

BETSY HUNT

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EDUCATION

- 2008 MFA, Studio Art, California Institute of the Arts, Valencia, CA
Concentration area: Time-based media
Thesis Project: *Maybe Let's Try to Paddle to the Middle*, Video Installation
- 2005 BFA, Studio Art, Photography, University of Northern Iowa, Cedar Falls, IA

PROFESSIONAL EXPERIENCE

- Aug. 2025 – **Assistant Professor – Tenure Track**, University of Minnesota Duluth, College of Arts Humanities and Social Sciences, Duluth, MN.
Current

Courses taught: Time-Based Media, Digital Filmmaking: Experimental Techniques, Digital Arts: Advanced Projects, Senior Exhibition Mentor (2 students)

- 2008 – **Assistant Teaching Professor - Term**, University of Minnesota Duluth, College of Arts Humanities and Social Sciences, Duluth, MN.
June 2025

Courses taught: Time-Based Media, Introduction to Digital Filmmaking, Digital Filmmaking: Experimental Techniques, Digital Filmmaking: Advanced Projects, Installation and Collaborative Processes, 2D Digital Design, Digital Methods in Art Education, Senior Exhibition Mentor (22 students)

University of Minnesota Duluth, College of Fine Arts, Rochester, MN extension program (Fall 2008 – Fall 2009)

Courses taught: Digital Arts 1, Digital Arts 2, Introduction to Digital Filmmaking, Senior Seminar 1, Senior Seminar 2, Senior Presentation/Exhibition

- 2011-22 **Student Affairs Officer**, California State Summer School of the Arts, Valencia, CA, summer position, CSSSA - <http://www.csssa.org>
CSSSA is an intensive four-week residential program for high school students focusing on studio art, animation, filmmaking, music, theater, dance, and creative writing. At the successful completion of the program students can apply for three college credits. The CSSSA student body is approximately 500 students.

Student Affairs Officer – Works closely with students, faculty, department heads, residence life, and health services to promote student and program success; investigates student issues in the classroom, dorms, and campus life; work with parents, counselors, teachers, residence life, and department chairs to create plans for success for any student that was struggling in the program; attended weekly department chair meetings to report on classroom and student issues; work with facilities management on classroom set up and closedown for the summer session.

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2009-10 **Program Coordinator Art Department**, California State Summer School of the Arts, Valencia, CA, summer position, CSSSA- <http://www.csssa.org>

Program Coordinator – Manages Art Department budget, \$25,000; works with faculty on supply orders, supply bidding, and ordering; works with facilities management and faculty on classroom setup; tracks student attendance with faculty, health services, and residence life. The Department of Art student body was approximately 170 students.

2008-09 **Instructor**, Minnesota School of Business, Rochester, MN (courses taught: *Film in Society, Art in the Modern World*)

TECHNICAL PROFICIENCY

Software: proficient with Dragonframe Stop Motion, Final Cut Pro, Adobe After Effects, Adobe Premiere, Adobe Photoshop, Adobe Illustrator, Audacity, Garage Band, Blender, TriCaster Video Compositing Software, Unity

Equipment/Techniques: proficient with HD video cameras, DSLR cameras, chroma key and compositing, digital and hand drawn animation, stop motion animation, sound recording and editing, 3D modeling and 3D animation

ART EXHIBITIONS / VIDEO SCREENINGS / COMMISSIONS

2025 **2025 Art & Design Faculty Exhibition**, group exhibition, University of Minnesota Duluth Faculty Exhibition, Tweed Museum of Art, Duluth, MN

Faculty + 1: Educators in Focus, group exhibition, University of Northern Iowa Gallery of Art, Cedar Falls, IA

2023 **Everything and Nothing: The 2023 Art & Design Faculty Exhibition**, group exhibition, University of Minnesota Duluth Faculty Exhibition, Tweed Museum of Art, Duluth, MN

2022 **Fuzzy Daydream: A Show About Boredom, Fashion, Death, and Time**, collaborative exhibition with Lydia Diemer and Lindsey Schmidt, Public Space One, Iowa City, IA

Franconia Sculpture Park, 5 Min Film Festival, juried festival, Fuzzy Daydream: I Can't Find My Favorite Shirt, Shafer, MN

Blockbustin' Zine, open call, Hellavision Television risograph zine, Minneapolis, MN

Postcard, By Return, invitation, created an art piece for their artist postcard series, Prøve Gallery, Duluth, MN

2021 **California State Summer School for the Arts Marketing Campaign**, commission, Sacramento, CA

- We Create: The 2021 Art & Design Faculty Exhibition**, group exhibition, University of Minnesota Duluth Faculty Exhibition, Tweed Museum of Art, Duluth, MN
- 2019 **Drawing Exercises**, curated group exhibition with One House Arts, Human Resources, Los Angeles, CA
- 2018 **Duluth Dances the Nelken Line**, video for "DANCE! The Nelken-Line by Pina Bausch" an internet project for the Pina Bausch Foundation, collaborative project with Kristen Hylenski, local screening, Zinema 2, Duluth, MN
- Fine. Re/Fine. De/fine Faculty Exhibition**, group exhibition, University of Minnesota Duluth Faculty Exhibition, Tweed Museum of Art, Duluth, MN
- 2017 **Shady Rest**, curator with Zach Moser, Prøve Gallery, Duluth, MN
Cephalopod Interface, group exhibition, Cretaquarium, Crete, Greece
Members Show, group exhibition, Duluth Art Institute, Duluth, MN
Plys With Purpose, group exhibition, Prøve Gallery, Duluth, MN
- 2016 **Free Range Film Festival Trailer**, commission, Wrenshall, MN
Get Lucky, Fundraiser Gala, Soo Visual Art Center, Minneapolis, MN
All About Eve Pop Up Show, group exhibition, Duluth Art Institute, Duluth, MN
- 2015 **Vacationland**, solo exhibition in collaboration with Zach Moser, Soo Visual Art Center, Minneapolis, MN
- 2014 **What We Do**, University of Minnesota Duluth Faculty Exhibition, group exhibition, Tweed Museum of Art, Duluth, MN
- 2013 **Jaws, Girls, and Boats**, invitation, video installation collaboration with Zach Moser, Free Range Film Festival, Wrenshall, MN
Debtors: Pools of Gold, collaborative exhibition with Lydia Diemer, Concordia College, St. Paul, MN
- 2011 **Fluff Wars: Prologue**, collaboration exhibition with Zach Moser, Elephant Art Space, Los Angeles, CA
The Quotidian World: Video Art Exhibition, group exhibition, Cypress College of Art Gallery, Cypress, CA
Collegial, group exhibition with Lydia Diemer, Riley Hanick, Zach Moser, Duluth Art Institute, Duluth, MN
University of Minnesota Duluth Faculty Exhibition, group exhibition Tweed Museum of Art, Duluth, MN
- 2008 **Domestic Utensils**, group exhibition, Coma Alternative Space, Los Angeles, CA
Ornament is Crime, group exhibition, 1927 Gallery, Los Angeles, CA
The Graduation, group exhibition, Velaslavasay Panorama, Los Angeles, CA

We Want a New Object, group exhibition, Peres Projects, Acuna-Hanson Gallery, David Sallow Gallery, Los Angeles, CA

Maybe Let's Try to Paddle to the Middle, solo exhibition, D301 Gallery, California Institute of the Arts, Valencia, CA

2007 **Fluff Ball Contest**, video screening, Michael Poppyfield Projects, California Institute of the Arts, Broad #3 Wall, Valencia, CA

Ladyfest 07, VerdensKulturCentret, group exhibition, Copenhagen, DK

GRANTS

2023 **Executive Vice Chancellor of Academic Affairs Research, Scholarship, and Creative Activates Grant, \$25,000, Extension May 2025** Project Title: Learning in Immersive Virtual Environments, Principal Investigator: Edward Downs, Professor, Department of Communications, Co-investigators: Peter Willemssen, Professor, Department of Computer Science; Betsy Hunt, Assistant Professor, Department of Art and Design, Lisa Fitzpatrick, Director Motion and Media Across Disciplines Lab; Dan Fitzpatrick Video Producer & Technician Motion and Media Across Disciplines Lab

Research contributions: creating and texturing 3D models for the game environment in Blender 3D; compositing and designing the layout of the game in Unity Game Engine; brainstorming game flow and game interactive elements; mentoring two Art and Design students that are also contributing to the game environment by creating 3D models and making 2D animated scenes used for menus and game introductions; meet weekly as a group to share progress and to problem solve.

2021 **Chancellor Small Grant (\$900)**, funding for Fuzzy Daydream Exhibition, University of Minnesota Duluth

2019 **Chancellor Small Grant (\$1000)**, funding to do research in Italy to prepare for teaching a study abroad class through the Experiencing Italy: Art and Art History Program, University of Minnesota Duluth

2017 **Project Grant (\$5,000)**, collaboration with Prøve Gallery for curation of Shady Rest Exhibition, Arrowhead Regional Art Council

2015 **Quick Start Grant (\$750)**, Arrowhead Regional Art Council

SFA Faculty Development Grant (\$340), University of Minnesota Duluth

2014 **Chancellor Small Grant (\$1000)**, funding for Vacationland exhibition, University of Minnesota Duluth

2013 **SFA Faculty Development Grant (\$200)**, University of Minnesota Duluth

2012 **SFA Faculty Development Grant (\$740)**, University of Minnesota Duluth

2011 **Chancellor Small Grant (\$1000)**, funding for Fluff Wars exhibition, University of Minnesota Duluth

AWARDS / SCHOLARSHIPS

2025 **Awarded, Blehart Teaching Award**, this award is rotated between colleges at UMD, College of Arts Humanities and Social Sciences awards a faculty this award every 5 years

2023 **Nominated, College of Arts Humanities and Social Sciences Teaching Award**, University of Minnesota Duluth, Duluth MN

2022 **Awarded, Multi-year Contract**, University of Minnesota Duluth, Duluth MN

Nominated, Chancellor's Award for Excellence in Teaching, University of Minnesota Duluth, Duluth MN

2021 **Awarded, College of Liberal Arts Teaching Award**, University of Minnesota Duluth, Duluth MN

Nominated, Blehart Teaching Award, University of Minnesota Duluth, Duluth MN

2011 **Nominated, Chancellor's Distinguished Research/Creative Activity Award**, University of Minnesota Duluth, Duluth, MN

2006 **Ahmanson Foundation Scholarship**, California Institute of the Arts

LECTURES / WORKSHOPS / RESIDENCIES

2022 **Alworth Institute for International Studies Lecture Series**, Experiencing Italy: Art & Art History: Reflections on Our May Term 2022 Adventures

2022 **A Conversation with the Artists of Fuzzy Daydream**, Public Space One, Zoom lecture with Lydia Diemer and Lindsey Schmitt

2020 **College Book Art Association, Panel Discussion**, Installing the Codex, Panelists Alea Adigweme (The Roslyn Forbes-Adigweme Memorial Library), Lydia Diemer and Riley Hanick (The Office of Oceanic Feeling), and Betsy Hunt and Zach Moser (Vacationland), New Orleans, LA

2018 **Interdisciplinary Residency**, The Viz Lab and Motion + Media Across Disciplines Lab, May 7-11, University of Minnesota Duluth
Creative residency with six researchers from across the UMD campus. Researchers worked for one week on projects that used the equipment and technology in the Viz Lab and the MMAD lab. Projects and experiences were shared in a public forum in the MMAD Lab in Fall of 2018

2017 **Panel Discussion**, Shady Rest Exhibition, Prøve Gallery, Duluth, MN

2016 **Teen Animation Workshop**, Fine Art Academy, Duluth, MN

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- 2013 **Gallery Lecture**, Concordia College, St. Paul, MN
Juror – Concordia Annual Student Show, St. Paul, MN
- 2011 **Gallery Talk**, Duluth Art Institute, Duluth, MN
Visiting Artist Lecture, Freshman Seminar Course, University of Northern Iowa, Cedar Falls, IA
Digital Art Workshop for Youth – A six-session workshop held in collaboration with the Digital Methods in Art Education Class at the University of Minnesota Duluth
- 2010 **Digital Art Workshop for Youth** – A six-session workshop held in collaboration with the Digital Methods in Art Education Class at the University of Minnesota Duluth

PROFESSIONAL / CURRICULAR DEVELOPMENT

- 2023 **Coil – Collaborative Online International Learning Cohort Program**, Summer June 10-July 17. Focus on developing strategies for virtual exchange programs in UMD courses.
- 2021 **Developed a liberal education course** for the study abroad program Experiencing Italy: Art and Art History, Course: FORS 4255 Independent Study Studio Art in Italy
- 2020 **Attended and completed the Facilitating Intercultural Learning in Globally Diverse Class**, workshop offered by the Internationalizing the Curriculum and Campus team in the Global Programs and Strategy Alliance in partnership with the Center for Educational Innovation.
- 2020 **Attended and completed the Online Course Design Seminar: Transitioning from Face-to-Face to Remote Teaching**, through the Center for Education Innovation.

SELECTED SERVICE / ACADEMIC COMMITTEES

- Current-2021 **College of Arts Humanities and Social Sciences Technology Advisory Committee**, member, manage collegiate fees, give budget recommendations to the dean, approve grants and spending through the collegiate fee fund
- Current-2013 **Animation and Video Equipment** (Digital Art Area) – Purchase and maintain the animation shooting tables, cameras, and lights. Continue to develop and design new shooting areas. Assist in the maintenance of all video cameras and tripods.
- 2023-2014 **Annual Student Show Committee** – Co-managed submission website and facilitate jurying process with guest jurors (2016-2023), Juror host (2014-2015)
- 2022 **Digital Art Room Supervisor** – Maintain department's digital art studio, supervise student worker, ensure all equipment is working, manage budget for repairing old equipment and purchasing new equipment. (Fall 2022 – Spring 2023)
- 2022 **Set up new animation lab in the Kathryn A. Martin Library** – Collaborated with the library, ITSS, and the media hub to get the lab functioning for student use. (Fall, 2022)

- 2019 **Shoot Studio Supervisor** – Maintain department's shoot studio, supervise student worker, ensure all equipment is working, manage budget for repairing old equipment and purchasing new equipment. (Spring, 2019)
- 2017 **Digital Art Room Supervisor** – Maintain department's digital art studio, supervise student worker, ensure all equipment is working, manage budget for repairing old equipment and purchasing new equipment. (Fall, 2017)
- 2016 **Student Success & Retention Small Grants (\$3,000)** – Collaborated with another faculty member, Jamie Ratliff, to create retention initiatives for freshman students in the art & design program at UMD. Grant funding supported a Foundation Art Exhibition, an introductory lunch and Duluth Art Crawl, and a field trip to the Walker Art Center. (Spring 2016)

ADVISING / MENTORING

- 2020-
Current **Faculty Advisor**, 5-15 students a semester
- 2014 -
Current **Senior Show Advisor**, mentored 22 senior exhibitions
- 2021-24 **Art and Design Summer Orientation and Advising**, Meet one on one with incoming students from all art and design majors (Graphic Design Studio, Graphic Design Marketing, Art Education, Studio Art, Art History). Register them for class and to review department and program area information with them.
- 2018-22 **Faculty Advisor**, Student Art Club, Art Rats, University of Minnesota Duluth

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<http://www.minnyapple.com/blog/2015/04/25/soovacs-inaugural-exhibition/>
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<http://www.startribune.com/art-international-pop/299128321/>
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