

CAPABILITIES PROFILE

Broadly experienced educator, producer and designer with strong background in teaching and in design, development and delivery of interactive media experiences for education, entertainment and commerce. Organizational and management experience with multi-disciplinary project teams. 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, on-line communities, game design, product design and development.

Knowledge of MS Word, Excel, Visio, MS Project, Photoshop, Dreamweaver, Fireworks, Director, Flash, 3ds Max, UnrealEd, Power Point, Acrobat, HTML, VRML

EXPERIENCE

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

Assistant Program Director – Game Art and Design 2012 – present

- Manage full time and adjunct faculty
- Organize and manage portfolio review process
- Curriculum review and development
- Assist the Program Director as needed
- Serve on Dean's Advisory Committee

Lead Faculty– Game Art and Design 2010 – 2012

- Instructor, as below
- Organize and manage portfolio review process
- Curriculum review and development
- Assist the Program Director in managing faculty and student issues
- Serve on Middle States accreditation committee

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

- Instructor, teaching online classes in various Game Art and Design subjects
- Designer and AP on prototype Second Life learning simulation
- Serve on committees to realign certain school policies
- Serve on AIP Curriculum Committee
- Mentoring and advising students

Adjunct faculty (contract) 2004 – 2005

- Instructor, teaching online classes in various Interactive Media and Game Design subjects
- Mentoring and advising students

AUSTIN COMMUNITY COLLEGE, Austin TX 2004 – present

Adjunct faculty– Video Game Development program

- Instructor, teaching Video Game Production, Game Testing and Intro courses
- Created courses for Production and for Testing
- Mentoring and advising students

SELF-EMPLOYED CONSULTANT 2001 – 2005

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

PROJECT MANAGER, HOLT, RINEHART and WINSTON (contract) 2002

- 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; worked to make sure both sides understood and communicated problems and solutions clearly.

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, generated functional requirements, researched, designed. Helped keep extremely complex project on track.
- 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, pursued research, published and participated in symposia, mentored and advised students.
- Developed and taught new course on Comparative Virtual Reality, which gave students broad insight and understanding, as well as hands-on experience building worlds.

Graduate Student / Teaching Assistant 1996 – 1998

- Assisted curriculum development and teaching of 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), 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. My 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