

Joseph Goodwin

<https://josephgoodwin.art>

contact@josephgoodwin.art

619-228-6941

Education

2019

2002

- **MFA** in Studio Art (in-process), Maine College of Art, Portland
- **BA** in Fine Arts, option Music (percussion), University of Montana, Missoula

Exhibitions

2019

2018

2016

2015

2014

- **Graduate Exhibition**, ICA, Portland, Maine
- **The 380 Three**, Mechanic's Hall, Portland, Maine
- **The 380 Eight**, Thompson's Point, Portland, Maine
- **International Contemporary Furniture Forum**, Javits Center, New York, New York
- **Session 5 Auction**, Haystack Mountain School of Crafts, Deer Isle, Maine
- **Fall Art Walk**, Placer Center, Helena Montana
- " "
- " "

Awards/Scholarships/Grants

2018

2017

- Grand Prize in the **2018 WilsonArt Chair Design Challenge**,
- featured in May 2018 issue, **Metropolis Magazine**
- Received The 2018 **The Furniture Society/Haystack Scholarship**
- Inagural awardee/ full tuition 2 week workshop at Haystack
- Awarded The **Dean's Scholarship** to attend Maine College of Art

Engagements

2019

- Panel discussion entitled **SPECTACLE in the digital age**. Osher Hall, Portland, Maine

Teaching

2019

- assisted Ling Wen Tsai with **Sculpture in Context: Site Specific, Multiples, and Land Art**

2018

- assisted Adam Rogers with **Designing for Industry: Chilton Design Challenge**
- assisted Christy Georg with **Mechanics and Linkages: Kinetic Sculpture**
- assisted Matt Hutton with **WilsonArt Chair Design**

Relevant Experience

2019

2014-present

2007-2014

2015

2014

- Attended TouchDesigner102 workshop at TDHQ in Toronto, Ont, Canada
- Owner/Audio Engineer Bellwether Mastering, Portland, Maine
- Co-Owner/Audio Engineer Capricorn Mastering, San Diego, California
- helped start The MOP Shop makerspace in Helena, Montana
- apprenticed with Tim Carney of Timothy's Fine Woodworking

Skill Sets

- extensive woodworking and cabinetry experience
- knowledgeable about construction techniques and methods
- digital fabrication experience including:
 - CNC
 - laser cutting
- Comfortable with a variety of software, including:
 - Google suite
 - Adobe Suite
 - variety CAD/CAM platforms
- Experienced with programming a variety of microcontroller platforms
- Versed with the fundamentals of digital animation including:
 - Processing
 - TouchDesigner
- Familiar with additive and subtractive sculpture techniques in a variety of materials
 - experience with mold making in silicone, plaster, and fiberboard
 - very familiar with tool and shop maintenance
 - leadership experience and team management
 - practiced at NVC