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Work Experience:

1996 – current	Professor of Computer Art, Game Development, and Scientific Illustration, Savannah College of Art & Design, Savannah, Georgia.
2010– 2013	3D Art Lead, Ascent Games, Savannah, Georgia.
1998 – 2006	Production Director and Head of Technical Development – the Virtual Historic Savannah Project, Savannah College of Art & Design, Savannah, Georgia.
2005 August	Consultant, Electronic Arts - Tiburon, Orlando, FL
1999 – 2001	Head of the Game Development Program, Savannah College of Art & Design, Savannah, Georgia.
1999 summer	Consultant, Dreamworks Interactive, Los Angeles, California.
1995 summer	3D Animation Intern, EdEFX, Miami, Florida.
1994 – 1996	Tutor, Savannah College of Art & Design, Savannah, Georgia.
1992 – 1993	Graphic Designer, Custom Labels, Shreveport, Louisiana.
1990 – 1992	Graphic Design Intern, Southwestern Electrical Power Company, Shreveport, Louisiana.
1989 – 1991	Tutor, Social Services of the State of Louisiana, Shreveport, Louisiana.
1988 – 1991	Printer, Louisiana State University Shreveport, Shreveport, Louisiana.
1988 – 1991	Administrative Photographer, Louisiana State University Shreveport, Shreveport, Louisiana.

Education:

1996	Master of Fine Arts in Computer Art, Savannah College of Art & Design
1992	Bachelor of Art in Fine Art, Louisiana State University Shreveport.

Exhibition history:

2018, June 2 – July 18	6x6x2018 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2018, March 5 – 9	Georgia Members of the Guild of Natural Science Illustrators Art Exhibit, The Galloway School, Atlanta, Georgia.
2016, May 30 – July 20	6x6x2016 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2015, June 1 – July 15	6x6x2015 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2014, April 19 – Sept. 25	Guild of Natural Science Illustrators 2014 Annual Membership Exhibition, University of Colorado Museum of Natural History, Boulder, Colorado.
2014, June 2 – July 14	6x6x2014 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2013, June 1 – July 14	6x6x2013 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2012, June 1 – July 30	6x6x2012 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2011, June 4 – July 10	6x6x2011 Exhibition, Rochester Contemporary Art Center, Rochester, New York.

2010, September 9-25	National Cell Phone Photography Exhibition, Southeastern Contemporary Art Gallery, Southeastern Louisiana University, Hammond, Louisiana.
2010, June 5 - July 11	6x6x2010 Exhibition, Rochester Contemporary Art Center, Rochester, New York.
2009, November 5-7	2nd Annual Southeastern Aviation Art Expo, Southern Museum of Flight, Birmingham, Alabama.
2009, May - October	Scientific Illustration Faculty show, Morris Hall, The Savannah College of Art and Design, Savannah, Georgia.

Grants, Publications, Awards and Distinctions:

2018	Developing Creative Content for Games. Focal Press, 2018, (work in progress).
2018	Going Somewhere. co-authored with Micheal Betancourt, Allen Lewonski, Jerry Seltzer. Genres Game System.
2016	ENnie Award nomination: Best Free Game for "TOONZY! the Cartoon Role Playing Game, Genres Game System.
2015	Toonzy! The Cartoon Role-playing Game. co-authored with Micheal Betancourt, Allen Lewonski, Jerry Seltzer. Genres Game System, 2015.
2014	Getting Started in ZBrush: An Introduction to Digital Sculpting and Illustration. Focal Press, 2014.
2010	Interior illustration for "The Zeppelins of WWI", Military Times magazine – Issue 2, London, UK.
2009	Cover art 3-D model; Tommy Towery, "We were Crewdogs V – We Flew the Heavies", Tommy Towery, 2009.
2009	Digital Art SAAE Aviation Art Award, 2nd Annual Southeastern Aviation Art Expo, Southern Museum of Flight, Birmingham, Alabama.
2009	SAAE 3rd Place Award Aviation Art, 2nd Annual Southeastern Aviation Art Expo, Southern Museum of Flight, Birmingham, Alabama.
2002 - 2004	Savannah Chapter of the American Institute of Architects Citation of Excellence to the Virtual Historic Savannah Project.
2002 - 2003	National Endowment for the Humanities, Division of Preservation and Access, Implementation grant for the Virtual Historic Savannah Project.
2000 - 2001	National Endowment for the Humanities, Division of Public Programs, Special Projects Planning grant for the Virtual Historic Savannah Project.
2000 - 2001	Georgia Humanities Council grant for the Virtual Historic Savannah Project.
1998	Softimage 3D - Level 2 Certified Instructor

Conference Papers, Panels, Public Lectures and Workshops:

2016, May 12	Panel. "Now what? Life after undergrad.", SCAD Student Center, Savannah, Georgia.
2014, October 27	SCAD Fashion Department, "3D Technology in Fashion", Savannah, Georgia.
2014, April 3	Game Workshop, "Creativity in Games", New York Military Academy, Cornwall-on-Hudson, New York.
2014, April 3	Storm King School, "Game Development Q & A", Cornwall-on-Hudson, New York.
2012, December 29	American Institute of Architecture Students Forum, "Maya Workshop – Texturing in 3D." Savannah, Georgia.
2012, November 1	SCAD Residence Life, "Kurosawa." Savannah, Georgia.
2012, July 13-14	Guild of Natural Science Illustrators Annual Conference, "Introduction to Creating 3D Models." Savannah, Georgia.
2012, July 11	Guild of Natural Science Illustrators Annual Conference, "Creating Realism in Digital Fiction." Savannah, Georgia.
2003, November 7	National Humanities Councils Annual Meeting, Savannah, Georgia.

2003, August 21	Project Demonstration for Georgia House Speaker Terry Coleman and other State Representatives, Savannah, Georgia.
2003, February 15	Women's Book Club of Savannah: "Tour of the Virtual Historic Savannah Project." Savannah, Georgia.
2002, October 26	American Cultural Resource Association. "Virtual Historic Savannah Project" (plenary address). Savannah, Georgia.
2001, November 18-19	Historic Williamsburg Presentation of the Virtual Historic Savannah Project. Williamsburg, Virginia.
2001, October 20	American Institute of Architects Presentation of the Virtual Historic Savannah. Project, Savannah, Georgia.
2001, April 20	Society of Architectural Historians, Toronto, Ontario, Canada: Towards a Non-Linear Exploration of Architectural History.
2000, November 17	Georgia Association of Art Educators, Atlanta, Georgia: The Virtual Historic Savannah Project.
2000, September 8-9	ACM SIGGRAPH Taipei, Taipei, Taiwan, courses: Working with Softimage XSI, Animating with Softimage XSI, and Creativity in Game Development.
2000, April 6	Historic Savannah Foundation, 2000 Lecture Series (New Architecture Old Neighborhoods): Exploring the Evolution of Savannah's Urban Development.
1999, November 20	North Carolina Association of Art Educators, Wilmington, North Carolina: Using New Technology to Explore the Heritage and Legacy of Savannah (keynote address).
1999, October 14	Wellesley College, Wellesley, Massachusetts: Representations and Misconceptions of History: The Case of Savannah.
1999, September 15	Association for History and Computing, London: "Documenting Urban Form and Transformation in 4D: The Virtual Historic Savannah Project," September 15, 1999.
1999, July 26	Syllabus99 conference, Santa Clara, CA: "Using V.R.M.L. – the 3-D Language of the Internet – as a Learning Tool: The Virtual Historic Savannah Project," July 26, 1999.
1999, March 29	College of Charleston, Charleston, South Carolina: Virtual Savannah: Models of History.
1999, January 8	Savannah College of Art and Design, Architectural History Lecture Series, Savannah: The Virtual Historic Savannah Project.
1998, October 15	52nd National Preservation Conference, Savannah (educational session): "Animating the Past: The Virtual Historic Savannah Project," October 22, 1998.
1998, October 29	Wellesley College, Wellesley, Massachusetts: The Virtual Historic Savannah Project.

Organizations:

Association of Science Fiction & Fantasy Artists
Guild of Natural Science Illustrators
International Game Developers Association

Skills:

Software: 3D Studio Max, Z-Brush, Maya, Softimage, Adobe Photoshop, Corel Painter, and Illustrator.
Programming: JAVA, VRML, HTML, CSS, XML, MEL script, Perl, Linux shell scripting, JavaScript, MySQL, C/C++, and Apache.

Classes Developed and/or Taught:

CMPA 100 Survey Comp Art Applications

Students are introduced to the principles and techniques of digital design using a broad range of tool sets from various computer applications. The basic components of digital design tools-- vector, raster, modeling, and animation-- are employed as exercises in computer art. Prerequisites: DSGN 100, DSGN 101

CMPA 110 Advanced Survey of Computer Art Applications
This course is for students already well versed in the use of art and design computer applications. The course covers basic components of digital design tools including vector, raster, modeling language and animation, culminating in the completion of a final project. Following an overview of HTML and Web page design, students create their own home pages. Prerequisites: DSGN 100, DSGN 101.

CMPA 204 Electronic Painting
This course reiterates the importance of traditional drawing and color using the unique processes available through a digital medium. Processes covered in the production of high resolution digital imagery for print and publication include digitizing using scanners and video, digital painting techniques, and basic video and print color theory and application. This class provides the basis for digital storyboarding, texture-mapping and composing. Prerequisites: CMPA 100 or CMPA 110.

CMPA 302 3-D Character Animation I
Continuing with high-end, 3-D animation packages, students study character animation, developing an aesthetic of motion. An emphasis on motion includes the theory and application of inverse kinematics, function/ motion curves and constraints. Advanced techniques and methods of creating believable 3-D character design and movement are achieved through the study of motion in living creatures. Issues of storytelling, dialogue and style are addressed while students produce work for output to tape or other media. Prerequisite: CMPA 235.

CMPA 340L ST: Game Development I
Students apply C programming skills to developing inter- active content for video game consoles, such as the Sony PlayStation. Issues addressed include content creation within a limited resource environment, game theory, and the subjective aspects of games that can be controlled only through programming. Prerequisite: CMPA 300.

CMPA 340Z ST: Modeling for Gaming (designed class)
This course is an introduction to techniques used to create 3-D content for real time performance oriented environments and characters. 3-D environments that incorporate 3-D models and animation data produced with other software will be produced. Prerequisite: CMPA 302.

CMPA 348 Modeling for Game Design (designed class)
This course introduces students to techniques used to create 3-D content for real time performance oriented environments and characters. Students produce 3-D environments and incorporate 3-D models and animation data produced with other software. Prerequisite: CMPA 302.

CMPA 402 Advanced Surface Modeling & Animation
Students construct 3-D computer models and characters for illustration and animation issues of 3-D and 2-D design are addressed while topics covered include the theories of 3-D space, surface modeling, rendering, lighting, and procedures for texture mapping. Prerequisite: CMPA 325.

CMPA 407 Game Development II
Students produce 3-D environments on video game consoles, such as the Sony PlayStation. Issues include incorporating 3-D models and animation data produced with other software into interactive programs. Prerequisite: CMPA 340L.

CMPA 408 Post-Production for Comp Art
This course prepares students for interview and employment. Students investigate placement opportunities and the requirements of the position of interest. The development of a portfolio and demo reel is enhanced

through the continued study of motion graphics, composing and sound with evaluation of their achievement. Prerequisites: CMPA 422 or CMPA 340F or CMPA 404 or CMPA 406.

CMPA 412 3-D Animation Project I
After completing preparatory assignments, students create a cohesive animation work using their acquired skills to express their artistic vision. Prerequisite: CMPA 302.

CMPA 412 Final Three-Dimensional Animation Project
After preparation assignments, students create a body of work expressing their artistic vision with their acquired skills. Prerequisites: CMPA 302, CMPA 402, CMPA 406.

CMPA 425 Final 2-D Anim Project
This course continues with the principles of animation, staging and concept design. Students experiment with developing advanced compositing techniques as well as fine-tuning the motion and concepts of their animations. Students create an artistic body of work expressing their artistic vision with their acquired skills. Prerequisite: CMPA 421 or CMPA 314 or CMPA 419.
(must have been cross-listed with a CMPA 412 on quarter!)

CMPA 430 Proprietary Programming Language (Perl, designed class)
With goals of increased artistic expression and improved software functionality, this course helps students develop programming and technical skills that extend their understanding of digital 3-D principles and methods. Prerequisites: CMPA 235, CMPA 301.

CMPA 490 Postproduction for Comp Art
This course prepares students for interviews and employment. Students investigate placement opportunities and the requirements of the position of interest. Development of a portfolio and demo reel is enhanced through the continued study of motion graphics, compositing and sound with evaluation of achievements. Prerequisite: CMPA 404 or CMPA 412 or CMPA 425 or CMPA 445.

CMPA 500 Independent Study in Computer Art

CMPA 704 3-D Modeling & Design (Graduate)
This course deals with the issues of modeling surfaces appropriate for further use in animation. In particular, students develop an understanding of modeling organic forms especially those that incorporate an underlying skeletal structure.

CMPA 722 3-D Computer Concepts I (Graduate)
Silicon Graphics workstations with an advanced 3-D modeling and animation package are used in this course. Students are introduced to the UNIX operating system and produce 3-D objects and scenes for illustration and animation. Prerequisite: CMPA 704.

CMPA 728 Final Project: 3-D Animation (Graduate)
Through group participation students collaboratively create a short animated story. From pre-production to post- production students employ methods of contemporary production management.

CMPA 729 Postproduction (Graduate)
Through the integration of synthetic imagery, live action and sound design concepts, this course emphasizes visual effects solutions and aesthetics through individual and collaborative projects. Broadcast graphics, film titles, promos, visual effects and television commercials are sources for critical review and discussion. Students complete a CD-ROM, a portfolio and resume in preparation for professional employment. Prerequisite: CMPA 717.

CMPA 790 Thesis Project (Graduate)
Students develop an innovative and theoretically informed body of work that is exhibited in a manner and in a context that appropriately supports its creative intent. A written paper addressing the theoretical premise of their work is also produced.

ILLU 346 Digital Sculpting for Scientific Illustration (designed class)
This course is an exploration of the use of digital sculpting in scientific illustration. Topics covered include creating digital sculptures, synthesizing various digital sculptures and illustrative materials into a coherent whole, and professional practices regarding the use of digital sculptures in the scientific illustration industry. Students will create innovative and original artwork for inclusion in a professional portfolio. Prerequisite: ILLU 250.

INTN 450 Undergraduate Internship

ITGM 121 Introduction to Game Development
Through hands-on experience, students are introduced to critical aspects of the game industry from non-digital games to indie games to the latest video games. Roles and responsibilities within the game development team are discussed and practiced through in-class exercises, and genres are critically introduced, discussed and explored. Key individuals, companies and associations are also explored, and controversies are examined. The course culminates in a group project. Prerequisite(s): CMPA 110, DRAW 101.

ITGM 130 Digital Design Aesthetics
This course provides the foundation for visualizing and understanding the essential vocabularies, principles and concepts of design, color and visual literacy as applied to interactive digital work. Prerequisite(s): CMPA 110.

ITGM 208 Modeling for Game Development (designed class)
This course explores the creation of 3-D models specifically designed for integration into a game engine. Students develop an understanding of 3-D studio and the principles of modeling. The focus is on creating characters and other forms to be integrated into a game and included on demo reels. Aesthetics, construction, communication, sculptural skills and quality of work are stressed. Prerequisite: ITGM 120.

ITGM 240 Modeling, Materials and Lighting
Modeling techniques and aesthetic skills required to create, texture and light 3-D objects are explored. Through the use of industry standard 3-D software, students will learn methods and procedures to create 3-D models efficiently and accurately. They will also learn to create textures, shaders and materials for 3-D geometry. Students will create visualizations in 3-D through real-world observations. Prerequisite(s): ITGM 130.

ITGM 250 Fundamentals of Game Design
This course introduces students to game design through analysis, application and discussion of the game space, game mechanics, the game player, and the design decisions that create the game state. Through in-class game play and game design exercises, students will explore the design process through the concepts of player agency and immersion, while structures of goals?both short-term and long-term? force consideration of challenge, conflict and reward. Ultimately, students assess the needs of a target audience and create a game space and a game expressly designed for that audience while providing critical feedback to their peers on their own designs. Prerequisite(s): ITGM 130.

ITGM 258 Modeling for Game Development (designed class)
Students develop an understanding of 3-D, the principles of modeling, and video game aesthetics while exploring the creation of 3-D models specifically designed for integration into a game engine. Aesthetics, construction, communication, sculptural skills and quality of work are stressed. Prerequisite: ITGM 240.

ITGM 315 C++ Programming I
In this course, students learn programming techniques and skills using C++. Students learn basic understanding of computer science concepts, awareness of different types of computer languages, use of a program-development environment, understanding of control structures, data structures, program logic, problem solving and object-oriented programming methodologies. Prerequisite: ANIM 250 or ITGM 240 or VSFX 210.

ITGM 320 Procedural Effects for Games
This course focuses on MEL (Maya Embedded Language) scripting skills and techniques that are applied to 3-D models and environments. Scripting commands, data types, variables and arrays will be covered as practiced in the game design industry. Using industry standard methodologies, students will use professional techniques and practices to explore, discuss and critique. Prerequisite(s): ANIM 250 or ITGM 240 or VSFX 210.

ITGM 333 Sculptural Texturing for Games (designed class)
This course focuses on the creation of complex organic models, 2-D and 3-D textures for use in video game development. Traditional 2-D photo editing, painting software and 3-D painting and sculpting applications are combined to provide maximum emphasis on art, mood, and extreme detail. Additional techniques relating to the use of complex systems within available hardware constraints also are discussed. In this course students explore, discuss and participate in critiques related to professional methodologies, techniques and practices. Results-oriented techniques are emphasized. Prerequisite: ITGM 208 or ITGM 240 or ANIM 250 or VSFX 210.

ITGM 342 Narrative Content Design for Games
Beginning with an overview of the types of narrative found in games, from linear stories to "MMO instances," students in this course move from their initial story vision to a fully realized and interactive story for a video game. From the first class, students explore narrative structures, player expectation and response, and work with other students to incorporate feedback into their design to better prepare them to become content designers in the video game industry. Prerequisite(s): ITGM 120.

ITGM 405 Interactive Design and Game Development Studio I
Students apply their skills to creating a workable interactive project or video game in a simulated professional environment. Topics include content creation within a limited-resource environment. The course emphasizes production-oriented goals in order to provide students with a professional skill set and a body of fine art. Prerequisite: ITGM 402 or ITGM 403.

ITGM 465 Interactive Design and Game Development Studio II
Students work in a collaborative, simulated professional environment to address issues including content creation in a group dynamic, strategic planning, goal-oriented planning, and game theory and design. This course provides students with a significant amount of professional-quality material for portfolio inclusion. Prerequisite(s): ITGM 405.

ITGM 485 Undergraduate Independent Study

ITGM 490 Interactive Design and Game Development Portfolio
This course focuses on integrating imagery, Web sites, video and various elements into an interactive portfolio. Concepts, cross-platform developments and issues concerning aesthetics, interface design and use of media are addressed. Students collect relevant material and produce a CD/DVD/Web-based portfolio, packaging for portfolio, resume, cover letter, business card, flatbook portfolio and optional VHS-based material. Prerequisite: ITGM 465.

ITGM 505 Game Art Methods
Students will explore a variety of tools and methods used by artists in the game industry focusing on process and critique. Through an emphasis on presentation and language, students will further refine their core skills needed to be a successful digital game artist.

ITGM 706 Nonlinear Storytelling (Graduate, Online, designed class)
In this course, students gain a solid understanding of traditional and experimental narrative theory, characterization, plot, back story and world creation-elements that are crucial for writers and designers of interactive works. Issues involving screenwriting, emergent complexity, simulation versus emulation, competitive and cooperative situations are investigated, analyzed and critiqued.

ITGM 706 Game Design Documentation
In this course, students gain a solid understanding of game design documentation processes that are crucial for writers and designers of interactive works. Issues involving the game design sequence, fundamental game design techniques, taxonomy of documentation terms and communication through documentation to other departments are investigated, analyzed and critiqued. Students also explore a wide variety of game industry documentation types and needs.

ITGM 710 Character Development
This course examines how to develop characters by working in stages from 2-D character model sheets to the 3-D finished project. Subjects covered include plot and character development, information research and originality, the history of character development and developmental drawings of characters, settings and other materials. Other relevant issues such as artistic license and responsibility are covered in class discussions.

ITGM 733 Digital Sculpting for Video Games (Graduate, designed class)
This course explores the creation of complex models and textures for use in video game development. Students are introduced to current theory, functional aesthetics, and advanced techniques relevant to digital sculpture. Prerequisite: ITGM 705.

ITGM 749 Interactive Design and Game Development Portfolio
Students focus on the integration of imagery, Web sites, video and various other elements into an interactive portfolio. Concepts, cross-platform developments and issues concerning aesthetics, interface design and use of media are addressed. Students collect relevant material and produce a CD/DVD/Web-based portfolio, packaging for portfolio, résumé, cover letter, business cards, flat book portfolio and optional VHS-based material. M.A. students enroll in this course during their final quarter of studies in the interactive design and game development program. Prerequisite(s): ITGM 723.

INTN 750 Graduate Field Internship (Graduate)

ITGM 755 Interactive Design and Game Development Studio I
In this required seminar/studio course, students develop and define a personal vision in their area of interest. As preparation for thesis work, this course is flexible and self-directed, with a strong emphasis on critique. Prerequisite(s): ITGM 705.

ITGM 762 Digital Painting for Video Games (graduate, designed class)
This course covers digital painting methods and techniques for character concept art and environment art in the video games industry. Topics covered include 3-D texturing, compositing, lighting and image effects; and projects include illustrations for video game packaging, and artwork for video game promotional materials with a strong emphasis on critique and professional practices. Prerequisite: ITGM 705.

ITGM 779T Graduate Teaching Internship
Students in this course undertake a teaching assignment under the supervision of a faculty member. Prerequisite(s): 15 graduate credit hours, good academic standing.

ITGM 785 OL Graduate Independent Study Online

ITGM 790 Interactive Design and Game Development M.F.A. Thesis

VSFX 160 Introduction to Visual Effects Programming (designed class)
In this programming course, students are introduced to workstation text editing, LINUX/UNIX file management, the LINUX/UNIX environment, LINUX/UNIX shell scripting and basic object-oriented programming. Prerequisite: CMPA 110.

References available upon request.