

Dan Solberg

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Teaching Experience

Assistant Professor of Art (Part-Time), 2014-2018

DePauw University, Greencastle, IN

Taught introductory and advanced digital art, video art, and sculpture studio courses and January/May Term courses in videogame criticism and making art using smartphones. Led initiative to purchase and install permanent public displays for student work in digital media and managed content exhibition. Wrote original curricula for all courses and delivered relevant lectures and demonstrations. Offered one-on-one guidance for students, including seniors working on thesis projects, and graded projects promptly, providing extensive feedback. Managed materials budgets, assisted in departmental affairs and helped 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/Freelance, Greencastle, IN

Organized, designed, and edited DED LED, a digital compilation book of 50 significant critical works published on Kill Screen between 2013 and 2016. Writes features, profiles, and reviews about videogames in relation to culture for sites including Variety, Motherboard, Paste, Kill Screen and others. Conducts interviews with artists and developers to find unique, personal angles on games and surrounding culture.

Producer (Video/Podcast), 2017-Present

Self-Employed/Freelance, Greencastle, IN

Produces, edits, and publishes podcasts, video essays, tutorials, and explorations about popular media, art, and internet culture. Co-created the weekly podcast The Mummer's Farce, about the visual production of HBO's Game of Thrones TV series.

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 pop-up art show from scratch in a vibrant cultural district. Refurbished and transformed a retail storefront into a professional gallery space.

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.

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

Professional Engagement Organized and lead in the public panel and forum *Building the Videogame Canon* at DePauw University's Peeler Art Center with fellow games studies professors, 2017

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 **2019**
Family Reunion, ROYGBIV, Columbus, OH
Horizons, The Sleeper, Oakland, CA

2018
Heterotopias 005, Heterotopias, online

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****itch.io Recommends Blog, 2018**

DED LED project write-up on official itch.io blog

Irrational Passions and Bad End Podcasts, 2018

Both podcasts featured episodes on DED LED project, guested on Bad End

Critical Distance, 2012, 2013, 2014, 2015, 2018

Work featured in weekly round-ups of essential writing about videogames

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