

CAPABILITIES PROFILE

Broadly experienced educator, producer and designer, with strong background in teaching and in design, development and delivery of interactive media experiences. Self-motivated, team player; also work well alone. Excellent written and verbal communication skills. Enthusiastic and creative; fast learner. Excel at innovative, lateral thinking and problem solving.

SKILLS

Expertise in teaching (online and classroom), curriculum development, project management, interactive design, information architecture, writing, editing, knowledge management.

Knowledge of BrightSpace and Blackboard LMS platforms, MS Word, Excel, Visio, MS Project, Photoshop, Premiere Pro, Unreal Engine

EXPERIENCE

AUSTIN COMMUNITY COLLEGE, Austin TX **2004 – present**

Adjunct faculty– Video Game Development department

- Instructor, teach Video Game Production, Game Testing and other courses
- Create courses for Production and for Testing
- Mentor and advise students

ART INSTITUTE OF AUSTIN, Austin TX **2019 – present**

Adjunct faculty– Game Art and Design department

- Instructor, teach Video Game Development courses
- Mentor and advise students

ART INSTITUTE OF PITTSBURGH- ONLINE DIV., Pittsburgh PA **2004 – 2019**

Full-time faculty– Game Art and Design **2017 – 2019**

- Instructor, taught online classes in various Game Art and Design subjects
- Implemented learner-centered strategies to facilitate student success
- Mentored and advised students

Lead Faculty / Assistant Program Director– Game Art and Design **2010 – 2016**

- Instructor, as Full-time faculty above
- Organized and managed portfolio review process
- Curriculum development and review
- Managed faculty and student issues
- Serve on Middle States accreditation committee

Full-time faculty– Game Art and Design department **2006 – 2009**

- Instructor, as Full-time faculty above

Adjunct faculty (contract) **2004 – 2005**

- Instructor, teach online classes in various Interactive Media and Game Design subjects
- Mentor and advise students

CONSULTANT (self-employed) **2001 – 2005**

- Provided services in information design, interactive design, proposal writing, project management and educational design for corporate and government clients.

HOLT, RINEHART and WINSTON, Austin TX

2002

Project Manager (contract)

- Budgeted time and resources for distributed development team. Maintained project schedule while executing a highly iterative development process for an edutainment game.
- Managed and scheduled media assets and third party suppliers.
- Provided development team interface with client.

SAPIENT / HUMAN CODE, Austin, Texas

1999 – 2001

Associate Producer, Learning Services

- Managed and assisted management of projects. Supervised development teams, managed media assets, maintained production schedules.
- Organized knowledge management intervention to help avert brain drain crisis in the petroleum industry.
- Created comprehensive Intranet knowledge center, which closed resource gap for business unit, resulting in increased productivity.

UNIVERSITY OF TEXAS AT AUSTIN, Austin, Texas

1996 – 1999

Lecturer, Dept. of Radio, TV, Film

1998 – 1999

- Developed curriculum for and taught New Media classes, supervised creation of on-line communities, mentored and advised students.
- Developed and taught new course on Comparative Virtual Worlds.

Graduate Student / Teaching Assistant

1996 – 1998

- Assisted curriculum development and taught New Media classes.
- Developed curriculum for and taught lab courses in programming and New Media skills.

ARTIST and DESIGNER (self-employed)

through 1995

- Owned and managed a design and manufacturing studio, producing both cutting edge high-tech art, as well as highly popular consumer products. Employed between two and four people and maintained 200-300 active accounts. Responsible for operations, marketing, customer relations, research and design.
- Researched and developed an entirely novel wearable cybernetic art form, employing on-board computers, which revolutionized the jewelry field.
- Developed and marketed a successful line of fashion jewelry, sold nationwide and overseas.

EDUCATION, HONORS

M.A., Radio, TV, Film (with New Media concentration), ΦΚΦ, University of Texas at Austin

B.A., Psychology, University of Texas at Austin

Pursued undergraduate studies in Computer Science, University of Texas (no degree)

Member in good standing- International Game Developers Association

A very early (1985) pioneer of the wearable computer revolution. Cybernetic artworks have been shown in such prestigious venues as the **Louvre** in Paris, the **Smithsonian** in Washington DC, **the Museum of Modern Art** in Tokyo and the **Museum of Arts and Design** in NYC.

Presented papers at national and international conferences, including "Avatar! Avatar!" in Banff, Canada, "SXSW Interactive" in Austin TX, "National Computer Graphics Conference" in Anaheim CA, "International Symposium on Electronic Art" in Gronigen, Netherlands, "Society of North American Goldsmiths" in Flagstaff AZ