

Derek Hoffend

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Education

MFA	2004	Art and Technology	School of the Art Institute of Chicago
MA	2001	Studio Art	New York University
BFA	1997	Sculpture and Photography	State University of New York at Fredonia
Other:	2001	Architecture Intensive	Columbia University

Teaching Experience

Associate Professor of Game Design (current position):

Becker College, Worcester, MA, 2011 - Present

- Full-time teaching load (4 courses or more per semester) with specialty focus in sound-design for digital games. Courses taught include: *Digital Audio Production*, *Digital Music Studio*, *Sound Design Toolbox (Synthesis)*, *Advanced Topics: Foley Sound Design*, *Advanced Topics: Game Engine Audio*, *Machinima*, *Raster Imaging*, *Vector Imaging*, *History of Game Development*, *Introduction to Game Design*
- Creation and implementation of audio concentration and curriculum for the Interactive Media Design department.
- Development of audio lab, and departmental equipment and software purchasing.
- Advisor duties for 75+ students.

Adjunct Faculty in Animation:

Massachusetts College of Art, Boston, MA, Fall 2009, Fall 2010, Spring 2011, Spring 2012, Fall 2013, Fall 2014

- Course taught: *Sound Design for Animators*

Full-Time Visiting Artist Faculty in Sound-Art:

School of the Museum of Fine Arts, Boston, MA, 2006-2011

- Full-time teaching load of 3 courses per semester (5 sections) including: *Introduction to Sound in Art*, *Sound Sculpture and Installation*, *Bits and Bleeps: Handmade Strategies for Noisemakers*, *Directed Study in Sound*, *Graduate Studio Critique*
- Design, creation and implementation of all sound-art course content and syllabi.

Continuing Education Faculty:

School of the Museum of Fine Arts, Boston, MA, Summer 2008, Summer 2009, Summer 2010, Summer 2011

- Courses taught: *Introduction to Sound*, *Pre-College Summer Studio in Sound*, *Pre-College Summer Studio in Sculpture*

Part-Time Faculty in Studio for Interrelated Media (SIM):

Massachusetts College of Art, Boston, MA, Spring Semester 2010

- Course taught: *Projects in Sound*
- Helped manage the SIM Pozen Center for performances and multi-media events.

Adjunct Faculty in Studio for Interrelated Media:

Massachusetts College of Art, Boston, MA, Spring Semester 2009

- Course taught: *Independent Study in Sound for Studio for Interrelated Media*

Visual Arts Workshop for 21st Century Business Leaders:

School of the Museum of Fine Arts, Boston, MA, 2007-2008

- 4 Collaborative Interdisciplinary Arts workshops including MIT business-school Sloan Scholars, and Medici Group Members (MFA fundraisers) organized by David Kelley of SMFA.

Full-Time Faculty Advisor for Visual Communications Department:

International Academy of Design and Technology, Schaumburg, IL, 2005-2006

- 2-3 Courses taught per quarter, including: *Digital Audio 1*, *Digital Audio Editing*, *Digital Photography*, *Special Effects and Compositing*, *3D Computer Animation*, *Computer Graphics for Interior Design*, *Video and Animation*
- Directorship role including advising and scheduling students, curriculum maintenance and scheduling quarterly classes, faculty hiring, leadership and advising, oversight of technical facilities including computer-labs and software, purchasing equipment, and full departmental administrative duties.

Adjunct Professor for Department of Graphic Design and Multimedia:

Oakton Community College, Des Plaines, IL, 2004-2005

- Courses taught: *Multimedia Sound Production, 3D Animation and Multimedia*

Other Selected Professional Experience**Studio Technician and Multimedia Designer:**

Improv-Kitchen, Chicago, IL, 2004-2005

- Audio-Visual and multimedia production, technical equipment maintenance including soldering, cabling, and signal routing, live audio and video mixing and programming for interactive multimedia theatre.

Designer / Fabricator for Eduardo Kac:

Chicago, IL, 2004

- Fabrication of handmade customized spotlights for art installations.

Furniture Designer and Fabricator in Metals:

Iron-Age Furniture Design / Newco Iron-Works, Brooklyn, NY, 1998-2001

- Designed and fabricated original hand-made steel products, fabrication for architects and designers.

Metal Sculpture Fabricator and Design Assistant for Albert Paley:

Paley Studios Ltd, Rochester NY, 1997-1998

- Fabrication and finishing for large-scale metal sculptures and hand-made furniture, model building, quality control and liaison with external service partners.

Solo Music Releases2015 (upcoming) Aether Chroma: *Soft Power*

- Solo electronica project

2011 Aether Chroma: *Supernalia*

- Solo electronica project, digital release

Selected Exhibitions2015 (upcoming) Proof Gallery, South Boston, MA: *Boston Does Boston*

- Interactive electronic sound-sculpture installation for group show; invitational

2014 Distillery Gallery, South Boston, MA: *Open Studios Group Show*

- **Nymph**: interactive electronics and audio sculpture

Distillery Gallery, South Boston, MA: *Back to School*

- **Probe**: interactive audio sculpture

Distillery Gallery, South Boston, MA: *Sonance*

- Curated this exhibition and showed sound-installation **Portal**

2013 Eastworks, Easthampton, MA: *Reach Festival*

- Multi-piece sound-sculpture installation for multi-city group show; invitational

2012 Mobius, Cambridge, MA: *Amalgamate, Together Festival 2012*

- **Sonotron**: 12-channel, live sound-sculpture installation for electronic music and art festival; invitational

2010 Mobius, Boston, MA: *Metatron: Sessions in Sonic Alchemy*

- **Optimizer** and **Incubator**: two multi-channel sound-sculpture installations featuring frequency-therapy sessions for solo show

Distillery Gallery, South Boston, MA: *Transpositions*

- Curated this exhibition and showed sound-installation **Cascade**

Godine Gallery, Massachusetts College of Art, Boston, MA: *Resonance*

- **Tuning, Version 2: Bridged By A Corner**: sound-sculpture installation for group show; invitational

- Mobius, Boston, MA
- 4-Channel, one-day site-specific sound installation
- 2009 IBM, Cambridge, MA
- **Harmonic Cloud**: 12-channel, live sound-sculpture installation for Text-Transparency conference; invitational
Microsoft Start-up Labs, Cambridge, MA: *Boston CyberArts 2009, The Maker Revolution*
- **QuadraTonic** and **Island**: two multi-channel, interactive sound-sculpture installations for group show; invitational
Cannytrophic Design Expo @ Leisure Hive, South Boston, MA
- **QuadraTonic**: exhibited in group show; invitational
- 2008 The Distillery Gallery, South Boston, MA: *All Hallow Even*
- **When the Veil is Thin**: multi-channel, live sound installation between the building's gallery and boiler room; invitational
- 2007 Union Square, Somerville, MA: *2007 Windows Art Project*
- **Island**: outdoor multi-channel sound installation on traffic-island for Somerville Arts Council's 2007 Windows Art Project; invitational
- 2005 Sonotheque, Chicago, IL: *Spectacle*
- **Winter**: multi-channel, motion-tracked interactive sound-installation for monthly multimedia event; invitational
- 2004 Consolidated Works Gallery, Seattle, WA: *Suspension: Sonic Absorption*
- **Inoculum**: sound-sculpture installation for College Art Association member show; juried (catalogue)
Sonotheque, Chicago, IL: *Spectacle*
- **Glitch Canopy**: multi-channel, motion-tracked interactive sound-installation for monthly multimedia event; invitational
Gallery 2, Chicago, IL: *MFA Graduate Exhibition, School of the Art Institute of Chicago*
- **Haptigenic**: interactive sound-sculpture installation for group show
Gallery 2, Chicago, IL
- **Tuning, Version 1: Bridged by a Corner**: sound-sculpture installation for group show; juried
- 2003 Spazio Arte, Vicenza, Italy: *Shifting*
- **Outer Earth, Inner Air**: sound-sculpture and photography installation for 3 person show; invitational (catalogue)
Gallery 2, Chicago, IL: *Anti-Spacesuit, the Dirty Future*
- **Inoculum**: sound-sculpture installation for group show; invitational
- 2002 A+D Gallery, Columbia College, Chicago, IL: *Soundscapes and Interactors*
- **tech.table**: collaborative, interactive sound/animation table for group show; invitational
1926 Gallery, Chicago, IL: *Code*
- **The Large Glass**: sound installation for group show; juried
Gallery X, Chicago, IL
- **Vis(c)area**: solo show, sound-sculpture installation

Selected Sound Performances

- 2013 90.3 WZBC, Boston, MA
- Solo electronic music performance on live radio
Outpost 186, Cambridge, MA
- Mobius Quartet group electro-acoustic performance
- 2012 Studio Soto, Boston, MA
- Series of group collaborative performances with Strange Attractors group from Ireland
Mobius, Cambridge, MA
- Solo electronic music performance for Existence Establishment show

- Mobius, Cambridge, MA
- Solo electronic music performance for Together Festival
New Art Center, Newton, MA
 - Mobius Quartet group electro-acoustic performance
The Stone, New York, NY
 - Mobius Quartet group electro-acoustic performance
Flopera House, Boston, MA
 - Mobius Quartet group electro-acoustic performance
- 2011
- Mobius, Boston, MA
- Solo electronic music performance for SMFA Sound Show
Pier 66, New York, NY
 - Improvisation for Fountain Art Fair, invited by Grace Exhibition Space + Mobius Artist Group
Tufts University, Boston, MA
 - Solo electronic music performance
Mobius, Boston, MA
 - Mum Generators, collaborative performance with Rudi Punzo
School of the Museum of Fine Arts Boston, Boston, MA
 - Solo electronic music performance
Café Fixe, Brookline, MA
 - Solo electronic music performance, curated by Non-Event
119 Gallery, Lowell, MA
 - Mobius Quartet group electro-acoustic performance
- 2010
- Art@12, Boston, MA
- Solo electronic music performance
- Art@12, Boston, MA
- New England Phonographer's Union ensemble performance for World Listening Day
ArtRages 2010: Surrealestate, East Boston, MA
 - Solo electronic music performance
- Mobius, Boston, MA
- International Noise Awareness Day Concert, group performance for Noise Action Week
Third Life Studio, Somerville, MA
 - Mobius Quartet group electro-acoustic performance
- Outpost 186, Cambridge, MA
- Mobius Quartet group electro-acoustic performance
- Mobius, Boston, MA
- Mobius Quartet group electro-acoustic performance
- Mobius, Boston, MA
- Solo electro-acoustic performance
- 119 Gallery, Lowell, MA
- Mobius Quartet group electro-acoustic performance
- 119 Gallery, Lowell, MA
- New England Phonographer's Union ensemble performance
- 2009
- Democracy Center, Cambridge, MA
- New England Phonographer's Union ensemble performance
- Mobius Artist-Space, Boston, MA
- Electro-acoustic improvisation ensemble performance
- Studio Soto, Boston, MA
- Solo and collaborative electronic-music performances
- Mobius Artist-Space, Boston, MA
- Collaborative six-channel electronic-music performance with Asher Thal-Nir
- 2008
- Art Institute of Boston, Boston, MA
- Solo electronic-music performance
- 2007
- Enormous Room, Boston, MA
- Solo electronic-music performance for *sSquareone Celebrational with Non-Event*
Red-Tail Loft, Boston, MA
 - Solo electro-acoustic performance for *Intransitive*

- 2006 Wesleyan College, Middletown, CT
 - Solo electro-acoustic performance
 sSquareone, Boston, MA
 - Electro-acoustic duet with Jonathan Chen for *Non-Event*
 90.3 WZBC, Boston, MA
 - Solo electro-acoustic performance on live radio for *Rare Frequency*
- 2005 Museum of Contemporary Art, Chicago, IL
 - Solo electronic music improvisation for *Musicircus* event
 Sonotheque, Chicago, IL
 - Solo electronic music improvisation for monthly event *Spectacle*
- 2004 Sonotheque, Chicago, IL
 - Solo electronic music improvisation for monthly event *Spectacle*
 Athenaeum Theater, Chicago, IL
 - Solo piece for group show *New Sound Works* for Performing Art Chicago's *Edge* festival
- 2003 Open-End Gallery, Chicago, IL
 - Group performance of the *Data Massagers* for *Inter-Act* exhibit
 Athenaeum Theater, Chicago, IL
 - Solo piece for group show *8 Minutes of Fame* for Performing Art Chicago's *Edge* festival
 Heaven Gallery, Chicago, IL
 - Solo piece for multi-artist performance event *Seven on Heaven*

Curatorial Projects

- 2014 **Sonance:** Distillery Gallery, South Boston, MA
 - Interactive sound-sculpture and installation exhibition; curator
- 2011 **SMFA Sound Show:** Mobius, Boston, MA
 - Sound-performance show of SMFA faculty and students; curator
- 2010 **Transpositions:** Distillery Gallery, South Boston, MA
 - Sound-installation and inter-media exhibition; curator
- 2007 **SMFA Sound Works:** Studio Soto, Boston, MA
 - Sound-performance show of SMFA students; curator
- 2004 **New Sound Works:** Athenaeum Theater: PAC-*Edge* festival, Chicago, IL
 - Sound-performance show, co-organizer
- 2003 **Inter-Act:** Open-End Gallery, Chicago, IL
 - Tech-media show; co-curator

Artist Lectures

- 2011 School of the Museum of Fine Arts, Boston, MA
- 2010 Worcester State University, Worcester, MA
- 2009 School of the Museum of Fine Arts, Boston, MA
 New England School of Art & Design, Boston, MA
- 2008 Emerson College, Boston, MA
 University of Massachusetts Boston, Boston, MA
 Art Institute of Boston, Boston, MA
- 2007 School of the Art Institute of Chicago, Chicago, IL
- 2006 Arizona State University, Phoenix, AZ
- 2005 Benedictine University, Lisle, IL

Grants and Fellowships

- 2005 Illinois Arts Council Finalist Award, Illinois Arts Council
 - 1 out of 26 recipients chosen out of 845 applicants.
- 2004 D+L Student Enrichment Grant, School of the Art Institute of Chicago
- 2003 Road Less-Travelled Grant, School of the Art Institute of Chicago

Published Articles

- "O+A: Harmonic Bridge," Intransitive Recordings Online Magazine, Sept. 20th, 2010,
 - www.intransitiverecordings.com/sound-art/oa-harmonic-bridge/

Exhibition Reviews

- McQuaid, Cate. "A Feast for the Eyes, and the Hands"; The Boston Globe, Arts Wednesday section, September 3rd 2014
 - Review of curated *Sonance* exhibition
- Hackett, Regina. "ConWorks Shows Deliver Fun and Heartbreak"; Seattle Post, Theater and Fine Arts section, Feb. 27, 2004
 - Review of *Inoculum* piece in *Suspension: Sonic Absorption*
- Il Giornale di Vicenza; Cultura and Spettacoli section, June 28th 2003
 - Review of *Shifting* exhibition
- Jeffery, Celina. "Consolidated Works"; Drain Online Magazine, Issue01:silence, April, 2004
 - Review of *Inoculum* piece in *Suspension: Sonic Absorption*
- Watson, Della. "Robot Act"; Dossier Magazine, issue 2 volume 1, 2003
 - Review of co-curated *Inter-Act* exhibition

Art Reproductions

- Art New England, March/April 2014, page 8
 - *Sonotron* image used for Reach exhibition award announcement
- The Dig, March 2012
 - *Sonotron* image used for Amalgamate exhibition and Together Festival preview
- Art News, June 2005
 - *Haptigenic* image used for School of the Art Institute of Chicago advertisement
- Art In America, March 2005
 - *Haptigenic* image used for School of the Art Institute of Chicago advertisement

Public Collections

- 2004 **Hdurderdh and Hdrdeh Pair**: Spazio Arte, Municipality of Sovizzo, Sovizzo, Italy
 - Digital prints
- 1996 **Midst**: State University of New York at Fredonia, Fredonia NY
 - Sculpture installation

Professional Activities and Memberships

Mobius Artist Group
 New England Phonographer's Union
 College Art Association

Technical and Studio Skills

Audio	Analog and digital studio recording and mixing techniques, sound-design, synthesis, field-recording, Foley-recording: <i>Pro-Tools, Max/MSP, Audacity, Native Instrument's Reaktor and Kontakt, Digital Performer, Sonar, Ableton Live, Peak, Supercollider</i> Game audio: <i>FMOD, Unity, Unreal Development Kit</i>
Digital Media	Macintosh and PC fundamentals, digital imaging, video editing, motion graphics: <i>Photoshop, Illustrator, Final Cut Pro, Premiere, After Effects, DVD Studio Pro, Maya, Form Z, Isadora</i>
Electronics	Soldering, analog circuit fabrication, fundamental IC and microcontroller knowledge such as Arduino and Make Kit, sensor applications and control, interactive A/D computer interfacing, 'circuit-bending', basic kinetics and motor control, schematic and technical research and development
Sculptural	Metalworking and Fabrication: MIG, TIG, ARC, Oxy-Acetylene, Plasma, Slip-roll, Break, Horizontal, Vertical and Circular saws, Milling, Drilling, Forging, extensive finishing techniques Woodworking: Circular, Table, Dado, Band-saws, Planer, Drilling, hand-tool finishing experience Other: plaster, mold-making, casting, plastics, rubber + synthetic materials
Photographic	35mm analog and digital camera use, B+W darkroom techniques for processing, developing and printing, color processing, digital editing and printing techniques

International Travel

Europe:	London, Paris, Amsterdam, Basel, Barcelona, Bilbao, San Sebastian, Brussels, Luxembourg, Frankfurt, Athens, Budapest
Italy:	Venice (resided for two months), Rome, Florence, Milan, Vicenza, Padova, Bologna, Turin
Romania:	(two month travel and research) Oradea, Timisoara, Constanza, Cluj, Bucharest