

JUNO A. McCLURE

Curriculum Vitae junomclure.com

299 Schaefer Street #2F
Brooklyn, NY 11237
+1 (972) 979 0252
juno.a.mcclure@gmail.com

Juno A. McClure is a multidisciplinary artist and designer with major skill concentrations in software and web development, digital design, photography and education. Also, experienced in media research and emerging immersive media technologies.

TEACHING EXPERIENCE

- 2015-** Assistant Professor of Game Design
Hostos Community College - City University of New York, Bronx, NY
- 2015** Part-time Lecturer (Creative Computation Lab)
Parsons School of Design, New York, NY
- 2014-2015** Teaching Assistant (Creative Coding - Processing and Arduino)
Parsons School of Design, New York, NY
- 2014** Code Teaching Fellow (Creative Coding - Processing)
Parsons School of Design, New York, NY

PROFESSIONAL AND RESEARCH EXPERIENCE

- 2009-** Freelance / Independent Designer, Photographer, New York, NY
Clients Include: *Art&Article, Demotix/Corbis Images, Seamless, HASH Magazine*
- 2015** Front-End Web Developer
Try The World, New York, NY
- 2014-2015** Graduate Research Assistant
gadgITERATION, New York, NY
- 2014** Graduate Research Assistant
Parsons School of Design in collaboration with Maker Academy, New York, NY
- 2011-2012** Market Research Analyst
CoxReps, New York, NY

EDUCATION

- 2015** Master of Fine Arts, Design and Technology
Parsons School of Design, New York, NY
GPA 3.93 / University Merit, Dean's Merit Scholarships
- 2009** Bachelor of Arts, Communication - Media Production
University of Houston, Houston, TX
Minor in Studio Arts. Graduated with Honors, Cum Laude

PROFESSIONAL AFFILIATIONS

- 2016-** Higher Education Video Game Alliance (HEVGA)
- 2015-** International Game Developers Association (IGDA)
- 2015-** Interaction Design Association (IxDA)

TECHNICAL SKILLS

- Development** C/C++, C#, OpenFrameworks, Java, Arduino, Raspberry Pi, OpenCV, GNU/Linux, HTML 5, CSS3, Sass/SCSS, JavaScript, jQuery, Node.js, Git, CMS
- Design Software** Adobe CC (Photoshop, Lightroom, Illustrator, InDesign, Premiere, After Effects), Unity, Maya, Blender, Audacity, Sketchup, GIMP, Inkscape
- Addl. Skills** Wireframing, Prototyping, Concept Design, UX Design, Photo Retouching, Physical Computing, Photojournalism, Game Development, Market Research, Analytics

EXHIBITIONS AND HONORS

- 2018 The Earth Speaks, ARTSPACE Gallery, Stroudsburg, PA
- 2018 Unique Viewpoint, Fredericksburg Center for the Creative Arts Gallery, Fredericksburg, VA
- 2017 Halloween Game Expo, Playcrafting NYC/Microsoft, New York, NY
- 2017 Winter Play Game Expo, Playcrafting NYC/Microsoft, New York, NY
- 2017 People's Choice Salon Show, Greenpoint Gallery, Brooklyn, NY
- 2016 Halloween Game Expo, Playcrafting NYC/Microsoft, New York, NY
- 2015 Annual Summit Demo Day, NYC Media Lab, New York, NY
- 2015 Designing Multiplicity, Parsons School of Design, New York, NY
- 2015 2nd Annual Parsons Gala Art Exhibition/Auction, Parsons School of Design, New York, NY
- 2015 SXSW Student Work-The New School, SXSW, Austin, TX
- 2014 Annual Summit Demo Day, NYC Media Lab, New York, NY
- 2014 China-US Young Maker Competition Finalist, New York, NY / Beijing, China
- 2011 Dwell World Views Competition, Runner Up, Dwell Magazine

WORKSHOPS, PUBLIC SPEAKING AND REPUTATION

- 2018 "Educators Soapbox," Game Developers Conference, San Francisco, CA
- 2018 "Games for Engagement," "Mastering Tedium: Learning from Alternate Design Practices," CUNY Games Conference 4.0, New York, NY
- 2017 "Twine in the Classroom," EdTech Innovation Celebration, Bronx, NY
- 2016 "Transforming Distance," Hostos Tertulia Series, Bronx, NY
- 2016 Parsons Design & Technology Job Forum 2016 (Panelist), New York, NY
- 2016 2016 CUNY Film Festival (Juror), New York, NY
- 2015 "Hack the Dinos" (Participant/Presenter), American Museum of Nat. History, New York, NY
- 2015 "VR101 with the Oculus Rift," Parsons Dorkshop, New York, NY
- 2014 "Photo Editing Workflow in Lightroom and Photoshop," Parsons Dorkshop, New York, NY
- 2014 "Digital Pathologies of the Metaverse," NUMA-Paris, Paris, France

PUBLISHED WORKS AND PUBLICITY

- Print** After Dark (Book, 2016), *The Elks Magazine* (Magazine, June 2013), Security Management Magazine (June 2012), HASH (Quarterly Magazine, regular contributor), *Subjective Ideal* (Book, 2012), *Dwell* (Magazine, Sept. 2011), *Dwell World Views* (Book, 2011), *Urban Dreamscapes* (Book, 2010)
- Web** The Guardian, Kill Screen Magazine, Seamless, Consumerist, First Data Corp., Swamplot, Odyssey Networks, For The Love Of Brooklyn, Gothamist, Design Trust for Public Space, Houstonist