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Jonny Hopkins
INTERACTIVE ARTIST + GAME DESIGNER

Education	2022-2024	**Parsons School of Design, The New School** **MFA Design + Technology** Thesis: "Jungle Jym: A collection of animal sports video games"
	2015-2019	**University of California, Davis** **BS Computer Science** **BA Cinema and Digital Media**

Honors and Awards	2024	**Parsons Graduate Student Research Fund** Parsons School of Design, New York, NY • Graduate student travel grant
	2022-2024	**Parsons Scholarship** The New School, New York, NY • Merit-based scholarship comprising 75% of graduate school tuition

Teaching Experience	2024	**The New School,** New York **Part-Time Faculty,** Undergraduate • Served as additional faculty for BFA Game Development course "Games Core: Systems," where students learned how to implement game states, coroutines, and procedural generation in games. • Taught sections, drafted weekly assignments, and gave individual feedback
	2023	**The New School,** New York **Teaching Assistant,** Undergraduate • Served as Teaching Assistant for a class of 25 undergraduates for Immersive Storytelling, an introductory course for any major covering basic storytelling principles, augmented reality with Adobe Aero, and Unity Game Engine • Developed tutorials for Unity Game Engine • Graded students' projects and written work

	2015-2019	**University of California, Davis,** California **Coach,** UC Davis Climbing Team • Coach responsible for directing practices and competitions of a 40- person collegiate rock-climbing team. In charge of teaching strategy, energy efficiency, and physics of technique/weight balance to beginner and advanced competitors

Professional Experience

2019 – Present **Virtual Construction Lab, Schuco USA,** Creative Developer
- Developer responsible for aiding computational designers in implementations of frame systems for windows, doors, and facades into engineering solver web applications.
- Duties include high-level systems designing for transferring products from an existing online database into new software, conversion of CAD files into shapes for real-time extrusion online using ThreeJS.
- Past projects include Unreal Engine development on animation software for visualizing part construction, Unreal Engine virtual production, and Unreal Engine VR work.

2018 **Siemens Healthineers,** VR Tools Developer
- Designed and implemented a set of VR tools for an industrial design team to use with blood diagnostic devices.
- Duties included programming interaction and UI/UX with Python, texturing and cleaning up 3D models using 3D Studio Max and PiXYZ Studio.

Publications

2024 **"Jungle Jym: A Collection of Animal Sports Video Games"**
MFA Thesis Paper, The New School, NY

Presentations and Talks

2024 **"Plunderludics Working Group"**
Guest Lecture, City University of Hong Kong, Kowloon Tong, Hong Kong

2021 **"Trackball Driver Installation Disk"**
Talk, "Makers Play", Indie Maker Syndicate, online

2020 **"Getting Over It: Game Design in Bouldering"**
Talk, "Freeplay Independent Games Festival", online

Exhibitions and Showcases

2024 *Mario Tag*
"Boshi's 1st Birthday," Boshi's Place, Brooklyn, NY, April 6th, 2024. Curated by Boshi's Place

"Looped Play," Hong Kong Baptist University, Kowloon Tong, Hong Kong, March 27th, 2024. Curated by Peter Nelson and Yang Jing

- Two player competitive platforming game using two simultaneous instances of *Super Mario Bros* ROM for the NES and designed for a 360 degree cylindrical screen
- Used Unity and Bizhawk emulator to "unscroll" player characters and detect player-on-player collision
- Used shaders to overlay two instances of the game on top of one another,

We Are All Ants
"Pop-up Arcade" Wonderville, Brooklyn, NY, February 22nd, 2024. Curated by Parsons MFADT

"MAGfest 2024," National Harbor, MD, January 18-21, 2024. Curated by MAGfest Indie Arcade

- Two to ten finger cooperative ant game using Unity, a multi-touch tablet, and an external monitor

Disco[ntrol]
"Pop-up Arcade" Wonderville, Brooklyn, NY, February 22nd, 2024. Curated by Parsons MFADT

"MAGfest 2024," National Harbor, MD, January 18-21, 2024. Curated by MAGfest Indie Arcade

- Flight simulation game using a custom-made spherical game controller covered in arcade buttons, Arduino Mega, Unity

2023

Teeth Trouble: The Stakeholding Encroachment
"Stories in Motion: An Interactive Pop-Up Art Exhibit," Museum of the Moving Image, Queens, NY, December 16, 2023. Curated by Sharang Biswas

- Dentist-themed horror student short film using Blender, Unity, recorded footage, and stock footage

Open World Shutter
"A MAZE. Berlin," Berlin, Germany, May 10-13 2023. Curated by ???** figure out what to put here (it was chosen with judges? / a selection committee?)

- Screenshotting tool intended to be used with games that involves image processing to produce pseudo 'long exposure' images
- Selected by jury out of ~300 works as an honorable mention

Tetris, but all at once
"Spring Salad," Boshi's Place, Brooklyn, NY, February 26, 2023. Curated by Plunderludics Working Group.

- Emulator-based multi-*Tetris* game involving custom Lua scripting

2022

Open World Shutter
"Photomode: Out There in Games", New York, NY, November 17-20, 2022. Curated by Mohamed Megdoul