

Anton Hand

Graduate Student, Rensselaer Polytechnic Institute, Department of the Arts

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Education

M.F.A., Electronic Arts, Rensselaer Polytechnic Institute, June 2013 (projected)

B.F.A., Fine Arts, SUNY at Buffalo, June 2006

Teaching

Adjunct Professor, SUNY at Buffalo

- DMS 431/541: Advanced Asset Production for Games, Spring 2007, Spring 2008, Spring 2009
- DMS 434/517: Machinima, Spring 2008, Spring 2009
- DMS 415/530: 3D Asset Production for Games, Fall 2008
- DMS 418/534: Virtual Worlds, Fall 2008
- DMS 439/554: Body / Virtual / Play, Spring 2006, Spring 2007
- DMS 231: Modeling for Real Time and Animation, Fall 2006, Fall 2007
- DMS 438/553: Virtual Reality Worlds, Fall 2006, Fall 2007

Guest Lecturer

- CTIM 483: Intro to Game Development(Prof. Gibson), University of Southern California, January 2012
- DMS 438: Virtual Worlds (Prof. Anstey), SUNY at Buffalo, November 2010
- DMS 420: Advanced Digital Arts (Prof. Pape), SUNY at Buffalo, 20 April 2009
- Graduate Machinima Seminar (Prof. Fisher), York University, March 2008

Professional Activities

Game Design and Development (with RUST LTD.)

- HOURGLASS (survival adventure), independent release, forthcoming 2013
- 9999 (survival strategy), independent release, forthcoming Spring 2012
- BULLET HELL (side-scrolling platformer), independent release, forthcoming Spring 2012
- CORONA (kinect-based game installation), December 2011
- ROBOT BUTLER (tower defense), developed for Kongregate Unity Competition, February 2011
- MINDSWEEPER (remix), Spring 2010
- ASTERISK (top down shooter), Spring 2010

Virtual Worlds Development

- Xenius Revere Inc., Founder, April 2008 - Current
- Xeniversity, Founder, Instructor, Spring 2009 - Summer 2011
- Extreme Reality LLC, Development Partner, Training Simulation for Duke University, June 2010 - November 2010
- Deep Think Labs, Creative Director, Perth Australia, January 2008 - March 2009
- Electric Sheep Company, Lead Maya Artist, January 2007 - December 2007, Work produced for CBS, C.I.A., Green Peace, Nissan, Warner Bros., and Universal Pictures

Commissions

- Imit8 Virtual Gallery Spaces, Sinewave Corporation, October 2010
- Virtual Collaborative Learning Environment, Moresteam Inc., October 2010
- Virtual Performance Space for ResLive, Sinewave Corporation., September 2010
- N.F.L. Virtual Demo Space, Sinewave Corporation, March 2010

- Virtual Environments for Gojiyo, Godrej Inc., Winter 2010
- Virtual Conference Center, I.B.M., June 2009
- Data Visualization Virtual Environment, SUN Microsystems, April 2009
- Virtual Network Operations Center Prototype, SUN Microsystems, December 2008
- 3D Character Models and Supporting Assets, R.I.O.T. Mechs, December 2007
- Virtual Conference Center, Ziff Davis, September 2007

Selected Exhibitions, Installations, and Performances

- MINECRAFT MEMORIALS (performance), CTIN 505, Univ. of Southern California, 17 November 2011
- ASTERISK (exhibition), National Mechanics, Philadelphia, PA, 22 August 2011
- MINDSWEEPER (installation), Adjunct+1, Carroll Gallery, Tulane Univ., 6-27 October 2010
- SURFACE QUALITY (virtual architecture), Phoenix Veiwer Selected Works, Fall 2010
- THE ESCAPE (virtual reality environment), Virtual Reality Subfest, Hallwalls, Buffalo, N.Y., August 2006
- X.A.P.P.S. (procedural performance system), The Last Just 1 Fixx, The Funhaus, Toronto, Ontario, November 2005
- X.A.P.P.S. (procedural performance system), Quadrant, The Annex, London, Ontario, November 2005
- X.A.P.P.S. (procedural performance system), Gusto at the Gallery, Albright-Knox Art Gallery, Buffalo, New York, October 2005
- X.A.P.P.S. (procedural performance system), Sweet & Sour, The Big Bop, Toronto, Canada, July 2005

Invited Talks

- Artist Talk at IBM Smarter Technology Lecture Series, SecondLife, September 2009
- Platforms in Platforms - Virtual Business Innovators, SecondLife, November 2007
- Artist Talk and Process Demo, Dr. Dobb's Island, SecondLife, November 2007
- Lecture and Demo, Life 2.0 Conference, SecondLife, September 2007
- Artist Talk, N.Y.S.S.S.M.A., Ithaca College, N.Y., July 2006

Professional Development

- Research Assistant (Prof. Chang), Immersive Virtual Environment Research, Rensselaer Polytechnic Institute, Fall 2011-Current

Professional Memberships

- Founding Member, [RUST, LTD.](#), a game design and media art collective based in Buffalo, NY
- Founder, Owner, [Xenius Revere Inc.](#), a virtual worlds development studio

Awards and Honors

- Research Assistant (Prof. Chang), Rensselaer Polytechnic Institute, Fall 2011-current
- Honors Scholar, SUNY at Buffalo, 2002-2006

Technical Skills

Software

- AutoDesk Maya, Autodesk Mudbox, Adobe CS (Photoshop, Illustrator, InDesign, Premiere, AfterEffects), Unity 3D, Filter Forge, Crazybump, SecondLife, LaTeX

Programming Languages

- Unity3d(Javascript), Python

References

Available upon request.