

## **Educational Background**

2002 M.F.A. in Computer Art, Savannah College of Art and Design, Savannah, GA  
1998 B.F.A. in Fine Art, Indiana State University, Terre Haute, IN

## **Work Experience**

2004-2014 Instructor, Western Piedmont Community College, Morganton, NC;  
Instructor of Simulation and Game Development, Digital Effects and Animation  
Technology and Studio Arts; Instructional areas include; Maya and ZBrush, 3D modeling,  
UV creation, texture painting, shaders and lighting, rendering, rigging and animation,  
Photoshop, texture painting, photo manipulation, digital painting, illustration and image  
compositing, digital photography, digital videography, editing, pre and post-production,  
drawing, figure drawing, design principles and curriculum development.

2001-2002 Teaching Assistant, Savannah College of Art and Design, Savannah, GA;  
Teaching Assistant for the classes of Final Animation Project and Animation I;  
Assisted in normal class proceedings, developed several class assignments to assist  
students in completion of their undergraduate final animations and conducted a  
classroom workshop on creative thinking and brainstorming.

1999-2001 Senior GUI and Promotion Director, Mobius Inc., Terre Haute, IN;  
Responsible for the promotional materials including web site design, printed materials  
design and concept development for a music application graphical user interface.

1999-2000 Graphics Engineer, Advanced Technology and Research, Smyrna, GA;  
Responsible for the creation of promotional graphics, including logo design and web  
animation.

1998-1999 Technical Support Engineer, Stream International, Carrollton, TX;  
Provided technical support for The Microsoft Network over the phone consisting of  
troubleshooting skills, customer service, networking and general computing skills.

1997-2002 Private Computer Tutor;  
Taught individuals and small groups how to operate, configure, maintain and  
troubleshoot home computers and workstations, instructed students on modeling,  
rendering, animation, graphic design and web development.

1994-1997 Assistant Office Manager, Comfort Systems, Terre Haute, IN;  
Responsible for the creation and organization of computer databases and customer  
information, taught employees how to operate, configure and maintain company  
computers.

## Digital and Traditional Skills

Photoshop / Quixel Suite	Maya / ZBrush	Unity
Illustrator	After Effects	Final Cut Pro / Premiere
Modeling / Topology	Texturing / UV Layout	Materials / Rendering
Lighting / Compositing	Animation / Rigging	Digital Painting / Illustration
Digital Photography / Video	Photo Manipulation	Drawing / Figure Drawing
Computer Lab Maintenance	Academic Advisement	Curriculum Development

## College Courses Taught

3D Modeling I, II, III  
3D Modeling for Games I, II, III  
3D Animation I, II  
3D Animation for Games  
Computer Art I, II, Studio  
Character Development for Games  
Special Topics: Game Development  
Compositing  
Introduction to Digital Effects & Animation Technology  
Digital Photography  
Digital Video  
Drawing I, II  
Figure Drawing I, II  
Design

## Professional Association

ACM Siggraph  
College Art Association  
International Game Developers Association  
National Stereoscopic Association

## Community Service

Mentored high school students and assisted them in completion of their senior projects, 2004-2014.

## Awards and Honors

Propes Fellowship, Savannah College of Art and Design, 1999.

## Exhibitions

**Faculty Exhibition**, Goodfellow Gallery, Morganton, North Carolina, 2012.

**Clifton**, Goodfellow Gallery, Morganton, North Carolina, 2008.

**Faculty Exhibition**, Jailhouse Gallery, Morganton, North Carolina, 2008.

**Digital Sketchbook Exhibition**, Caldwell Arts Council, Lenoir, North Carolina, 2007.

**Faculty Exhibition**, Goodfellow Gallery, Morganton, North Carolina, 2006.

**Thesis Film Exhibition**, Trustees Theater, Savannah, Georgia, 2002.

**Bridges Interactive Exhibition**, Talmadge Memorial Bridge, Savannah, Georgia, 2000.

**B.F.A. Final Exhibition**, The Art Gallery, Terre Haute, Indiana, 1998.

## Special Interests

Stereoscopic Imaging

Virtual Reality / Augmented Reality

The Technological Singularity

Astro-Engineering / Space Exploration

Zen Buddhism

Pop Surrealism

Hard Science Fiction / Space Opera

Jun Fan / Jeet Kune Do

Wing Chun Gung Fu

Particle Physics

Neuroscience / Social Psychology

## **Other Work Related Activities**

Organized and maintained a Fine Arts, Digital Arts and Interactive Media Club that conducts regular club meetings and fund raising events, Western Piedmont Community College, 2009-2014.

Assisted in the organization and implementation of a monthly Movie Night that helps expose students to culturally significant films, Western Piedmont Community College, 2010-2014.

Organized and maintained the Campus Artwork Initiative promoting and securing locations on campus for students to display their artwork on a rotating basis, Western Piedmont Community College, 2011-2013.

Served on the Faculty / Staff Council for Western Piedmont Community College, 2012.

Served on the Building and Grounds Committee for Western Piedmont Community College, 2011.

Created several promotional billboard designs for Western Piedmont Community College that were used in various locations throughout the Western North Carolina area, 2006.

Served as the director of a four person team in the creation of a 3D DNA and cellular simulation for a promotional DVD for the North Carolina Community College System's Biotechnology program, 2005.

Photographed and documented exhibited works for The Whisper[s] Research Group / Simon Fraser University at Siggraph 2005 Cyber Fashion Show for use in promotional materials and grant proposals, 2005.

Created a 3D visualization of Western Piedmont Community College's East Campus for a development proposal investment presentation, 2004.