

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

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

## EXHIBITIONS AND HONORS

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

## WORKSHOPS, PUBLIC SPEAKING AND REPUTATION

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

## PUBLISHED WORKS AND PUBLICITY

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