

Dan Solberg

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Teaching Experience

Assistant Professor of Art (Part-Time), 2014-Present

DePauw University, Greencastle, IN

Teaches introductory and advanced digital art studio courses and half-credit Jan/May Term courses in video game criticism. Taught introductory and advanced sculpture courses and a January Term course on making art using smartphones. Writes original curricula for all courses and delivered relevant lectures and demonstrations. Offers one-on-one guidance for students during studio hours and graded projects promptly, including extensive feedback. Manages materials budgets, assists in departmental affairs and helps lead local elementary school outreach workshops.

Program Coordinator, 2010-2012

Smithsonian Hirshhorn Museum and Sculpture Garden, Washington, DC

Initiated and operated the ARTLAB+ teen digital learning program as part of a small team. Wrote frameworks, conducted workshops, and hosted club meetings for teens with interests in video, livestreams, art, video games, animation, and more. Regularly trained teens in video production and facilitated live shoots as part of the Smithsonian's Heritage Month initiative. In collaboration with grants from the Pearson and MacArthur Foundations, built out the ARTLAB+ space with technology to best meet the needs of our teen audience. Managed budget, registration, and contractor materials among other administrative duties. Coordinated with other museum departments and outside partners to expand the scope of programs.

Teaching Assistant, 2007-2009

Washington University in St. Louis

Assisted professors in teaching Interdisciplinary Self-Portraiture, Drawing, and 3D Design. Critiqued students' work and provided constructive feedback. Trained students on how to use a wide range of tools including video editing software, wood shop power tools, and pastel drawing utensils, among others. Presented several lectures on contemporary and historical artists. Evaluated, graded, and documented student work.

Supporting Experience

Editor/Writer, 2010-Present

Self-Employed, Greencastle, IN

Organizing, designing, and editing the DED LED compilation document of 50 significant critical works published on Kill Screen between 2013 and 2017. Writing features, profiles, and reviews about video games in relation to culture for sites including Kill Screen, Variety, Paste, and Unwinnable. Conducting interviews with artists and developers to find unique, personal angles on games.

Podcast Host/Producer, 2017-Present

Self-Employed, Greencastle, IN

Cohosts the weekly podcast The Mummer's Farce about the visual production of HBO's Game of Thrones TV series. Analyzes each episode of the TV show, noting significant instances of shot composition, set design, lighting, adaptation, and more. Records, edits, posts, and shares a new hour+ episode every Friday. Continues to maintain weekly schedule for over 6 months running.

Education Contractor, 2012, 2014

Smithsonian Institution, Washington, DC

Co-designed and conducted week-long workshops for local teenagers and trained and facilitated teen video production teams. Collaborated with multiple Smithsonian Institution museums to foster interdisciplinary creative programs for teenagers.

Gallerist, 2010

Craig Elmer Modern, St. Louis, MO

Launched and operated a start-up art gallery from scratch in a vibrant cultural district. Refurbished and transformed a retail storefront into a spacious and professional gallery space. Curated and coordinated a highly-attended opening reception of new artwork. Conducted a publicity campaign to spread word of the premiere exhibition.

Preparator, 2009

Contemporary Art Center, New Orleans, LA

Assisted in installing and uninstalling artworks of various mediums and installation specifics at museum-quality standards. Constructed and repaired walls. Consulted with artists and curators on the aesthetic details of exhibitions.

Education **Washington University in St. Louis, St. Louis, MO**

Master of Fine Arts: Studio Art, 2009

DePauw University, Greencastle, IN

Bachelor of Arts: Majors in Studio Art and Communications, 2006

Minor: Film Studies

Skills Proficient in Premiere, Final Cut, Audition, audiovisual installation, Photoshop, podcasting, Microsoft Office, web CMS, Windows and Mac OS.

Knowledgeable in extended Adobe CC, 360-degree video VR, Google Apps, HTML, Blender, 3D printing, Twine, and social media platforms.

Professional Engagement Delivered a public talk titled *Creative Systems: Art From Data* at DePauw University's Peeler Art Center on data visualization as an art practice, 2016

Delivered a public talk titled *Video Games and the New Installation Art* at DePauw University's Peeler Art Center on how games inform art audience expectations, 2015

Represented the Smithsonian Institution in the White House's Federal Games Working Group, seeking intelligent integration of games in federal process, 2012

Presented *iPhones and Intercessions* panel at DML (Digital Media and Learning) conference about the ARTLAB+ Community Design program, 2012

Completed Smithsonian Office of Contracting & Personal Property Management training courses in *Simplified Acquisitions* and *Developing Statements of Work*, 2012

Recent Exhibitions **2018**

Family Reunion, ROYGBIV, Columbus, OH

2016

Faculty Exhibition, Peeler Art Center, Greencastle, IN

Alumni Art Exhibition, Peeler Art Center, Greencastle, IN

2015

Invisible Art, Green Center for Performing Arts, Greencastle, IN

2014

Beyond Violet with the Emperor Scorpion, Des Lee Gallery, St. Louis, MO

2013

Dogs of Doubtful Origin, Peeler Art Center, Greencastle, IN

Doing and Undergoing, Teachers College at Columbia University, New York, NY

ad hoc, ad loc and quid pro quo, Des Lee Gallery, St. Louis, MO

2012

Dan Solberg / Jacob Tonski, ROYGBIV, Columbus, OH
For Rent, The Transients, St. Louis, MO

2011

002, Favorite Goods, Los Angeles, CA
(e)merge Art Fair, Capitol Skyline, Washington, DC

2010

Tiny Content, Snowflake Gallery, St. Louis, MO
Scenes, Low Road Gallery, Greencastle, IN
Solberg/Cruzen, Craig Elmer Modern, St. Louis, MO

2009

Fast Times 3, White Flag Projects, St. Louis, MO
MFA Thesis Exhibition, Kemper Art Museum, St. Louis, MO
Runneth Over: MFA Thesis Satellite Exhibition, Washington University in St. Louis, MO
Presence at a Distance, Hoffman LaChance Contemporary, St. Louis, MO

2008

Emerging Local Artists, St. Louis Artists' Guild, St. Louis, MO
Parabola, Steinberg Gallery, Washington University in St. Louis, MO
Fill in the _____, Kulturprojekt, Berlin, Germany
St. Louis Filmmakers Showcase: Shorts Program, Tivoli Theater, St. Louis, MO
Light Works, Pulitzer Foundation for the Arts, St. Louis, MO
MFA First-Year Exhibition, Des Lee Gallery, St. Louis, MO

**Artistic
Recognition****Other People's Pixels Blog**, 2012

Featured profile and interview

River Front Times, 2010

Featured Art Review for *Tiny Content* exhibition at Snowflake Gallery

Saint Louis Art Map, 2010

Featured Exhibition Review for *Tiny Content* exhibition at Snowflake Gallery

River Front Times, 2010

Featured Art Review for *Solberg/Cruzen* exhibition at Craig Elmer Modern

Cinema Saint Louis, 2008

Honorary entry into the St. Louis Filmmakers Showcase