

Michael West Hadley
mikewesthad.com

EDUCATION

MFA, Art and Technology, School of the Art Institute of Chicago (SAIC)	2015
MS, Vision Science, UC Berkeley	2013
BA, Self-Designed Cognitive Science Major, Lafayette College	2010

SELECTED WORKS

Promise Foods, Company, SAIC MFA Showd	May 2015
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Product launch at SAIC MFA show – organically grown, genetically engineered apple with caffeine
A triptych of 4'x6' advertisements, coffee-scented & branded produce boxes, letters to and from FDA

[View History], Installation, LeRoy Neiman Center at SAIC & Ford Building at Northwestern	Dec 2014
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Reveals the evolution a controversial Wikipedia article - "Global Warming"
Consisted of layered acrylic showing the date each word was added to the article and three books that record the debates and comments between individuals editing the article

Public Insecurities, Single Channel Video Projection, Chicago Bloomingdale's	Aug 2014
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Examination of collective Googling habits around insecurities as viewed through Google's autocomplete search suggestions

Shown in 900 N. Michigan Bloomingdale's exhibit space

The Gratuitous Gram, Interactive Installation, Easton Farmer's Market (PA)	July 2014
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Collaboration with Elaine Reynolds, Biologist at Lafayette College
Interactive exhibit examining the effect of food labeling on perception by reconstructing dishes from labels
Food tent in the Easton Farmer's Market in Pennsylvania

Blink, Unity3D Game, 2013 SAIC Basement Dwellers show	2013
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Project about an ambiguous moment of perception
Interactive installation in Basement Dwellers show

Frame, Unity3D Game	2013
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Project about the elusiveness of memory

Nascent, Flash/AS3 Game	2012
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Narrative game with simultaneous control of two distinct characters

Escher, Flash/AS3 Game	2012
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Exploration of memory loss that was developed under a 48 hour time limit

Convergence, Flash/AS3 Game	2011
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Collaboration with Sean Li and Ray Chen about examining choice and consequence

TEACHING

Convergence Academies, Consultant & Instructor, High School	Aug 2014 - Present
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Consultant & instructor at Tilden High School working through Columbia College
Collaborating with individual teachers to integrate art & technology into their core curriculum; e.g. worked with a physics teacher to design a robot race competition module that taught the principles of electricity
Responsibilities include lesson planning, teaching in the classroom and mentoring the teacher

Game Design, Instructor, Middle School	Aug 2014
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Instructor for middle school game design camp in SAIC's Continuing Studies program
Designed course to cover creative and experimental game making using Stencyl, HTML5 and JavaScript
Students learned both non-digital and digital processes – including sketching, storyboarding, play acting as well as programming logic and mechanics

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Student work and syllabus available online: [mspgamedesign.com]

Advanced Undergraduate Projects, Teaching Assistant, Graduate & Undergraduate **Spring 2014, 2015**
Teaching assistant for one of Christopher Baker's Art and Technology classes at SAIC
Provided mentoring for students working on self-guided projects across various software and hardware platforms including openFrameworks, Processing, Arduino and Raspberry Pi

Experimental Media, Teaching Assistant, Graduate **Fall 2014**
Teaching assistant for Christopher Baker's Art and Technology boot camp class at SAIC
Guided students through an overview of creative coding in C++ with openFrameworks and Arduino

Experimental Games, Teaching Assistant, Undergraduate **Fall 2014**
Teaching assistant for Gilberto Alfredo Salazar-Caro's game design class using the Unity3D game engine
Taught workshops on scripting in C# in Unity3D and mentored students working on game projects that pressed on the boundaries of what can be considered a "game"

Physical Optics, Teaching Assistant, Graduate Class **Spring 2012, Spring 2013**
Teaching assistant for Dan Harvitt at UC Berkeley; average student evaluation of 6.3 out of 7
Led lab sections, lectured for recitations and designed problem sets for 60+ graduate Optometry students

TEACHING PUBLICATIONS

Introduction to Graphics, Book Chapter **Feb 2014 - Present**
Wrote fourth chapter of ofBook, a community-sourced openFrameworks C++ book
Tailored chapter to enable the reader to start creating generative visuals with only minimal C++ knowledge
Pre-publication draft available online: [github.com/openframeworks/ofBook/blob/master/04_intro_to_graphics/chapter.md]

Generating Meshes, Online Tutorial **Nov 2013**
Published tutorial to the openFrameworks site to teach the basics of generating 3D graphics from a 2D image in C++

SCIENTIFIC PAPERS

Hadley, M. W.

Designing a Computational Foundation to Study Direction Selectivity: Starburst Amacrine Cells.
UC Berkeley 2013.

Hadley M.W., McGranaghan, M., Willey, A., Liew, C.W., Reynolds, E.R.

A new measure based on degree distribution that links information theory and network graph analysis.
Neural Systems & Circuits 2012; 2:7.

SCIENTIFIC TALKS

Hadley, M.W.

Neural Processing in Python.

Public Thesis Exit Talk, UC Berkeley; 2013 May 25; Berkeley California.

Hadley, M.W.

A new variable for assessing information in networks.

Lehigh Valley Society for Neuroscience Conference; 2010 April 17; Bethlehem, PA.

TOOLS

C++, openFrameworks, Processing, Python, Matlab, Flash/AS3, HTML/CSS, JavaScript, Unity3D, Blender