

Hope E. Moore

Interactive Media Artist

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EDUCATION

Ohio University

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

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

RELEVANT WORK EXPERIENCE

Digital Developer Buchanan Ingersoll & Rooney PC	Pittsburgh, PA <i>Hybrid</i>	01/2023-present
Instructional Designer Ohio University	Athens, OH <i>Remote</i>	01/2023-present
Senior Software Developer Lumis Corp.	Pittsburgh, PA <i>Hybrid</i>	12/2021-06/2022
Web Manager Carnegie Museum of Art	Pittsburgh, PA <i>Hybrid</i>	07/2021-10/2021
Graduate Teaching Assistant (Instructor of Record) Ohio University	Athens, OH <i>Hybrid</i>	08/2019 - 05/2021
Virtual Reality/Augmented Reality Developer Games Research & Immersive Design (GRID) Lab	Athens, OH	05/2018 - 06/2019
Instructional Designer Ohio University	Athens, OH	12/2013 - 02/2018

Instructional Technologist/Web Developer Columbus State Community College	Columbus, OH	01/2010 - 11/2013
Multimedia Editor/Photographer Ohio State Lantern Mentored 25 journalism students per quarter	Columbus, OH	11/2007 - 03/2009

TEACHING

Instructor JavaScript and Data Design	Computer Science	Undergraduates
Instructor of Record Coding for Creatives	Computer Science	Undergraduates
Teaching Assistant Visual Storytelling Media and the Creative Process	Media Design Media Design	Undergraduates Undergraduates
Facilitator Facilitating Online Learning: The Basics	Online Teaching	Graduates
Designed and Presented Workshops Who Me? A Hacker? Designing in the Third Dimension Game Design and Unity Accessibility on the Classroom Let's Talk About Magic Best Practices for Developing Online Classes Photography Basics	Creative Coding Unity Unity Universal Design Online Lectures Online Teaching Photography	Ages 13-18 Ages 10-18 Ages 10-18 University Professors University Professors University Professors Ages 8-13

CONFERENCE PRESENTATIONS

Hacking the Brain with Games GDEX 2018	2018
Technology and Physical Education: Utilizing Coach's Eye to improve students' skill-related physical performance Presented with Dr. Hyun-Ju Oh OHAHPERD Conference 2017	2017
Using Player Types to Enhance Motivation in the Classroom Educational Technology Conference 2017	2017

<p>Teaching in the Space-Time Continuum: Ubiquitous Learning in Three Course-Spaces Presented with T.J. Cyders, Matthew Dingo, Audra Hilterbran, and Eric Williams Innovate! 2016</p>	2016
<p>Creating Narratives 2016 Playful Learning Summit</p>	2016
<p>Filling the Gap Between Higher Education & Needs in the Workforce Presented with Candi Morris OHECC 2015</p>	2015

EXHIBITIONS AND SHOWS

<p>Practical Time Travel: The Ridges MFA Thesis - Virtual reality experience Using Blender, Substance Painter, Unity, C#, and SteamVR</p>	2021
<p>Janus: There's More to What You See In collaboration with the 2019-2020 Museum Studies cohort Ohio University's Merging Concepts Virtual museum exhibition Using HTML, CSS, JavaScript, jQuery, and Webflow</p>	2020
<p>Tuning Out the Interference 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</p>	2020
<p>Rememblocks VR Exhibit The Digital Sideshow Virtual reality game Using Unity, C#, and SteamVR</p>	2020
<p>Sibyl as Assistant Projection Designer Ohio University College of Fine Arts Playwright's Festival Live interactive theater projection Using Autodesk Maya, TouchDesigner, and Microsoft Kinect</p>	2019
<p>Dancing Colors Ohio University Student Research and Creative Expo Awarded Second Place among Media Graduates Collaborative projected augmented reality experience Using TouchDesigner, Microsoft Kinect, and Python</p>	2019

Music [Sticky] Notes 2019, 2020

Toronto Kids Digital Festival
Inclusive Science Day by Ohio Valley Museum of Discovery
Augmented physical reality experience
Using TouchDesigner and Python

Turbulent Minds

In collaboration with Dr. Brett Peters
Open OHIO's *Navigating Turbulence* 2019
Series of interactive art pieces
Using Unity, C#, TouchDesigner, and Python

LEADERSHIP

***The Lantern* Multimedia Editor** 2008-2009

Ohio State University's student newspaper
Coordinated a staff of two assistant editors
Mentored 25 journalism students per quarter

Senior Student Ambassador 2006-2007

Coordinated and trained 11 junior members of the
CSCC Student Ambassador Leadership Program

***Cougar News* Editor-in-Chief** 2006-2007

Columbus State's student newspaper
Coordinated more than 30 writers, photographers, and designers
Circulation of 5,000 publications weekly

COMMUNITY SERVICE

Ohio Valley Museum of Discovery/WOUB Learning Lab 2018-2020

Mentor at Discovery Lab, Discovery Lab Jr., Athens Makers and
other various events

Serious Play Conference 2016-2020

Photographer, graphic designer, virtual conference tech support,
and general assistance

FIRST LEGO League 2005, 2012-2014

Judge/General Volunteer

Thunderbird Acres Neighborhood Association 2006

Photography Instructor for Summer Journalism Corps Program

CSCC Student Ambassador Leadership Program partners
Volunteered for over 60 events for 20 local organizations

2005-2007

AWARDS

2nd Place Media Arts & Studies Graduate Level
Ohio University Student Research & Creative Expo

2019

Outstanding Woman Student Leader
CSCC Women Student Leadership Awards

2006

EVENT CONTRIBUTION AND COORDINATION

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

CREATIVE ACTIVITY

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