

Anton Hand

Co-Owner, RUST LTD

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Education

- M.F.A., Electronic Arts, Rensselaer Polytechnic Institute, June 2013
- B.F.A., Fine Arts, SUNY at Buffalo, June 2006

Teaching

Adjunct Professor, SUNY at Buffalo, 2006-2009

- 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 438/553: Virtual Reality Worlds, Fall 2006, Fall 2007
- DMS 231: Modeling for Real Time and Animation, Fall 2006, Fall 2007

Professional Experience

Co-Owner and Designer, RUST LTD., 2009 to present

- Alloy Physical Shader Framework (Middleware), Designer, Unity Asset Store, 2013-Present
- TC Particles (Middleware), Co-Designer, Unity Asset Store, 2013-Present
- Miralab Flux (Simulatory Interface Prototype), U.S.C. MEML Lab, Designer, 2013
- Crisis Connection (Mobile App), USC Annenberg Innovation Lab, 2013 to present

Research Assistant, Rensselaer Polytechnic Institute, 2011-2013

- The Mandarin Project: Immersive Multi-user Language Learning Environment
- Emergent Reality Lab: Setup of Multi-user C.A.V.E. VR Lab

Founder, Xenius Revere Inc., 2008-2011

- Xeniversity (Experimental Virtual Distance Learning Instruction), 2007 - 2011
- Xen Cy (Product Line), SecondLife, 2009 - 2011
- Training Simulation for Duke University, Dev. Partner to Extreme Reality LLC, 2010
- 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
- Gojiyo World Environments, Godrej Inc., Winter 2010
- Green Conference Center, I.B.M., June 2009
- Data Visualization Virtual Environment, SUN Microsystems, April 2009
- Virtual Network Operations Center Prototype, SUN Microsystems, December 2008
- Virtual Conference Center, Ziff Davis, September 2007

Creative Director, Deep Think Labs, Perth Australia, 2008 - 2009

- Design and Production of Virtual Environments and commercial assets.

Lead Maya Artist, Electric Sheep Company, January 2007 - December 2007,

- Produced Virtual Environments for clients including CBS, C.I.A., Green Peace, Nissan, Warner Bros., and Universal.

Guest Lecturers and Invited Talks

- Physically-Based Materials in Unity using Alloy, GDC 2014, Allegorithmic Booth Talk, San Francisco, CA, March 2014
- Small Team / Big Results (with RUST LTD.), Indiecade 2013, IndieXchange Summit, Culver City, CA, October 2013
- Museum of the Microstar Post Mortem (with RUST LTD.), UNITE: 2013, Vancouver, British Columbia, Canada, 30 August 2013
- CTIN 190: Introduction to Interactive Entertainment (Prof. Fullerton), University of Southern California, Spring 2014
- COGS 4961: Game Development 2 (Prof. Chang), Rensselaer Polytechnic Institute, Spring 2013
- ARTS 4020: Advanced Digital 3D Projects (Prof. Chang), Rensselaer Polytechnic Institute, Spring 2013
- ARTS 4060: Animation 1 (Prof. Ruzanka), Rensselaer Polytechnic Institute, Fall 2013
- ARTS 4510: Experimental Game Design (Prof. Ruiz), Rensselaer Polytechnic Institute, Fall 2012, 2013
- ARTS 4070: Animation 2 (Prof. Lawson), Rensselaer Polytechnic Institute, Spring 2012
- CTIM 483: Intro to Game Development (Prof. Gibson), University of Southern California, Fall 2012
- DMS 438: Virtual Worlds (Prof. Anstey), SUNY at Buffalo, Fall 2010
- Artist Talk at IBM Smarter Technology Lecture Series, SecondLife, September 2009
- DMS 420: Advanced Digital Arts (Prof. Pape), SUNY at Buffalo, 20 Spring 2009
- Graduate Machinima Seminar (Prof. Fisher), York University, Spring 2008
- 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

Selected Exhibitions

- Museum of the Microstar(installation), ACM Siggraph: The Aesthetics of Gameplay, March 2014
- Elemental Sword(tech demo), Graphics Technology Conference, San Jose CA, March 2014
- Elemental Sword(tech demo), Game Developers Conference, San Francisco CA, March 2014
- Museum of the Microstar(installation), UNITE: 2013, Vancouver, British Columbia, Canada, 28-30 August 2013
- Robot Butler(installation), Computers and Writing Conference, Frostburg State University, Frostburg, Maryland, 6-9 June 2013
- 80:00(installation), Computers and Writing Conference, Frostburg State University, Frostburg, Maryland, 6-9 June 2013
- Museum of the Microstar(installation), Computers and Writing Conference, Frostburg State University, Maryland, 6-9 June 2013
- Museum of the Microstar(installation), GameFest 2013, EMPAC, Rensselaer Polytechnic Institute, Troy, NY, 27 April 2013
- Robot Butler(installation), Strange Tales Exhibition, 1941 Studio at Clemson University, April 2013
- 80:00(installation), Strange Tales Exhibition, 1941 Studio at Clemson University, April 2013
- Museum of the Microstar(exhibition), Game Developers Conference, San Francisco, CA, 25-29 March, 2013
- Museum of the Microstar(exhibition), Transcriptions Research Slam, UC Santa Barbara, Santa Barbara, CA, 15-16 March 2013
- Robot Butler(installation), The Midwest Interdisciplinary Graduate Conference, Milwaukee WI, 15-16 February, 2013
- 80:00(exhibition), Repercussions: a Serious Games and Immersive Journalism Exhibit, Univ. of Southern California, 14-17 November 2012
- Assent(exhibition), Repercussions: a Serious Games and Immersive Journalism Exhibit, Univ. of Southern California, 14-17 November 2012
- The Hold(exhibition), Boston Festival of Indie Games, Cambridge, MA, 22 September 2012
- The Hold(exhibition), Transcriptions Research Slam, UC Santa Barbara, Santa Barbara, CA, 25 May 2012
- The Hold(installation), UCLA Game Art Festival, Hammer Museum, Los Angeles CA, 9 May 2012
- The Hold(installation), TEDxUSC: Game and Demo Lounge, Univ. of Southern California, 4 May 2012
- The Hold(installation), Game Fest 2012, Rensselaer Polytechnic Institute, 28 Apr. 2012
- The Hold(installation), FirstLook 2012, Directors' Guild of America, 28 Apr. 2012
- Minecraft Memorials (performance), CTIN 505, Univ. of Southern California, 17 November 2011
- Asterisk (exhibition), National Mechanics, Philadelphia, PA, 22 August 2011
- Surface Quality (virtual architecture), Phoenix Veiver Selected Works, Fall 2010
- The Escape (virtual reality environment), Virtual Reality Subfest, Hallwalls, Buffalo, N.Y., August 2006
- X.A.P.P.S. (performance), The Last Just 1 Fixx, The Funhaus, Toronto, Ontario, November 2005
- X.A.P.P.S. (performance), Quadrant, The Annex, London, Ontario, November 2005
- X.A.P.P.S. (performance), Gusto at the Gallery, Albright-Knox Art Gallery, Buffalo, New York, October 2005
- X.A.P.P.S. (performance), Sweet & Sour, The Big Bop, Toronto, Canada, July 2005

Scholarships and Awards

- Official selection, Science of Fiction Contest(w/ RUST LTD.), 5D Conference, USC, Los Angeles, CA, April 2013
- Unity3D DX11 Contest(w/ RUST LTD.), Unity Technologies, February 2013 (\$10,000)
- Research Assistantship (Prof. Chang), Rensselaer Polytechnic Institute, Fall 2011-Spring 2013 (Tuition, Stipend)
- Game Fest 2012 Best in Show(w/ RUST LTD.), Rensselaer Polytechnic Institute, Troy, NY, 28 April 2012 (\$100)
- Honors Scholar, SUNY at Buffalo, 2002-2006 (\$12000)

Technical

- Software
AutoDesk Maya, 3dCoat, Unity 3D, Adobe CS (Photoshop, Illustrator, InDesign, Premiere, AfterEffects), Substance Toolset, Quixel Toolset, Xnormal, Filter Forge, Crazybump, SecondLife