

Dan Solberg

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Teaching Experience

Education Coordinator, 2019-Present

University of Kentucky Art Museum, Lexington, KY

Developing new education initiatives and enhancing existing offerings in tandem with museum programming. Creating a formalized suite of group tour options and self-guided materials. Building out a learning hub on the museum's website and conceptualizing a physical presence for educational programs within the museum itself. Leading tours and educational activities and training student workers to do the same.

Assistant Professor of Art (Part-Time), 2014-2018, 2021

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. 2021 courses will be taught remotely, adapting previous curricula for distance learning including recording demos and lectures and planning for more asynchronous engagement.

Part-Time Instructor (Digital Art), 2019-2020

University of Kentucky, Lexington, KY

Taught introductory digital art, and lens arts studio courses, including adapting from classroom to remote learning mid-semester amid the COVID-19 outbreak. Wrote original curricula and customized existing course projects. Delivered relevant lectures and demonstrations. Customized assignments to accommodate a stratum of available technology in the transition to distance learning. Graded projects promptly, providing extensive feedback.

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. Trained teens in video production and facilitated live shoots as part of the Smithsonian's Heritage Month initiative. Built out the ARTLAB+ space with technology to best meet the needs of our teen audience using grants from the Pearson and MacArthur Foundations. 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/Designer, 2010-Present

Self-Employed/Freelance, Lexington, KY

Organized, designed, and edited DED LED, a digital compilation book of 50 significant critical works published on Kill Screen between 2013 and 2016. Designed interior layout for Okay, Hero ebook. 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 game developers to find unique, personal angles on games and surrounding culture.

Producer (Video/Podcast), 2017-2019

Self-Employed/Freelance, Lexington, KY

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, Zoom webinars, 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

Member of the Diversity, Equity, and Inclusion Art Fund Committee at the University of Kentucky, charged with diversifying campus' public art offering, 2020

Member of the Curiosity Fair Planning Committee at the University of Kentucky, which organizes the annual showcase of interactive experiences across fields of study, 2019

Delivered a public talk titled *Art in Artifice: Searching for Depth within Surface* at DePauw University's Peeler Art Center as an art portfolio retrospective, 2019

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

2021

Cornerstone Art Project, University of Kentucky, Lexington, KY

DePauw Art Walk, DePauw University, online and Greencastle, IN

2020

Heterotopias 007, Heterotopias, online

2019

Family Reunion, ROYGBIV, Columbus, OH

Horizons, The Sleeper, Oakland, CA

Bluegrass Transplants, Lexington Art League, Lexington, KY

Studio 300 Festival, Transylvania University, Lexington, KY

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