

MATTHEW MOSHER

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DESIGN & TEACHING EXPERIENCE

ASU School of Art, Tempe, AZ 2009-Current

Instructor of Record: Wrote curriculum for and taught a 3D Design and Intro to Digital Media Art Core class for undergraduate students. Covered the topics of form, mass, lines, planes, scale, context, modeling, color, etc. Courses weighed technical, conceptual, and aesthetic ability equally. Served as 3D Area Coordinator by organizing instructor meetings, compiling materials, and maintaining studio tools.

Echo::System, Tempe, AZ 2010-Current

Industrial & Web Designer: Worked closely with project director, Grisha Coleman, in designing and implementing the Arduino enabled force sensitive grip and foot controls for video enhanced treadmills. The sensors allow users to control video playback speed, zoom, and environment data from a walk between Casa Grande, AZ and Centerpoint, Tempe based on how they interact with the treadmill during exercise.

Freelance, Tempe, AZ 2011-Current

Web Designer: Created websites for Gregory Sale's *It's not just black and white* residency and the *Desert Initiative* using PHP, CSS, Dreamweaver, Photoshop, and WordPress. Sites host calendars of events, blogs, photo galleries, and input forms.

ASU School of Art, Tempe, AZ 2011

Research Assistant: Designed kinetic sculpture part assemblies using SolidWorks for Professor Hilary Harp. Sourced CNC materials and stepper motor control systems. Helped with project design, simplification, documentation, and packaging. Developed a base kit of CNC parts and motor gear boxes for further sculptures.

SIGGRAPH, Los Angeles, CA / Vancouver, Canada, 2010, 2011

Studio Guerilla: Volunteered to assist the Siggraph Studio in running 3D printing and rapid prototyping demonstrations as well as giving instruction in Zbrush. Prepared files for Zcorp, Connex, 3D Systems, and Objet printing machines.

Exploration School Inc., Wellesley, MA Summers 2004 - 2008

Instructor / Residence Advisor: Taught a series of three week courses to middle school students in drawing, sculpture, recycled art, game design, digital photography and hydrodynamics. Organized thought provoking activities concerning modern art and inner peace.

EDUCATION

Arizona State University, Tempe, AZ 2012

Master of Fine Art: Intermedia

Rhode Island School of Design, Providence, RI 2006

Bachelor of Fine Art: Furniture Design

SKILLS

Computer, Apple

Photoshop, Illustrator, Dreamweaver, Premiere Pro, Audition, InDesign, Max MSP, Arduino, Processing, SolidWorks, and Microsoft Office.

Furniture Design

Operation of industry machines for wood and metal, case and frame joinery, bent lamination, carving, upholstery, welding, blacksmithing, and stained glass.

SELECTED EXHIBITIONS

Harry Wood Gallery, Tempe, AZ 2012

TRANQUILITY, Solo Show

National Art Museum of China, Beijing, China 2011

Translife International Triennial of New Media Art

Step Gallery, Tempe, AZ 2010

The Gallery Is No Place For Artists, Solo Show

ASU Art Museum, Tempe, AZ 2010

Open For Business

Towson Art Collective, Towson, MD 2009

Green Exhibition

Welcome Diner, Phoenix, AZ 2009

¡Bienvenidos Here!

Susan Hensel Gallery, Minneapolis, MN 2008

Redefining The American Dream

Magnan Projects Gallery, New York, NY 2008

First Annual Table Fights

Martha Stewart Living Omnimedia, NY, NY 2006

Input / Output Experimental Furniture from RISD

RECOGNITION

Phi Kappa Phi Honor Society Member 2011

HIDA Enrichment Grant 2011

GPSA Graduate Research Support Grants 2009-2011

Appalachian Trail 1000 Miler 2009