

Dave Beck

Associate Dean & Director
School of Art & Design
University of Wisconsin - Stout

Dave Beck • 749 River Heights Rd • Menomonie, WI 54751 • info@davebeck.org • www.davebeck.org

Education

2007 M.F.A. - Sculpture & Extended Media, University of Wisconsin, Madison
2006 M.A. - Studio Art, University of Wisconsin, Madison
2002 B.A. - Studio Art & Ancient Studies, St. Olaf College (Cum Laude, Departmental Distinction)

Professional Academic Experience

Administration

2016-Present Associate Dean, College of Arts, Communication, Humanities & Social Sciences,
University of Wisconsin – Stout
2016-Present Director, School of Art & Design, University of Wisconsin – Stout
2014-2016 Chair, Department of Design, University of Wisconsin – Stout
2014-Present Program Director, Game Design BFA, University of Wisconsin – Stout
2007-2011 Director, Digital Arts & Sciences Program, Clarkson University (Potsdam, NY)

Teaching

2011 – Present Associate Professor, University of Wisconsin – Stout
2007 – 2011 Assistant Professor of Digital Arts & Sciences, Clarkson University (Potsdam, NY)
2004 – 2007 Instructor of 3D Design, University of Wisconsin – Madison, Art Department

Professional Artistic Experience

Selected Solo and Two-Person Exhibitions

2018 Tombeaux, Phipps Center for the Arts, Hudson, WI (Forthcoming)
2015 Northern Lights, 50 ft. Projection on MCAD Building, Minneapolis, MN
2012 Nebraska City Portraits, Kimmel Harding Nelson Center for the Arts, Nebraska City, NE
2010 Continuation, Gibson Gallery, State University of New York, Potsdam
Simulated Landscapes, SARUP Gallery, University of Wisconsin-Milwaukee
2009 The Interior Plot, Overture Center Gallery, Madison, WI
2007 After the Hunt, 7th Floor Gallery, Madison, WI
2006 Corporate/Domestic, Slingshot Gallery, Madison, WI
UW-Marathon Distinguished Visiting Artist Exhibit, Marathon, WI
2005 Support Our Troops. Galerie Seven Thirty Four, Madison, WI
2004 Your Heart is No Match for My Love, The Soap Factory, Minneapolis, MN.
2002 Rings, Dittmann Installation Room (inaugural show), St. Olaf College, Northfield, MN.

Selected Group Exhibitions

2015 Beyond the Buzz, MCAD Gallery, Minneapolis, MN
2014 Selections from the Time Lounge, St. Michaels College, Colchester, VT
Currents International New Media Festival, Santa Fe, NM

2013 The Video Show, Raritan Valley Community College, NJ
 HEREart Gallery, New York, NY
 Artisphere, Town Hall Video Wall, Arlington, VA
 Animation Screening, The Foundry, Cohoes, NY
 Activate: Market Street, Gallery Aferro, Newark, NJ
 The Lumen 100, Lumen Online Art Gallery
 Brave New World, OFFspace, San Francisco, CA
 Virtual Reality, Foundry Art Centre, St. Charles, MO (Received Best in Show Award)
 Buckham Gallery, Flint, MI
 Juicy Steak Mustache, Kolman & Pryor Gallery, Minneapolis, MN
 2012 Arrowhead Biennial, Duluth Art Institute, Duluth, MN (juried by Ben Howard)
 Black Friday, Armory Center for the Arts, Pasadena, CA
 FISH 2012 International Art Competition, University of Oklahoma, Norman, OK
 IDEAS '12 Exhibition, Miami, FL
 \$99 Sale, Soap Factory, Minneapolis, MN
 Projections, Manifest Gallery, Cincinnati, OH
 Inspired by the River, Nat'l Park Service's St. Croix Scenic Riverway Visitor Center, WI
 Still Life: Art of Arrangement, Kiernan Gallery, Lexington, VA
 SPARK3DS, Gallery 13, Minneapolis, MN
 ArtsWest 33, L.E. Phillips Memorial Library, Eau Claire, WI (Honorable Mention)
 Open Door 7, Rosalux Gallery, Minneapolis, MN (juried by Steve Dietz)
 Way Up State, Courthouse Gallery, Lake George, NY
 Sustainable Seafood, Smithsonian Museum's Sant Ocean Hall, Washington, DC
 2011 Faculty Art Exhibit, Furlong Gallery, University of Wisconsin-Stout, Menomonie, WI
 Somewhere Elsewhere, Larson Gallery, University of Minnesota, St. Paul, MN
 UW-Faculty Exchange, Wankelman Gallery, Bowling Green State University, OH
 Geography of Somewhere, Ferguson Gallery, Concordia University Chicago, IL
 IDEAS '11 Exhibition, Savannah College of Art & Design, GA
 Beacons, Urban Institute for Contemporary Art (UICA), Grand Rapids, MI
 IMPACT, Adirondack Lakes Center for the Arts, Blue Mountain Lake, NY
 2010 Digital Matter(s), Saranac Art Projects, Spokane, WA
 Art on Bascom, University of Wisconsin-Madison, WI
 2009 International Juried Art Exhibition, Frederic Remington Museum, Ogdensburg, NY
 Tabula Rasa, Gallery Aferro, Newark, NJ. Curated by Evonne M. Davis
 Art vs. Starlight, Madison, WI. Curated by Wisconsin Union Galleries
 2008 Animal Magnetism, Orange County Center for Contemporary Art, Santa Ana, CA
 North Country Regional Art Show, Gibson Gallery, Potsdam, NY
 Gimme Baby Robots Touring Exhibition (Boston, Chicago, LA, San Francisco, & Memphis)
 2007 iDEAs '07 Exhibition, F.U.E.L. Gallery, Philadelphia, PA
 The Art of the Digital Show, Lyceum Gallery, San Diego, CA. Curated by Neal Benezra
 Sculpture at the Edge, Lawton Gallery, Green Bay, WI. Curated by Stephen Perkins
 SIGGRAPH Conference Space -Time Exhibition, San Diego, CA
 Impossible Cities, Peter Jones Gallery, Chicago, IL.
 Drawing No Conclusions, UICA. Grand Rapids, MI. Curated by Dominic Molon
 2006 PhotoMidwest, Porter Butts Gallery, Madison, WI, Curated by Catherine Edelman
 North by Northwest, Diamond Ink Art Gallery, Milwaukee, WI
 Art Student Invitational, State Street Gallery, Madison, WI.
 Madison - Milwaukee Exchange, Commonwealth Gallery, Madison, WI. Curated by MIAD

- 2005 Art Basel International Miami Beach, The Daily Constitutional, Miami, FL
 Big Ten Conference Center Year Long Juried Exhibition, Park Forest, IL
 Things Have Been Strange, Bad Dog Gallery, DeKalb, IL. Curated by Geoffrey Todd Smith
 Online Auction of "Missile Car", www.ebay.com
 Artist Designed Mini-Golf. Mini-Golf Course, Madison, WI.
 National Compact Competition. Baton Rouge, LA.
- 2004 Voice Your Vote, St. Olaf College, Northfield, MN. Curated by Jane Becker
 Sculpture, Silo Gallery, Stoughton, WI. Curated by Aris Georgiades
- 2003 The Associates, Northfield Arts Guild, Northfield, MN. Curated by Kirsten Johnson.
 Sweets, Flaten Art Museum, St. Olaf College, Northfield, MN. Curated by Jill Ewald.
 5 Minutes of Fame, online, www.mnartists.org. Sponsored by the Walker Art Center.
- 2001 Minnesota State Juried Show, Rochester Arts Center, Rochester, MN.

Professional Design Work & Commissions

- 2015 *Harvey*, (Exec. Producer 50-student team at UW-Stout)(<http://harveygame.com/>)
Navigating the Missouri, National Park Service's Lewis & Clark Center, Nebraska City, NE
- 2014 *Perrault's Trading Post*, (Exec. Producer of student team at UW-Stout), CV Museum, Eau Claire, WI

Permanent Collections & Commissions

Smithsonian Museum
 National Park Service
 Chippewa Valley Museum
 Kimmel Harding Nelson Center for the Arts
 Culver's Corporation
 Wells Fargo

Fellowships & Residencies

- 2015 Fellow, Kimmel Harding Nelson Center for the Arts, Nebraska City, NE
 Fellow, National Park Service, Homestead National Monument, Beatrice, NE
- 2014 Fellow, Minnesota Science Museum Pine Needles Residency, St. Croix, MN
- 2012 Board of Directors Award Fellow, KHN Center for the Arts, Nebraska City, NE
 Fellow, Lanesboro Artist Residency, Lanesboro, MN
- 2010 Fellow, Minnesota Science Museum Pine Needles Residency, St. Croix, MN
- 2009 Fellow, Kimmel Harding Nelson Center for the Arts, Nebraska City, NE
- 2002-03 Apprentice Fellowship, St. Olaf College, Northfield, MN (9-month residency)

Honors & Awards

- 2017 Intel University Showcase Participant (game featured from class I taught)
- 2016 Wisconsin in Scotland Summer Teaching Fellow
- 2014 Fulbright Specialist Scholar (through 2018)
- 2013 Student Showcase Award (given to my students), iDMAa Conference
 Outstanding Teaching Award, UW-Stout
 E3 Student Game Design Competition Winner (game featured from class I taught)
 Princeton Review Top 30 Game Design Program (given to art program I coordinate)
- 2011 NYFA Award: New York Foundation for the Arts MARK '11 Participant
- 2010 2010 Innovative Program Award (given to the Clarkson program I directed), iDMAa
 Outstanding New Teacher Award, Clarkson University
 Honorable Mention, Scientific Visualization Challenge, National Science Foundation

- 2008 Phalanx Commendable Service Award, Clarkson University
- 2006 Distinguished Visiting Artist, UW-Marathon, WI
Artwork chosen to represent UW-Madison at The Big Ten Conference Center, Park Ridge, IL
- 2002 Departmental Distinction, St. Olaf College Art Department, Northfield, MN

Reviews

- New Jersey Star-Ledger, "Window Dressing", 6/16/13 <http://activatemarketstreet.org/the-star-ledger/>
- Marc Leuthold, [Sculpture Magazine](#), September 2011, Vol. 30, # 7, Pgs. 68-69
- Kelly Nosari, [DailyServing](#) International Contemporary Art Forum, 5/4/11
- Molly Kimelman, "Luminous Art exhibit illuminates galleries at UICA", [Grand Rapids Press](#), 1/13/11
- Sean Ryan, "Artists, Architects Collaborate at UWM," The Milwaukee Business Journal, Nov. 5, 2010
- Todd Moe, North Country Public Radio Interview, 11 minutes, www.ncpr.org, 9/15/10
- Grace Johnson, "Artist Works with Volunteers for GPS Project" Nebraska City News-Press, 5/28/09
- Kristian Knutsen "Rockstar Squashes Online Installation" www.isthmus.com 2/14/06
- Elizabeth Wachowski, "Madison man, missile make a statement on eBay" WI State Journal, 8/28/05
- Doug Moe, "Artist Spitting Image to be Shown" Capital Times, 2/7/05
- Jakki Spicer, "Mortality in Deer and Infants at the Soap" www.mnartists.org, 6/4/04
- Kelly Zwagerman, "Minneapolis Artist Working at St. Olaf on a Grant," Northfield News, 1/11/03

Publications

- Featured Artist on *Wisconsin Life* <http://www.pbs.org/video/2365879661/> 11/3/16
- Greenpeace Spain Newsletter <http://tinyurl.com/qbzg7rn> 5/23/13
- UW-Madison Material Culture Blog <http://uwmadisonmaterialculture.blogspot.com/> 8/7/12
- Spectrum West Interview, Wisconsin Public Radio, 2/20/12
- The New York Times Online Slideshow "Visualizing Science" Image 3, 2/19/10
- National Geographic Online Slideshow "Best Science Pictures Announced", 2/19/10
- National Science Foundation Online International Science & Engineering Challenge Winners, 2/19/10
- Science, International Science & Engineering Visualization Challenge Winners, 2/19/10
- the blogpaper (UK-based newspaper about blogs), Jellyfish Burger (page 9) Issue #1 9/25/09
- Jellyfish Burger (artist credit) in DISCOVER Magazine Online, 7/09 www.discovermagazine.com
- Jellyfish Burger (artist credit) in BlueSci Magazine, Issue #15 of 4/09, University of Cambridge, England
- "Gamescenes. Art in the Age of Videogames" (Featured artist) Bittanti Quaranta. 2006. gamescenes.org
- Dave Beck, "My Car/Missile" The Daily Constitutional, 12/05 www.dailyconstitutional.org

Grants

- 2016 Student Research Assistant Award (\$1,000), University of Wisconsin-Stout
- 2015 Student Research Assistant Award (\$1,000), University of Wisconsin-Stout
- 2014 Professional Development Grant (\$2000), University of Wisconsin – Stout
- 2013 Student-Professor Dissemination Grant (\$2,000), University of Wisconsin - Stout
Research Incubation Grant (\$10,000), University of Wisconsin – Stout
Student-Professor Research Travel Grant (\$11,000), University of Wisconsin - Stout
- 2012 Professional Development Grant (\$3780), University of Wisconsin – Stout
Curricular Incubation Grant (\$7181), University of Wisconsin - Stout
- 2011 JIT Professional Development Grant (\$1000), University of Wisconsin – Stout
George I. Alden Trust Facilities Improvement Grant (\$150,000), Clarkson University
- 2008 Creativity & Visual Communications Seminar Leader, STEM Grant (08-09)
- 2007 Safe Schools, Healthy Students of St. Lawrence County Grant Co-Coordinator (07-08)

Lectures & Presentations

2016	Keynote Speaker for Motion + Media Research Symposium, U of M Duluth, MN Making of Tombeaux, Nevada Museum of Art, Reno, NV
2015	Digital Trompe l'oeil, Minnesota Historical Society, St. Paul, MN
2013	Engine is the New Easel, Wisconsin Game Developer's Summit, Milwaukee, WI Game Design Education Panel, Wisconsin Game Developer's Summit, Milwaukee, WI
2012	SPARK3DS Symposium, Gallery13, Minneapolis, MN Lanesboro Art Center, Lanesboro, MN
2011	Clarkson University, Potsdam, NY Concordia University, Chicago, IL
2010	St. Croix Watershed Research Center, Marine-on-the-St. Croix, MN Poster Presentation, CAA Conference, NY, NY
2009	St. Lawrence University, Canton, NY SUNY-Potsdam, Potsdam, NY
2006	University of Wisconsin-Marathon County

Teaching, Service, and Learning

Courses Taught

*University of Wisconsin – Stout, School of Art & Design (2011- Present)**

DES 220	2D Digital Imaging
DES 256	Interactive Environments (Winterm 2013 & Winterm 2015)*
DES 256	Digital Puppetry Workshop (Winterm 2014)*
DES 350	3D Game Art & Engines*
DES 372	3D Modeling & Animation I*
DES 373	Digital Characters*
DES 373	3D Modeling & Animation III*
DES 374	3D Modeling & Animation II*
DES 381	Advanced Animation*
DES 390	Portfolio & Professional Practice for Entertainment/Game Design
GDD 100	Introduction to Game Design
GDD 450	Senior Capstone in 3D Game Design & Development
GDD 451	Senior Capstone in 3D Game Design & Development

* UW-Stout courses created or substantially re-designed by Beck

Study Abroad Courses Designed, Taught & Led

Digital Puppetry in LA w/ the Jim Henson Company (Los Angeles, CA)

Professional Practice and the Game Developer's Conference Experience (San Francisco, CA)

*Clarkson University, Digital Arts & Sciences Program (2007-2011)**

DA 100	Introduction to Digital Art (Summer 2011)
DA 200	3D Digital Design (Fall 2007- 2010)
DA 225	Digital Painting (Fall 2010)
DA 300	3D Imagery & Animation (Spring 2008-2011)
DA 310	Digital Object Design (Fall 2007-2009)
DA 400	Directed & Collaborative Development (3D Modeling and Animation) (Fall & Spring 08-11)
DA 410	Directed & Collaborative Development (Digital Object Design) (Fall & Spring 08-11)

DA 470 Motion Capture (Fall 2010)
DA 491 Professional Practice (Fall 2007-2009)
DA 492 Senior Studies (Spring 2008, 2009, 2011)

*All above Clarkson courses were created and designed by Beck, as Program Director

Clarkson University, Team-Taught Courses and Graduate-Level Courses (2007-2011)
ES 305 Interdisciplinary Product Design (taught w/ Engineering & Business Faculty) (Fall 08 & 09)
MA 705 Graduate Course: Physics Based 3D Animation w/ Numerical Modeling (Spring 2010)

University of Wisconsin – Madison, Department of Art (2005-2007)
ART104 Introduction to 3D Design (Fall 2006 & Spring 2007)
ART108 Foundations of Contemporary Art (Fall 2005)
ART208 Current Directions in Art (Spring 2006)

Advising

2011-Present University of Wisconsin – Stout, School of Art & Design
Advise 125 undergraduate Game Design & Development Students
2007-2011 Clarkson University, Digital Arts & Sciences Program
Advised 50-75 undergraduate Digital Arts & Sciences Students

Service

Service within UW-Stout School of Art & Design

2016-Present Associate Dean & Director, School of Art & Design and College of ACHSS
2014-Present Program Director, Game Design BFA
2014-2016 Chair, Department of Design, UW-Stout
2014-2015 Search Committee Member, Director of Office of International Education
2014-2015 Provost's Ad-Hoc Committee Member, Degree Requirements for Faculty
2013-2014 Search Committee Member, Animation Faculty
2012-2013 Search Committee Member, Animation Faculty
2013-14 School of Art & Design PR & Fundraising Committee Member
2012-13 School of Art & Design Furlong Gallery Committee Member
2012 Juror, Prometheus Competition
2011-12 School of Art & Design Curriculum Committee Member

Service within Profession

2016 Board Member, Main Street Menomonie (UW-Stout Representative)
2016 Member, Menomonie Rotary (UW-Stout Representative)
2014 Coordinator of International Digital Media & Arts Conference Exhibition
2012-14 Juror, Kimmel Harding Nelson Center for the Arts Artist Residency
2013 Juror, Pine Needles Artist Residency
2012 Digital Media Artist Fellowship Evaluator, Mid-Atlantic Arts Council, Baltimore, MD
2012 Consultant, Astrum Terra (Science and Art Consultants for Video Games)
2011 Reviewer, Call for Papers, International Digital Media and Arts Association Conference
2010 Juror, Remington Museum Members Exhibition, Ogdensburg, NY
2009 Juror, SUNY-Potsdam, Potsdam, NY
Juror, St. Lawrence University, Canton, NY

Professional International Affiliations

NASAD	Institutional Representative, National Association of Schools of Art & Design
iDMAa	Board of Directors Member, International Digital Media and Arts Association
HEVGA	Member, Higher Education Videogame Alliance
ICFAD	Member, International Council of Fine Arts Deans
IGDA	Member, International Game Developers Association
CAA	Member, College Art Association
FATE	Member, Foundations in Art: Theory and Education
ISC	International Sculpture Center

Digital Skills

3D Modeling & Animation

Autodesk Maya (Expert)

Pixologic ZBrush (Expert)

Unity Game Engine (Expert)

Rhino CAD (Expert)

3D Printing (Expert)

2D (Design, Photo, Web)

Adobe Photoshop (Expert)

Adobe Illustrator (Proficient)

Adobe Dreamweaver (Proficient)

WordPress (Proficient)

Adobe InDesign (Basic)

Video/Flash

Adobe Premiere (Proficient)

Adobe After Effects (Proficient)

iMovie (Proficient)

Final Cut Pro (Basic)

Adobe Flash (Basic)