

Hugh H. Dyar IV

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EXPERIENCE

YouVisit – Photographer

2017– Present

Photograph, build, and edit interactive virtual tours for colleges and universities. On location capture and editing of 360 panoramas, HDR, and traditional photography.

Not Dropping Cameras – Photographer/Media Production

2016 – Present

Freelance location portraiture and event photography. Clients include Carnegie Mellon University School of Fine Arts, Weird Reality Conference, Conflict Kitchen, CMU faculty portraits. Video production for Anderson Symphony Orchestra.

Carnegie Mellon University

Fall 2015 – Present

Adjunct Instructor: Introduction to the Unity Game Engine (Fall 2017 – present)

Adjunct Instructor: Pragmatic Photography (Spring 2017 – Spring 2018)

Guest Lecturer: “Understanding 360 Video” for graduate students (Spring 2017)

Teaching Assistant: Physical Computing, Large Format Photography, and Robotics for Creative Practice (2015-2017)

ID Tech Academies – Lead Instructor

2013 - 2018

Instructor in digital photography, game design, video production, programming, and robotics.

DePauw University – Web Design Instructor

2011 - 2014

WGRE 91.5FM – Writer/Producer of *The Charlotte Show*

2012 – 2014

Relevant Experience and Projects

Master’s Thesis on 360 video editing/cinematography, and virtual reality storytelling

Research in virtual reality interfaces and interactive fiction

Game design and research – user interface design, patterns, virtual reality platforms

Sound engineer/technician/boom operator, including student films, podcast production, music recording, and college tv

Exquisite Museum workshop, a photogrammetry workshop run by Scatter

Formal Education

Carnegie Mellon University, M.A., Emerging Media

May 2017

Thesis: *Cinematography and Editing 360 Video (Virtual Reality Storytelling)*

DePauw University, B.A., *cum laude*

December 2014

Interdisciplinary Major: Creative Writing/Theater Performance/Film Studies Minors: Mathematics and Philosophy

Information Technology (ITAP) Fellow

2011-2013

Digital video production, audio recording/sound engineering, and programming rotations

St. Charles University, Prague, Czech Republic - European Studies

Fall/Winter 2013

Film & TV School of the Performing Arts in Prague (FAMU) film class and projects

Experienced in digital audio and video production, motion capture, and game design. Proficiency in Unity, Adobe Photoshop, Premiere, Audition, Lightroom, InDesign, HTML/CSS, Final Cut, Pro Tools, and Arduino (advanced).