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EDUCATION

Master of Fine Arts – Animation | 2011 - Savannah College of Art and Design, Savannah, Georgia.
Bachelors of Arts - Major: Studio Arts, Minor: Astronomy | 2002 - University of Virginia, Charlottesville, Virginia.

SKILLS

Applications Adobe Package: Photoshop, After Effects, Premier, Media Encoder, Illustrator.
 Microsoft Office Package: Word, Excel, Power Point.
 3D Software: Maya, ZBrush, Arnold, MentalRay, Substance Painter, Unreal Engine, Nuke.

Programming Knowledgeable in MEL, PYTHON, SLIM, HTML & CSS.

Proficient in PC, Linux and Mac platforms.
Fluent in Spanish.

ACADEMIC EXPERIENCE

Cogswell Polytechnical College | 2016 - Present

Department Director of Digital Arts and Animation

- Responsible for implementation, ongoing management and strategic growth of the program.
- Build close working relationships with educational institutions in local high school and community colleges with the goal of providing support to incoming student and prepare them for college success.
- Teach 2 classes per semester in VR/AR and 3d modeling/texturing. Provided online video tutorials and interactive exercises to supplement education.
- Develop workshops, industry professional visits, studio tours and other events for students.
- Improve the student experience at the program level by assuring that the program exudes a culture of learning and excellence.
- Select, train, develop, manage, and lead faculty and staff team members, and conduct annual evaluations of all program instructors.
- Provide input into planning and implementation of annual budget including personnel, program expenses, and capital needs.
- For the first time, Cogswell’s Digital Art and Animation program was placed in the Animation Career Review in top 20 among schools offering an Animation related BA 2018 and 2019.

ACM SIGGRAPH Conference | 2015 - Present

VR Theater Director, Washington DC 2020

VR Theater Subcommittee Member, Los Angeles 2019

Virtual, Augmented and Mixed Reality Subcommittee Member, Vancouver 2018

VR Village Subcommittee Member, Los Angeles 2017

- Assisted the Conference Chair of SIGGRAPH to producing material and resources for conference.
- Tracked of assets published through production pipeline, following-up with contributors and vendors to assess completion & delivery of final product.
- Supported Chair by tracking contributors, updating calendar with production priorities, delivery targets, completed tasks, keeping Festival committee apprised.

Academic Phoenix Plus | 2014 – Present

Founder

- Founder of online school dedicated to training students on the artistic craft of animated films, games and visual effects.
- Over 150 video tutorials offered in various platforms, including YouTube, Udemy, Gumroad and company website. YouTube has over 19,000 subscribers.
- Responsible for marketing, web development, video updates, social media, and other media components.

University of Santa Clara | 2019

Adjunct Lecturer

- Responsible for instructing undergraduate students in the fundamentals of 3D including modeling, texturing and animation.
- Fashioned original teaching materials to be presented and used by the class.
- Created video tutorials to support and supplement student learning outcomes.
- Held office hours for help sessions.

Art Institute of California | 2009 - 2016

Institutional Program Chair of Media

- Provide academic leadership to the academic community of the Institutional Group and select, train, develop, manage, and lead Assistant Chairs and faculty and staff team members according to the guidelines provided by the Campus Head of Academic Affairs for home and branch campuses.
- Oversee and manage Assistant Chairs on the branch campuses of the Institutional Group, including conducting and monitoring an annual evaluation of assistant chairs and instructors.
- Co-develop with the Assistant Chairs an annual faculty development plan and monitoring progress on meeting the plan for the instructors on all institutional group campuses.
- Foster student achievement, persistence and success.
- Improve the student experience at the program level by assuring that the program exudes a culture of learning and excellence.
- Proactively work with students who are at risk of not performing to their potential.

Dean of Academic Affairs

- Serve as Chief Academic Officer for a campus of 1,200 students, 100+ faculty, and a management team of 10. Provide leadership to all areas of Academic Affairs including oversight of 18 academic programs, the Registrar's Office, Library, and institutional effectiveness.
- Develop and maintain a vision for educational growth of the Institution by developing strategic plans for the academic department.
- Oversee all facets of student retention and satisfaction. Lead the Student Success Committee for overall improvement of persistence.
- Manage all academic programs to provide quality education with overall consistency to meet the needs of the marketplace. Oversee the Curriculum Committee for development and revision as well as implementation of all curricula in the institute.
- Collect, compile and report on quarterly Institutional Effectiveness progress towards accreditation goals for all academic and administrative departments. Lead the Institutional Effectiveness Committee.
- Ensure recruitment and retention of qualified and diverse faculty. Guide the Academic Leaders in hiring and developing faculty and staff members. Continually improve the faculty and staff orientation, training and development activities to promote a culture of learning.
- Fiscal responsibilities include finalizing annual budget for the Academic Department, make necessary changes to ensure the fiscal health and achieve strategic objectives.
- Increase the visibility of the institute in the community by collaborations with the neighboring organizations such as the SMPD, Santa Monica Sister Cities and other community leaders.
- Chair of the WASC Reaffirmation Campus Steering Committee.

Associate Dean of Academic Affairs

- Assist Chief Academic Officer for a campus of 1,200 students, 100+ faculty, and a management team of 10.
- Track and report quarterly persistence and student academic progress. Head retention initiatives such as the Peer Mentor Program, Tutor Program, as well as lead the Institutional Effectiveness Committee.
- Investigate and respond to student appeals, student feedback, and academic integrity violations.
- Collect, compile and report on quarterly Institutional Effectiveness progress towards accreditation goals for all academic and administrative departments.
- Consult in planning and execution of New Faculty Orientations, Graduations, Registration and Retention processes.
- Developed workshops and videos to support student on-line registering.

Media Academic Director

- Provided academic leadership to the students and 25 faculty members of 5 programs, including the Media Arts and Animation, Game Art and Design, Digital Film and Video Production, Digital Photography, and Visual Effects.
- Work closely with Dean of Academic Affairs and team to implement policy and procedure and effectively manage change.
- Oversee diverse departmental scheduling for 500+ student campus, including shared responsibility for student-to-instructor ratio, instructional credits and facility efficiencies.
- Support and reinforce processes which directly impact operation of various departments including Student Affairs, Admissions, Student Finance and Career Services.
- Collect, compile and report on quarterly Institutional Effectiveness progress towards accreditation goals for all Media departments.
- Carry out academic departmental functions including writing and delivering faculty performance appraisals, scheduling, persistence, registration, and facilitating Program Advisory Committee meetings.
- Hire, train and evaluate faculty as needed.
- Track budgetary expenses and communicate with finance prior to approvals related to other departments. Review and approve all faculty payroll adjustment forms.
- Chair the Technology Committee, Visual Effects Task Force, and New Faculty Orientation Task Force.
- Created and implemented 24 Hour Animation and Game Jam, 72 Hour Film Jam, and bi-annual Silicon Valley Film Festival.
- Taught 3 courses per quarter.

Full Time Faculty

- Responsible for instructing undergraduate students on multiple aspects of 3D including Pre-Production, Production, Modeling, Lighting, Texturing, Rigging, 3D Camera Set-Up, Compositing, Rendering, and Animation.
- Contributed to the culture of learning by bringing industry professionals as guest speakers, participated in Open Houses and the Summer Program for prospective students, as well as assisted with PAC meetings and lead the Technology Committee as Co-Chair.
- Created written and video tutorials, as well as MEL/PYTHON tools, for student use. Created YouTube channel for video tutorials.

Savannah College of Art and Design | 2008

Teacher Assistant

- Responsible for assisting Professor instruct the undergraduate course regarding advance lighting and rendering techniques.
- Responsible in creating original teaching materials to be presented and used by the class.
- Held office hours for help sessions and tutorials.

PROFESSIONAL EXPERIENCE

Red Giant Studios | 2009 – 2013

Freelance Texturing and Lighting Artist

- Responsible for lighting master shots and created, troubleshot and improved textures and shaders for animation short, *The Way to Heaven*.
- Created python scripts to automate repairing of geometry and other errors in scenes.
- Rendered digital elements into multi-pass render layers and assembled elements of shot for composite.

Pixellex Studios | 2007 – 2008

Lighting Artist/Animator

- Assisted in finding new animation talent as well as provided training of pipeline.
- Produced 3D Animation of biped robot for feature film, *Eyeborgs*, and created lighting and textures.
- Met with client to discuss concepts, shot objectives and revisions.

Animated Shorts | 2007 - 2008

Visual FX Supervisor

- Scheduled, organized and managed multiple projects from initial creative development through final delivery.
- Provided leadership for over 20 artists, including training on animation pipeline and evaluations of goals met.
- Designed and implemented effective pipeline for 10-week turnaround of animation short *Badger Blue*.
- Oversaw the production and post-production of short films *Flight Lessons* and *Badger Blue*.

Montgomery Hall Cage, Savannah College of Art and Design | 2006 – 2008

Full Time Facilities Manager

- Provided leadership for over 15 employees.
- Designed and successfully implemented trainings and orientations to employees to reduce errors and increase productivity.
- Tracked loss or damaged equipment, coordinated improvement groups to gain a 16% improvement.

Thesis Animation *Choice* | 2006 -- 2011

Director

- Responsible for finding new animation talent as well as provided training of pipeline.
- Organized and oversaw the pre-production, production and post-production of entire animation short.
- Created lighting design for film, and developed Python lighting tool that emulates Global Illumination with conventional lighting.
- Responsible for hair dynamics, nCloth, shatter as well as lighting and final composite.

Mendez Foundation | 2005-2009

Graphic Designer/IT Coordinator

- Assisted in the production of the children's movie *Friends are Happening Show*.
- Developed 2D/3D graphics for posters, web, DVDs, curriculum, brochures, print ads, T-shirts, and other marketing materials.
- Responsible for maintaining organization's computer equipment and website.

WEDU-PBS | 2003-2004

Development Assistant

- Developed motion graphics for television and website.
- Cultivated strong client relationships through continuous contact, follow up and business entertainment activities.
- Provided support for the capital campaign, major gifts and planned giving fund raising activities.

AWARDS

Miles | Animated short by Cogswell College

- Semi-Finalist, Grand Foundation Student Film Festival, 2020
- Official Selection, LA Under the Stars: Film Festival, 2020
- Semi-Finalist, Los Angeles CineFest, 2019
- Official Selection, Miami Independent Film Festival, 2019
- Official Selection, NY YoungFilmmakers, 2019
- Official Selection, Los Angeles International Underground Filmmakers, 2019

Chiaroscuro | Animated short by Cogswell College

- 3rd Place College Division, Grand Foundation Student Film Festival, 2019
- Runner Up, London International Motion Pictures Award, 2019
- Official Selection, Irvine International Film Festival, 2019
- Official Selection, Denver Underground Film Festival, 2018

Brink | Animated short by Cogswell College

- 1st place, Animation Career Review Christmas Holiday Animation Contest, 2018
- Official Selection, Grand Foundation Student Film Festival, 2018

Trouble Brewing | Animated short by Cogswell College

- SIGGRAPH 2017 VR Jam
- Official Selection, Beverly Hills Film Festival, 2017
- Official Selection, Durango Film Festival, 2017
- Official Selection, Florida Film Festival, 2017

The Way to Heaven | Animation short with Red Giant Studios

- Austin Film Festival, Nominated Jury Prize Award, 2009
- Xiamen Int. Film Festival, Official Section, 2009
- Ion International Film Festival, Official Selection, 2009
- Expotoons, Second Place Jury Prize Award, 2009
- Littler Ripper Film Festival Australia, Official Selection, 2009
- Omaha Film Festival, Official Selection, 2009
- Cinequest Film Festival, Official Selection, 2009
- Nashville Film Festival, Official Selection, 2010
- Atlanta Film Festival, Official Selection, 2010
- The Citrus Cel Animation Film Festival, Official Selection, 2010
- Zlin International Film Festival, Official Selection, 2010
- Comic Con, Official Selection, 2010
- Sausalito Film Festival, Official Selection, 2010
- Ottawa Animation Film Festival, 2010

Flight Lessons | Animation short with Neil Helm, Pixar Animator

- SIGGRAPH ASIA 2009 Computer Animation Festival
- Atlanta Film Festival 2009

Eyeborgs | Action Visual Effect Film

- AOF/WAB Award – Best Visual Effect 2009
- Action on Film Award - Best Visual Effect 2009

MEMBERSHIPS

ACM SIGGRAPH, Game Developers Conference (GDC), Comic Con, CTN Animation Expo.