

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 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

RELEVANT WORK EXPERIENCE

Digital Developer Buchanan Ingersoll & Rooney PC	Pittsburgh, PA <i>Hybrid</i>	01/2023-present
Instructor 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, OH 01/2010 - 11/2013
Columbus State Community College

Multimedia Editor/Photographer Columbus, OH 11/2007 - 03/2009
Ohio State Lantern
Mentored 25 journalism students per quarter

TEACHING

Instructor

JavaScript and Data Design Computer Science Undergraduates

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

Who Me? A Hacker? Creative Coding Ages 13-18

Designing in the Third Dimension Unity Ages 10-18

Game Design and Unity Unity Ages 10-18

Accessibility in 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

CONFERENCE PRESENTATIONS

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 & Needs in the Workforce	2015
Presented with Candi Morris OHECC 2015	

EXHIBITIONS AND SHOWS

Looking at Light	2024
IngenuityFest Using Arduino	
Practical Time Travel: The Ridges	2021
MFA Thesis - Virtual reality experience Using Blender, Substance Painter, Unity, C#, and SteamVR	
Janus: There's More to What You See	2020
In collaboration with the 2019-2020 Museum Studies cohort Ohio University's Merging Concepts Virtual museum exhibition Using HTML, CSS, JavaScript, jQuery, and Webflow	
Tuning Out the Interference	2020
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	
Rememblocks VR Exhibit	2020
The Digital Sideshow Virtual reality game Using Unity, C#, and SteamVR	
Sibyl	2019
as Assistant Projection Designer Ohio University College of Fine Arts Playwright's Festival Live interactive theater projection Using Autodesk Maya, TouchDesigner, and Microsoft Kinect	

Dancing Colors 2019

Ohio University Student Research and Creative Expo
Awarded Second Place among Media Graduates
Collaborative projected augmented reality experience
Using TouchDesigner, Microsoft Kinect, and Python

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*
Series of interactive art pieces
Using Unity, C#, TouchDesigner, and Python

2019

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 Judge/General Volunteer	2005, 2012-2014
Thunderbird Acres Neighborhood Association Photography Instructor for Summer Journalism Corps Program	2006
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) Week-long, full-day studio for a group of 12 Ohio University faculty members featuring guest speakers and one-on-one mentoring	2016-2017
Blackboard Day Co-coordinator Full-day conference for Ohio University faculty	2014

CREATIVE ACTIVITY

Olentangy Park & Theater Currently researching and sharing information about an historic Columbus, Ohio, amusement park through a database of park features, wiki, and photo library with digitally and AI-enhanced photos.	History Research	2022-present
Sent From the Past Productions Currently digitize, research, document, and share vintage postcards, cabinet cards, stereograph cards, magazines, and other media.	History Research	2012-present

100 Days of Shaders and Textures 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	100 Day Project	2020
“Hallucinations” by Murname Tribe Videographer	Music Video	2013
“Relapse” Directed by Jim Petty Videographer, Production Assistant	Short Film	2006
“Cause and Effect” by Ordinary Peoples Director, Writer, Videographer, Editor	Music Video	2005
“Love Glistens” by sethDavid Director, Writer, Videographer, Editor	Music Video	2005

PROJECT CONTRIBUTION

Invisible Ground AR Development Southeast Ohio history project involving an augmented reality app and audio storytelling	2022-2023
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