

# JUNO A. McCLURE

Curriculum Vitae .com

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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)

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## 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** **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