



**CONFIDENTIAL**

## Curriculum Vitae

### Personal Information:

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### Work Experience:

#### **Visiting Lecturer/Adjunct Instructor-Integrated New Media Studies**

Indiana University South Bend, 2012 - Present

Taught Fundamental 2D Design, Computer Art & Design, History of Graphic Design, Graphic Reproduction Methods and Graphic Design. Wrote syllabi, created lesson plans and assignments for students. Managed student records, advised students and continued to develop my own personal skills to meet student needs. Developed classroom curriculum for a Sequential Narrative class. Received excellent student surveys.

#### **Graphic Communications Instructor/Program Lead/SME**

ITT Technical Institute, 2009 – Present

Duties include instructing students of various skill levels in the theory of print and digital graphic design as well as use in software applications used in print and digital media on both Macintosh and Windows platforms. Set up, input and maintained gradebook and grades. Instruction based on set curriculum but modified based on student need and instructor determination. Advised students on a variety of academic and personal issues including failures and kept records pertaining to counseling sessions. Interim Chair for School of Drafting and Design for the March 2011 quarter focusing on student success, instructor development, student reentries and curriculum management. Contacted potential Professional Advisory Committee (PAC) members and helped build and managed the PAC. Consistently maintains high student engagement rates and favorable student surveys.

#### **Design Intern**

St. Joseph County Chamber of Commerce, 2013 – Present

Duties included filling in for vacationing staff graphic designer and website and e-marketing communications using Accrisoft content management software.

#### **Infantry Officer**

Indiana Army National Guard, 2006 – 2011

Returned to military service after a ten-year hiatus before commissioning through the U.S. Army Officer Candidate School in Fort Benning, Georgia in 2008. Other military training included;

OSUT Infantry School, Fort Benning, Georgia, January 1990 – April 1990

Power Generation Equipment Repairer School, Fort Belvoir, Virginia, May – August 1993

U.S. Army Airborne School, Fort Benning, Georgia, Aug – Sep 1993

Combat Lifesaver Course, Fort Hood, Texas, 1996 and Camp Atterburby, Indiana 2009

U.S. Army Combatives Level I Trainer Certification, Fort Benning, Georgia 2010.

Basic Officer Leadership Course II at Fort Benning, Georgia October – November 2009.

Positions held included maintenance service shop foreman at Camp Stanley, Uijeongbu, Korea, 1993-1994. Maintenance Squad Leader and Section Leader from 1994-1996,

Fort Hood, Texas. Officership included Platoon Leader and Company Executive Officer

for 2/151 Infantry in Hammond Indiana from 2008-2009. Executive Officer and Acting

Company Commander 219 FSC, South Bend, Indiana 2009-2011.

### **Graphic Designer/Prepress Specialist**

Case Printing/Creative Media Partners, 2004 – 2011

Duties included design, production and final output of original and customer supplied artwork for print and web design services as needed. Layout and design of brochures, newsletters, point-of-purchase materials, letterhead, business cards and premiums.

Also did color and black and white scanning for print, in addition to color correction, color match, trapping, imposition and other prepress tasks associated with commercial printing. Additional duties included maintenance of computer and imaging equipment.

Highlights include design and implementation of a file back-up system, and design of various in-house promotional projects.

### **Courses Taught:**

**3D Computer Modeling** - Basic and intermediate 3D computer modeling using Autodesk 3DS Max. Other areas covered include using the material editor, graphite modeling tools, merging multiple 3DS Max files, lighting and cameras, beginning animation and rendering techniques. Also briefly looked at other programs including Maya, Blender and Mudbox.

**Advanced Photoshop** - A look at the more advanced features within the Adobe Photoshop suite and how they apply to the world of graphic design for print, web and motion media.

**Animation I** - An intermediate modeling and beginning animation class using Autodesk 3DS Max. The 12 Principals of Animation as well as the History of Animation is also explored. Advanced modeling, materials, lighting and camera techniques are also examined and applied.

**Animation II** - An intermediate to advanced class using Autodesk 3DS Max. Advanced modeling, rigging, inverse kinematics, the reaction manager and particle systems are introduced and applied to animations.

**Art Appreciation** - An introductory Art History course that gives students an understanding of the world of art history and how it comments on and reflects world history from a psychological and sociological standpoint.

**Audio/Video Techniques** - An introduction to the use and editing of digital video and audio in the creation of short video features and commercials. Techniques include scripting, storyboarding, lighting and sound design. Students are introduced to Adobe Premiere for editing, titles, transitions, and various output formats.

**Broadcast Graphics** - A look at motion media graphics and how they are used in movies, television, broadcasting and commercials. Students used Adobe After Effects, Adobe Premiere and Autodesk 3DS Max to create their own video graphics and animations.

**Computer Art & Design I** - Introductory computer design class that focus on applying traditional graphic design techniques using Adobe Photoshop and Illustrator design software.

**Design for the Web**- An introductory web design class that introduces students to .html, .css and supplemented with Adobe Dreamweaver.

**Digital Prepress** - An advanced print media class used to develop a showcase portfolio piece. Various printing techniques are explored and the development of speciality print items are designed and created. Students are also instructed in how to package work for printing and order printing services from commercial printers.

**Fundamental 2D Design** - Introductory design class developed to cultivate a basic understanding of traditional graphic design techniques and terminology.

**Fundamentals of Design** - Introductory design course involving both theory and hands-on design techniques using Adobe Photoshop.

**Graphic Communications Capstone Project** - An advanced, student driven class, often with real world clients, used to develop and design a course project, student portfolio, and personal branding.

**History of Graphic Design** - A survey of the history of Graphic Design starting with the evolution of type, the invention of written communication, development of printing, papermaking, printmaking and books. A look at specific artists and art movements in relation to graphic design, Surrealism and Dadasim in relation to the Bauhaus, the development of advertising, comic strips, comic books and animation, and motion media and the rise of digital technology in relation to graphic design.

**Instructional Design** - A combination instructional design/group dynamics/project management course that cultivates an understanding of various models and processes such as A.D.D.I.E. and Core Processes. This course helps students understand the importance of proper project planning, avoidance of scope creep and rapid prototyping. An emphasis is placed on research and developmental procedures.

**Interactive Design with Flash** - An introduction to the digital interactive design and 2-D animation using Adobe Flash with ActionScript 3.0.

**Page Layout and Design** - Specific print media formats are explored, developed and designed using Adobe InDesign and Adobe Illustrator.

**Physical and Computer Aided 3D Modeling** - Students develop a variety of physical, foam core architectural models and computer models using Autodesk 3DS Max. Projects include the recreation of an Eli Lissitzky Proun, a modernist architectural structure and a final, original project of either an architectural design, an interior design, or a product design.

**Professional Procedures and Portfolio Development** - A general education class for upper level students used to develop their résumé, interviewing skills and professional communications. An electronic portfolio site is also introduced.

**Rapid Visualization** - Basic technical drawing class used to introduce and develop a competency with basic hand drawing formats and introduces orthogonal views, 2 and 3 point perspective and sequential narrative for design and drafting students.

**Typography** - Introductory course used to develop and strengthen a student's appreciation of type and show proper, industry standard uses of type in page layout and design as well as an introduction to Adobe InDesign. The development of type forms and anatomy as well as specific type file formats are also explored.

**Visual Communications** - Foundation level course to introduce students to visual theory, art appreciation, and critical thinking skills as well as develop their own sense of design and aesthetics.

## Education:

### Master Fine Arts, Interactive Design & Game Development

Savannah College of Art and Design – Projected date of graduation June 2014

Currently maintaining a 3.81 G.P.A. as a full-time student

Will be going for my 45- hour Candidacy Review in the Winter 2014 quarter

Begun work on thesis project; "Using interactive toys to facilitate communicative play between children and separated parents."

This interdisciplinary approach combines robotics and interactivity in a product that is to be used to help alleviate psychological trauma for young children separated from their parents for extended periods of time.

Other areas focused on include;

Human Centered Interactive Design

Digital and Analogue Interactive Design

Design for the Web

Scripting for Interactivity

Digital and Analogue Game Development

Motion Media Graphics

## Computer Aided 3D Modeling and Animation Illustration

### **Bachelor Fine Arts, Graphic Design**

Indiana University (with honors) – 2006

Minor in Art History

Areas of specific concentration included;

Interactive presentations with motion media graphics

Graphic Design Applications

Drawing

Printmaking

### **Associate of Science Commercial Art & Design-Multimedia Option**

Vincennes University – (Magna Cum Laude) 1998

Student leader-participated in various university events as a representative for the Commercial Art & Design program including Tech Prep 1997 in Indianapolis, IN, Dean's graduate luncheon and was a judge for a student art fair at the Lawrenceville, IL public library.

Member of the Commercial Art & Design Club

Design Computer Lab Monitor

Areas of specific concentration included;

Graphic Design

Typography

Multimedia

Traditional and Computer Illustration

### **Freelance Clients & Projects:**

- United Musical Instruments – 10 page, English/German brochure. 4 color, 8.5" X 11"
- United Musical Instruments – 319 page, instrument listing. 1 color, 5.5" X 8.5"
- LA West – Concept, logo design, product branding for Boss 5.4 and Hemi GTX sport truck.
- National Lampoon – "My Life" one page comic strip. June/July 1995.
- Seattle Scroll – "Inane" comic strip.
- Royal American Mortgage – "Captain Approval" ad campaign. Logos, concept, illustrations and character design. Included website and coloring book.
- BC Magazine – "Popped Culture Theater" comic strip, various issues.
- The Quiver – Various covers. "P-Files" four page comic strip.
- The Comic Book E-Mag – "Action Cop!" comic strip. Weekly for 18 months.
- Princess City Dental Care website maintenance and updates ([www.pcdentalcare.com](http://www.pcdentalcare.com))

## Memberships & Awards:

- **Instructor of the Year** – Nominee ITT Technical Institute 2012
- **Member, Board of Directors** – Hall of Heroes Superhero Museum, Elkhart, Indiana
- **Member** – Michiana Gem and Mineral Club
- **Faculty Advisor** – ITT Technical School, South Bend Design Club.
- **Platoon Leader** – Indiana Army National Guard 2009-2011
- **United States National Guard Association** 2009–2011
- **Indiana Army National Guard Association** 2009–2011
- **Volunteer** – Notre Dame's Robinson Community Center's "Take Ten" comic project 2006 & 2008.
- **Coach** – Michiana Soccer Association 2010
- **Coach** – River City Basketball League 2007
- **Radecki Printmaking Award** 2006 – Indiana University South Bend
- **Wolfson Literary Award** – Honorable Mention 2006 – Indiana University South Bend
- **Army Commendation Award** – 1996, **Army Achievement Medal** – 1994,  
**Indiana National Guard Longevity Award** – 2006

## Skills:

**Computer** (on both Mac and Windows Platforms, current versions);

Adobe Creative Suite, (InDesign\*, Photoshop\*, Dreamweaver, Illustrator, Bridge, Flash\*, Acrobat Pro, Adobe After Effects, Adobe Premiere), Cinema 4D, Quark Xpress, Hash Animation Master, Rhino 3D, Autodesk 3DS Max, Sculptris and most other industry standard software packages.

\*Brain Bench Certified

### **Mechanical;**

Traditional layout, art & copy paste up, typography, copy writing, photography (digital and traditional), process camera, Agfa imagesetter processors (including clean-up and troubleshooting), mechanical & freehand illustration, cartooning, sculpture, B+W photography, intaglio printing, screen printing, ceramics and much more.

References and portfolio available upon request.