumis Corp.	Pittsburgh, PA	12/2021-06/2022
<b>Web Manager</b> Carnegie Museum of Art	Pittsburgh, PA	07/2021-10/2021
<b>Graduate Teaching Assistant (Instructor of Record)</b> Ohio University	Athens, OH	08/2019 - 05/2021
<b>Virtual Reality/Augmented Reality Developer</b> Games Research & Immersive Design (GRID) Lab	Athens, OH	05/2018 - 06/2019
<b>Instructional Designer</b> Ohio University	Athens, OH	12/2013 - 02/2018
<b>Instructional Technologist/Web Developer</b> Columbus State Community College	Columbus, OH	01/2010 - 11/2013
<b>Multimedia Editor/Photographer</b> Ohio State Lantern Mentored 25 journalism students per quarter	Columbus, OH	11/2007 - 03/2009

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## TEACHING

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### Instructor of Record

Coding for Creatives Computer Science Undergraduates

### Teaching Assistant

Visual Storytelling Media Design Undergraduates  
Media and the Creative Process Media Design Undergraduates

### Facilitator

Facilitating Online Learning: The Basics Online Teaching Graduates

### Designed and Presented Workshops

Designing in the Third Dimension Unity Ages 10-18  
Game Design and Unity Unity Ages 10-18  
Accessibility on the Classroom Universal Design University Professors  
Let's Talk About Magic Online Lectures University Professors  
Best Practices for Developing Online Classes Online Teaching University Professors  
Photography Basics Photography Ages 8-13

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## CONFERENCE PRESENTATIONS

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**Hacking the Brain with Games** 2018  
GDEX 2018

**Technology and Physical Education: Utilizing Coach's Eye to improve students' skill-related physical performance** 2017  
Presented with Dr. Hyun-Ju Oh  
OHAHPERD Conference 2017

**Using Player Types to Enhance Motivation in the Classroom** 2017  
Educational Technology Conference 2017

**Teaching in the Space-Time Continuum: Ubiquitous Learning in Three Course-Spaces** 2016  
Presented with T.J. Cyders, Matthew Dingo, Audra Hilterbran, and Eric Williams  
Innovate! 2016

**Creating Narratives** 2016  
2016 Playful Learning Summit

**Filling the Gap Between Higher Education and Needs in the Workforce** 2015  
Presented with Candi Morris  
OHECC 2015

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## EXHIBITIONS AND SHOWS

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<b>Practical Time Travel: The Ridges</b> MFA Thesis - Virtual reality experience Using Blender, Substance Painter, Unity, C#, and SteamVR	2021
<b>Janus: There's More to What You See</b> In collaboration with the 2019-2020 Museum Studies cohort Ohio University's Merging Concepts Virtual museum exhibition Using HTML, CSS, JavaScript, jQuery, and Webflow	2020
<b>Tuning Out the Interference</b> In collaboration with Dr. Geoff Dabelko and Dr. Matthew deTar Open OHIO's <i>Horizons of Interference</i> Interactive artwork Using Arduino, TouchDesigner, and Python	2020
<b>Rememblocks VR Exhibit</b> The Digital Sideshow Virtual reality game Using Unity, C#, and SteamVR	2020
<b>Sibyl</b> as Assistant Projection Designer Ohio University College of Fine Arts Playwright's Festival Live interactive theater projection Using Autodesk Maya, TouchDesigner, and Microsoft Kinect	2019
<b>Dancing Colors</b> Ohio University Student Research and Creative Expo Awarded Second Place among Media Graduates Collaborative projected augmented reality experience Using TouchDesigner, Microsoft Kinect, and Python	2019
<b>Music [Sticky] Notes</b> Toronto Kids Digital Festival Inclusive Science Day by Ohio Valley Museum of Discovery Augmented physical reality experience Using TouchDesigner and Python	2019, 2020
<b>Turbulent Minds</b> In collaboration with Dr. Brett Peters Open OHIO's <i>Navigating Turbulence</i> Series of interactive art pieces Using Unity, C#, TouchDesigner, and Python	2019

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## LEADERSHIP

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<b>The Lantern Multimedia Editor</b> Ohio State University's student newspaper Coordinated a staff of two assistant editors Mentored 25 journalism students per quarter	2008-2009
<b>Senior Student Ambassador</b> Coordinated and trained 11 junior members of the CSCC Student Ambassador Leadership Program	2006-2007
<b>Cougar News Editor-in-Chief</b> Columbus State's student newspaper Coordinated more than 30 writers, photographers, and designers Circulation of 5,000 publications weekly	2006-2007

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## COMMUNITY SERVICE

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<b>Ohio Valley Museum of Discovery/WOUB Learning Lab</b> Mentor at Discovery Lab, Discovery Lab Jr., Athens Makers and other various events	2018-2020
<b>Serious Play Conference</b> Photographer, graphic designer, virtual conference tech support, and general assistance	2016-2020
<b>FIRST LEGO League</b> Judge/General Volunteer	2005, 2012-2014
<b>Thunderbird Acres Neighborhood Association</b> Photography Instructor for Summer Journalism Corps Program	2006
<b>CSCC Student Ambassador Leadership Program partners</b> Volunteered for over 60 events for 20 local organizations	2005-2007

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## AWARDS

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<b>2nd Place Media Arts &amp; Studies Graduate Level</b> Ohio University Student Research & Creative Expo	2019
<b>Outstanding Woman Student Leader</b> CSCC Women Student Leadership Awards	2006

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## EVENT CONTRIBUTION AND COORDINATION

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### **Design Studio for Blended and Online Courses**

Coordinator/Host/Producer (synchronous blended) 2018

Co-coordinator/Co-host/Presenter (in-person) 2016-2017

Week-long, full-day studio for a group of 12 Ohio University faculty members featuring guest speakers and one-on-one mentoring

### **Blackboard Day**

2014

Co-coordinator

Full-day conference for Ohio University faculty

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## CREATIVE ACTIVITY

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### **100 Days of Shaders and Textures**

100 Day Project

2020

Explored creating digital shaders, textures, lighting, and environmental effects

Using GLSL, ShaderToy, ShaderGraph, Unity (Universal and High Definition render pipelines), Unreal Engine, TouchDesigner, Substance Painter, Substance Designer, Substance Alchemist, Python, C#, Processing, p5.js, Three.JS

### **“Hallucinations”**

Music Video

2013

by Murname Tribe

Videographer

### **“Relapse”**

Short Film

2006

Directed by Jim Petty

Videographer, Production Assistant

### **“Cause and Effect”**

Music Video

2005

by Ordinary Peoples

Director, Writer, Videographer, Editor

### **“Love Glistens”**

Music Video

2005

by sethDavid

Director, Writer, Videographer, Editor