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## Faculty Resume

### Matthew Board, Assistant Professor of Art and Interactive Media Studies, Oxford Campus

#### Professional Preparation

University of Cincinnati, College of Design, Art, Architecture and Planning, Electronic Art, MFA, 2006  
Northern Kentucky University, Studio Art, BFA, 2003

#### Peer-reviewed Research, Scholarly, or Creative Activities

(list up to 10 peer-reviewed publications, presentations, or performances since the last period of review; enumerate total of each type of activity in the last decade)

##### Selected Exhibits:

**2012** *Pixologic Turn Table Gallery*, [www.pixologic.com](http://www.pixologic.com) ongoing online gallery.

**2010** *Drawing the Line*, University of Cincinnati, Clermont Campus, Batavia, OH

**2009** *Action Hero Exhibit*, Gnomon School of VFX, Los Angeles, CA  
*Turntable Gallery*, Invited to exhibit digital sculptures on Zbrush.com turntable gallery

**2007** *Social Grace*, Invitational Exhibit, Upstairs at the Greenwich, Cincinnati, OH  
*Gameplay: Video Games in Contemporary Art Practice*, (an interactive satellite exhibition) at the ChicagoTourism Center 's 'Come in and Play' space  
*Gameplay: Video Games in Contemporary Art Practice*, Around the Coyote Gallery, Chicago, IL

**2006** *Playthings*, Invitational Exhibit, Upstairs at the Greenwich, Cincinnati, OH  
*Solo Exhibit*, Selected works, Casper College, Casper, WY  
*From / About*, Group Exhibit, Central European Cultural Center, Budapest, Hungary  
*Engendered Species*, California State University Long Beach and the Advocate Gallery, Long Beach and Hollywood California, Juror: Marina Freeman  
*HMC Group Exhibit*, EU Gallery, Budapest, Hungary, Director, Beata Szechy *The Company We Keep*

##### Selected Publications:

<http://chi-scroller.com/2013/12/02/kickstarter-watch-kamodo-steve/> *Kickstartter Watch: Kamodo Steve*, Author: Chris Hodges. 2013

Hawaii International Conference on Education, *Aesthetics for Game Development*. 2013

HZ-Journal.com. *Second Lives, Virtual Identities and Fraggging* was published in issue number twelve. 2008  
<http://www.hz-journal.org/n12/board.html>

College Art Association Panel Discussion. *Toward a Digital Aesthetic*. Panel Chair- Steven Bleicher. *Second Lives, Virtual Identities and Fraggging* by Matthew Board. 2008

[www.rhizome.org](http://www.rhizome.org) ARTbase. My video work *Eternal Life* was accepted to the ARTbase. 2007

*The Chicago Journal* mentioned *Maybelline Mario* in an Exhibit review of *Gameplay: Video Games In Contemporary Art Practice*. 2008

"Horror Vacui" Issue #8 [www.drainmag.com](http://www.drainmag.com). 2007

<http://www.imaginacionatrapada.com.ar/ArtesVisuales/vaultair.htm>

"Vault/Air": Ese molesto factor humano, ("That Annoying Human Factor"). 2006

#### Teaching and Instructional Activities

(list formal courses taught, instructional contributions, and educational developments in the last decade)

##### 2015, Assistant Professor of Art and Interactive Media Studies, Miami University, Oxford Ohio

- Arts 259 Art & Digital Tools I
- IMS 487 Game Pipeline and Production

##### 2010-2015, Associate Professor of Game Design, Columbia College Chicago, Chicago, Illinois

- Coordinated the Game Art, Development, and Sound Concentrations of the Game Design Major
- Advise Students in the Game Design Major
- Curriculum development of the Game Design Major
- Taught courses in 3D animation and game development
- Hire and manage adjuncts who teach in the Game Art concentration
- Assist in the direction of pipeline development for Game Major
- Represent the Game Design Major at the Game Developers Conference in San Francisco, CA

**2008-2010 Full-Time Assistant Professor of Computer Graphics/Digital Art, Springfield College, Springfield, Massachusetts**

- Taught 3D Animation, Video Game Design, ActionScript, Advanced Studio in Digital Art, Character Development,
- Taught Digital Sculpting and Surfacing

**2006-2008, Full-Time Tenure Track Instructor, Casper College, Casper, Wyoming**

- Intro to 3D Modeling (Maya and ZBrush), Digital Photo, Professional Practices
- Digital Design I & II, Time Based Media, Painting I-IV, Visual Literacy
- Alternative Processes in Painting
- Computer Graphics I & II, Digital Photo, Professional Practices and Photoshop for Business
- Facilitated student juried exhibit and 24-hour art event for students.
- Helped conduct interviews at the College Art Association Conference for a replacement position in Drawing
- Coordinated student juried art exhibit and the 24 hour student art event
- Faculty Sponsor for the Student Society for Visual Art
- Managed the acquisition and implementation of a fifteen seat Mac lab with large format printing and scanning station. Each workstation is equipped with Adobe CS3, Final Cut Studio, Autodesk Maya and Pixologic ZBrush
- Helped Develop Graphic Design Degree for Visual Arts Department
- Helped Develop Web Design Degree for Business Department

**Residencies/Workshops**

A Day of Unity Workshop, Microsoft Chicago, Chicago, IL, 2014

Technical Art Boot Camp, Game Developers Conference, San Francisco, CA, 2014

Technical Art Boot Camp, Game Developers Conference, San Francisco, CA, 2012

Level Design in a Day Workshop, Game Developers Conference, San Francisco, CA, 2011

Autodesk Certified Instructor (ACI) workshop, Montreal, Quebec, Canada 2009

Hungarian Multi-Cultural Center, Budapest, Hungary, 2005

AI&A Design Frontier Workshop. Denver, Colorado 2007

Taught an encaustic Workshop at the Nicolaysen Art Museum, 2007

**Externally Funded Activities**

*Mysteries of the Megafloods*, Serious Game developed for Ceisel & Associates, Funded by a grant from the National Science Foundation, Spring 2014 – Spring 2015

**Advising and Advisees**

(list the number of undergraduate and graduate advisees, and advising activities in the last decade)

Columbia College Chicago, 35 advisees per semester(approximate), Faculty Advisor for the Game Major

Casper College, 10 advisees per semester(approximate), Faculty Advisor for Graphic Design Major.

**Service to the Profession Department/Program, Division, University, External**

(list of representative activities within each category in the last decade)

Department of Art Scholarship Review Committee, Miami University, 2016

Dean's Advisory Board Member, College of Creative Arts, Miami University, 2015

Content Coordinator, Manifest Convergence Committee, Columbia College Chicago, 2014

Chair, School of Media Arts Curriculum Committee, Columbia College Chicago, 2012-2014

Chair, Interactive Arts & Media Department Curriculum Committee, Columbia College Chicago, 2012-2014

Interactive Arts & Media Open House, Columbia College, Chicago, IL, 2009 - Present

Interactive Arts & Media Curriculum Committee, Columbia College, Chicago, IL, 2009 - Present

Columbia College Student Activities Committee, Columbia College, Chicago, IL, 2009

Faculty Development and Status Committee, Springfield College, Springfield, MA, 2009

Committee Member, Faculty Status and Development, Springfield College, Springfield, MA, 2009

Pro Bono Graphic Design for The Science Zone, Casper, Wyoming, 2007- 2008

Committee Member, Information Technology Committee, Casper College, Casper, WY, 2007

Search Committee Member, Drawing Instructor, Casper College, Casper, WY, 2007

Committee Member, Exhibition Committee, Nicolaysen Art Museum, Casper, WY, 2006-2008