

# Derek Hoffend



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## Education

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<b>MFA</b>	2004	<b>Art and Technology / Sound Practices</b>	School of the Art Institute of Chicago
<b>MA</b>	2001	<b>Studio Art</b>	New York University
<b>BFA</b>	1997	<b>Sculpture &amp; Photography Dual-Major</b>	State University of New York at Fredonia
Other:	2001	Architecture Intensive	Columbia University

## Teaching & Academic Experience

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### Professor of Game Design & Immersive Technologies (current position):

Lesley University, School of Art + Design, Cambridge, MA; September 2021 - Present

- Courses taught: *Sound in Art, Sound Sculpture & Installation, Sound Synthesis, Foley, Audio Production & Design, Interactive Studio 1 & 2, Internal Internship*
- Committee Service: Curriculum Committee (Co-Chair), Faculty Life & Development Committee
- PAX East game conference booth lead organizer
- Student club advisor: Lynx LAN Party (gaming club)
- MFA in Studio Art Mentor: Fall 2022

### Adjunct Faculty of Animation (current position):

Massachusetts College of Art and Design, Boston, MA; 2009 - Present

- Course taught per semester: *Sound Design for Animators*

### Director of Game Design & Immersive Technologies Program:

Lesley University, School of Art + Design, Cambridge, MA; September 2021 - December 2023

- Created a new program called Game Design & Immersive Technologies in 2021 in collaboration with former Becker College colleagues:
  - Designed four NASAD-accredited BFA degree paths: Game Art, Game Design, Game Audio, and Virtual Production
  - Led the creation of 23 new courses including course descriptions and learning outcomes
- Maintained Directorship/Chair duties including:
  - Management of Core and Adjunct Faculty
  - Scheduling of courses and faculty assignments
  - Curriculum development including proposing new courses
  - Hiring of faculty, including writing requisitions and conducting interviews
  - Reviewing of faculty reports, faculty mentoring
  - Student advising and transfer evaluations
  - Organize program review boards and juries

### Co-Chair of Animation Department

Lesley University, Cambridge, MA; Spring 2023

- Shared Chair and department management duties with former Chair after their return from sabbatical

### Chair of Animation Department

Lesley University, Cambridge, MA; Fall 2022

- Managed the Animation department while regular Chair was on sabbatical

**Associate Professor of Interactive Media:**

Becker College, Worcester, MA; 2011 - 2021

- Courses taught: *History of Interactive Design and Analysis (MFA), Digital Audio Production, Digital Music Studio, Synthesis and Sampling, Foley & Field Recording, Game Audio 1, Game Audio 2, Game Studio, Game Studio Audio Lab, Advanced Topics in Game Audio, Machinima, Raster Imaging, Vector Imaging, History of Game Development, Introduction to Game Design*
- "Advisor of the Year Award" received Spring 2015: Advisor duties for 90+ students
- Developed audio curriculum and launched the Game Audio concentration in Interactive Media
- Curriculum development for the MFA in Interactive Media and undergraduate 'Game 2.0' curriculum
- Creation and management of audio lab facilities, equipment, and software
- Service on faculty committees and as Treasurer of the Becker College Worcester Faculty Federation Union

**Adjunct Faculty in Visual and Performing Arts:**

Worcester State University, Worcester, MA; 2018 - 2021

- Courses taught: *Computers and Music, Sound Synthesis*

**Adjunct Instructor of Interactive Media & Game Development:**

Worcester Polytechnic Institute, Worcester, MA; C Term 2017

- Course taught: *Game Audio II*

**Full-Time Visiting Artist Faculty in Sound-Art:**

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

- Courses taught: *Graduate Studio Critique (MFA), Sound Sculpture and Installation, Introduction to Sound in Art, Bits and Bleeps: Handmade Strategies for Noisemakers, Directed Study in Sound*
- Design, creation and implementation of all sound-art course content and syllabi
- Interdisciplinary Arts workshop leader for MIT Sloan Scholars and Medici Group Members

**Continuing Education Faculty:**

School of the Museum of Fine Arts, Boston, MA; Summer 2008-2011

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

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

Massachusetts College of Art, Boston, MA; Spring 2010

- Course taught: *Projects in Sound*
- Assisted in management the SIM Pozen Center for performances and multi-media events

**Adjunct Faculty in Studio for Interrelated Media:**

Massachusetts College of Art, Boston, MA; Spring 2009

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

**Full-Time Faculty Advisor for Visual Communications Department:**

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

- Courses taught: *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*

### **Selected Solo Art Exhibitions**

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- 2017 *Derek Hoffend*, CI Works, Amesbury, MA  
*Wave Studies*, Thomas Young Gallery, South Boston, MA
- 2010 *Metatron: Sessions in Sonic Alchemy*, Mobius, Boston, MA
- 2002 *Vis(c)area*, Gallery X, Chicago, IL

### **Selected Group Art Exhibitions**

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- 2023 *Gateways to Awareness*, New Bedford Art Museum, New Bedford, MA  
 - Curated by Suzanne de Vegh, Executive Director, New Bedford Art Museum, New Bedford, MA
- 2019 *Spooky Interaction at a Distance*, Sprinkler Factory, Worcester, MA
- 2018 *2018 Faculty Art Exhibition*, Mary Cosgrove Dolphin Gallery, Worcester State University, Worcester, MA; Invitational  
*Culture Club (Part 3)*, Institute of Contemporary Art Boston, Boston, MA  
 - Curated by Shane Silverstein, Performing Arts Coordinator; Invitational  
*Sound, Sight, and Sensation*, Sprinkler Factory, Worcester, MA:  
 - Curated by Luis Fraire, Managing Director; Juried  
*Vibrations: A Sound Experience*, Boston CyberArts, Jamaica Plain, MA  
 - Curated by Stephanie Dvareckas, Assistant Director; Invitational
- 2015 *Boston Does Boston*, Proof Gallery, South Boston, MA:  
 - Curated by Audrina Warren, Assistant Director; Invitational
- 2014 *Open Studios Group Show*, Distillery Gallery, South Boston, MA  
*Back to School*, Distillery Gallery, South Boston, MA  
 - Invitational  
*Sonance*, Distillery Gallery, South Boston, MA  
 - Curated and exhibited in this group show
- 2013 *Reach Festival*, Eastworks, Easthampton, MA  
 - Curated by Burns Maxey, City of Easthampton Arts Coordinator; Invitational
- 2012 *Amalgamate, Together Festival 2012*, Mobius, Cambridge, MA  
 - Curated by Alexis Avedisian, Art Coordinator for Together Boston; Invitational
- 2010 *Transpositions*, Distillery Gallery, South Boston, MA  
 - Curated and exhibited in this group show  
*Resonance*, Godine Gallery, Massachusetts College of Art, Boston, MA  
 - Curated by Sam Toabe; Invitational
- 2009 IBM, Cambridge, MA  
 - Text-Transparency Conference, curated by Andrew Sempere; Invitational  
*Boston CyberArts 2009, The Maker Revolution*, Microsoft Start-up Labs, Cambridge, MA  
 - CyberArts festival; Invitational  
*Cannytrophic Design Expo*, Leisure Hive, South Boston, MA  
 - Invitational
- 2008 *All Hallow Even*, The Distillery Gallery, South Boston, MA  
 - Invitational
- 2007 *2007 Windows Art Project*, Union Square, Somerville, MA  
 - Curated by Rachel Strutt, Program Manager for the Somerville Arts Council; Invitational
- 2005 *Spectacle*, Sonotheque, Chicago, IL  
 - Curated by Margaret Noble; Invitational

- 2004      *Suspension: Sonic Absorption*, Consolidated Works Gallery, Seattle, WA  
 - College Art Association conference member exhibition, Juried (catalogue)  
*Spectacle*, Sonotheque, Chicago, IL  
 - Curated by Margaret Noble; Invitational  
*MFA Graduate Exhibition, School of the Art Institute of Chicago*, Gallery 2, Chicago, IL  
 Gallery 2, Chicago, IL  
 - Juried
- 2003      *Shifting*, Spazio Arte, Vicenza, Italy  
 - Curated by Randi Becht; Invitational (catalogue)  
*Anti-Spacesuit, the Dirty Future*, Gallery 2, Chicago, IL  
 - Invitational
- 2002      *Soundscapes and Interactors*, A+D Gallery, Columbia College, Chicago, IL  
 - Collaborative project, curated by Sabrina Raaf; invitational  
*Code 1926* Gallery, Chicago, IL  
 - Juried

### Curatorial Projects and Exhibitions

- 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  
 - Interactive tech-media show; Co-curator

### Solo Music Releases

- 2020      Aether Chroma: *Quests*, released on Bandcamp.com  
 2019      Aether Chroma: *Prosper*, released on Bandcamp.com  
 2015      Aether Chroma: *Soft Power*, released on Bandcamp.com  
 2011      Aether Chroma: *Supernalia*, released on Bandcamp.com

### Compilation Music Releases

- 2022      *For Peace. Against War. Who is Not? A Compilation for the People of Ukraine*, released by  
 Component Records on Bandcamp.com

### Selected Music Performances

- 2023      *New England Synth Fest*, Charles Hayden Planetarium at the Boston Museum of Science,  
 Boston, MA (11/9)  
 Mayday, Providence, RI (11/3)  
*Rise of the Machines*, Mayday, Providence, RI (5/13)
- 2022      Mayday, Providence, RI (12/15)

- New England Synth Fest*, Burlington, MA (10/29)  
 Mayday, Providence, RI (10/28)  
 Mayday, Providence, RI (9/9)  
 Mayday, Providence, RI (6/3)
- 2021      *Modular on the Spot*, The Somerville Community Growing Center, Somerville, MA (10/3)
- 2019      *Primal Roots Crystallization Event*, Floating Lotus, Gloucester, MA (9/28)
- 2018      Holodeck (hosted by SquarePop), Pawtucket, RI
- 2017      *New England Synthesizer Community Synth Petting Zoo*, Aurora, Providence, RI (10/23)  
*Fathom Fest*, Sprinkler Factory, Worcester, MA (9/23)  
 AS220, Providence, RI (7/28)  
*Wave Studies Event*, Thomas Young Gallery, Boston, MA (7/29)
- 2016      Deep Thoughts, Jamaica Plain, MA (8/25)  
 AS220, Providence, RI (3/10)
- 2014      *Mobius/808 Infuse Series*, 808 Gallery, Boston University, Boston, MA  
             - Collaborative performance with Matthew Azevedo
- 2013      90.3 WZBC, Boston, MA  
 Outpost 186, Cambridge, MA  
             - Mobius Quartet group performance
- 2012      Studio Soto, Boston, MA:  
             - Group collaborative performance series with Strange Attractors from Ireland  
*Existence Establishment Show*, Mobius, Cambridge, MA  
*Together Festival 2012*, Mobius, Cambridge, MA  
 New Art Center, Newton, MA  
             - Mobius Quartet group performance  
 The Stone, New York, NY  
             - Mobius Quartet group performance  
 Flopera House, Boston, MA  
             - Mobius Quartet group performance
- 2011      *SMFA Sound Show*, Mobius, Boston, MA  
*Fountain Art Fair with Grace Exhibition Space and Mobius Artist Group*, Pier 66, New York, NY  
 Tufts University, Boston, MA  
*Mum Generators*, Mobius, Boston, MA  
             - Collaborative performance with Rudi Punzo  
 School of the Museum of Fine Arts Boston, Boston, MA  
*Non-Event Curated Series*, Café Fixe, Brookline, MA  
 119 Gallery, Lowell, MA  
             - Mobius Quartet group performance
- 2010      Art@12, Boston, MA  
*World Listening Day*, Art@12, Boston, MA  
             - New England Phonographer's Union ensemble performance  
*ArtRages 2010: Surrealestate*, East Boston, MA  
*International Noise Awareness Day Concert*, Mobius, Boston, MA  
             - Group performance for Noise Action Week  
 Third Life Studio, Somerville, MA  
             - Mobius Quartet group performance  
 Outpost 186, Cambridge, MA  
             - Mobius Quartet group performance

- Mobius, Boston, MA  
 - Mobius Quartet group performance  
 Mobius, Boston, MA  
 119 Gallery, Lowell, MA  
 - Mobius Quartet group 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  
 Studio Soto, Boston, MA  
 Mobius Artist-Space, Boston, MA  
 - Collaborative performance with Asher Thal-Nir
- 2008  
 Art Institute of Boston, Boston, MA
- 2007  
*sSquareone Celebrational with Non-Event*, Enormous Room, Boston, MA  
*Intransitive Event*, Red-Tail Loft, Boston, MA
- 2006  
 Wesleyan College, Middletown, CT  
*Non-Event Series*, sSquareone, Boston, MA  
 - Collaboration performance with Jonathan Chen  
*Rare Frequency Radio Broadcast*, 90.3 WZBC, Boston, MA
- 2005  
*Musicircus*, Museum of Contemporary Art, Chicago, IL  
 - Chicago Composers group performance event  
*Spectacle Series*, Sonotheque, Chicago, IL
- 2004  
*Spectacle Series*, Sonotheque, Chicago, IL  
*New Sound Works*, Athenaeum Theater, Chicago, IL  
 - Performing Art Chicago's *Edge* festival performance event
- 2003  
*Inter-Act*, Open-End Gallery, Chicago, IL  
 - Group performance of the *Data Massagers* for art exhibition  
*8 Minutes of Fame*, Athenaeum Theater, Chicago, IL  
 - Performing Art Chicago's *Edge* festival performance event  
*Seven on Heaven*, Heaven Gallery, Chicago, IL

### **Guest and Artist Lectures**

- 2021  
 Harvard University, Film/Video and Animation Department, Cambridge, MA
- 2020  
 Massachusetts Institute of Technology, Program for Art, Culture and Technology, Cambridge, MA  
 Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Worcester State University, Visual and Performing Arts Department, Worcester, MA  
 Massachusetts College of Art and Design, History of Art Department, Boston, MA  
 Massachusetts College of Art and Design, Animation Department, Boston, MA
- 2019  
 Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Columbia College, Art & Art History Department, Chicago, MA  
 Massachusetts College of Art and Design, Animation Department, Boston, MA
- 2018  
 Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Worcester State University, Visual and Performing Arts Department, Worcester, MA  
 Harvard University, Film/Video and Animation Department, Cambridge, MA
- 2017  
 Harvard University, Film/Video and Animation Department, Cambridge, MA  
 Inventive Labs, Amesbury, MA

	Harvard University, Film/Video and Animation Department, Cambridge, MA
2016	Massachusetts College of Art, Boston, MA
2011	School of the Museum of Fine Arts, Boston, MA
2010	Worcester State University, Visual and Performing Arts Department, 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**

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2005	Illinois Arts Council Finalist Award, Illinois Arts Council
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**

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2010	"O+A: Harmonic Bridge," Intransitive Recordings Online Magazine, Sept. 20 <sup>th</sup> , 2010
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### **Exhibition Reviews**

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2023	Wilkinson, Don. "NBAM's year-end exhibit inventive, eclectic, and engaging"; <u>The New Bedford Light</u> , Chasing the Muse section, December 7 <sup>th</sup> , 2023 - Review of <i>Gateways to Awareness</i> exhibition
2014	McQuaid, Cate. "A Feast for the Eyes, and the Hands"; <u>The Boston Globe</u> , Arts Wednesday section, September 3 <sup>rd</sup> 2013 - Review of <i>Sonance</i> exhibition
2004	Hackett, Regina. "ConWorks Shows Deliver Fun and Heartbreak"; <u>Seattle Post</u> , Theater and Fine Arts section, February 27 <sup>th</sup> , 2004 - Review of <i>Inoculum</i> piece in <i>Suspension: Sonic Absorption</i>
2004	Jeffery, Celina. "Consolidated Works"; <u>Drain</u> Online Magazine, Issue 01: silence, April, 2004 - Review of <i>Inoculum</i> piece in <i>Suspension: Sonic Absorption</i>
2003	<u>Il Giornale di Vicenza</u> ; Cultura and Spettacoli section, June 28 <sup>th</sup> 2003 - Review of <i>Shifting</i> exhibition
2003	Watson, Della. "Robot Act"; <u>Dossier</u> Magazine, issue 2 volume 1, 2003 - Review of co-curated <i>Inter-Act</i> exhibition

### **Art Reproductions**

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2014	<u>Art New England</u> , March/April 2014, page 8 - <i>Sonotron</i> image used for Reach exhibition award announcement
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- 2012            The Dig, March 2012  
 - *Sonotron* image used for Amalgamate exhibition and Together Festival preview
- 2005            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**

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- 2022            **Wave Studies, V2.0:** The White Room, Worcester, MA  
 - Sound & light sculpture
- 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

## **Technical and Studio Skills**

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### Audio:

- Digital audio recording, mixing, and signal-processing
- Digital Audio Workstations: *Reaper, Ableton Live, ProTools, Digital Performer, Sonar, Audacity, Max/MSP*
- Sound Design: Synthesis (modular hardware and software), sampling, Foley recording, field recording
- Game Audio and Middleware: *FMOD, Wwise, Unity, Unreal*
- Virtual Instruments: Native Instruments Komplete including *Reaktor, Kontakt, Massive, FM8, Absynth, Battery, Razor, Arturia V Collection*
- Signal Processing and Effect Plugins: Krotos Sound Design Bundle including *Reformer Pro, Dehumaniser, Weaponiser, and Igniter, FabFilter, WaveArts, Waves, and Izotope products*

### Digital Media:

- Digital imaging, raster and vector graphics, video editing, motion-graphics
- Software: *Photoshop, Illustrator, Premiere, Final Cut Pro, After Effects*

### Game Engines:

- *Unreal, Unity*

### Electronics:

- Soldering, analogue circuit fabrication, fundamental IC and microcontroller knowledge such as Arduino boards, interactive A/D computer interfacing, circuit-bending, sensor applications

### 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, Bandsaws, Planer, Drilling, hand-tool finishing experience
- Other: plaster, mold making, casting, plastics, rubber + synthetic materials

### Photography:

- 35mm analogue and digital cameras, B+W darkroom techniques for processing, developing and printing, color processing, digital editing and printing techniques