BRIAN SALISBURY

CURRICULUM VITAE

CONTACT INFORMATION

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EDUCATION

Master Of Fine Arts | Studio Art & The Computer
The University of Central Florida, Orlando, Fl - May 2009
- Design, Digital painting, 3D Digital Sculpting, 3D Modeling, Texturing
- Animation, rigging, MEL scripting, lighting, and experimental rendering

Bachelor Of Science | Interactive Computer Graphics - Industrial Technology
Arizona State University, Tempe, Az - May 1992
- 3D modeling, Drawing, Design, Art, Animation, 3D Rendering, Video Production
- Programming, Computer Aided Design

ACADEMIC POSITIONS

Professor, Lecturer
Division of Games, (Formerly EAE) University of Utah, Salt Lake City, UT
2015 – Present

- Adobe Education Leader, Adobe Corporation
- EAE Motion Capture Facility Director
- EAE Curriculum Committee Chair 2023
- University Career-Line Faculty Reappointment Committee, University of Utah
- University Interdisciplinary Teaching Program Committee, University of Utah
- Co-Chair, The Art Exhibit at ICIDS 2019
- Committee Chair, EAE Career Line Faculty Search 2022
- EAE Executive search committee member
- Committee Chair, AFAAC EAE Faculty Member Retention 2019
- Committee Member Engineering faculty search 2018, 2019, 2020,2021
- Committee Chair, EAE Graduate Recruiting 2015-2021
- Committee Member, EAE Art and Technical Art Admissions

Art Track Director | Graduate Program
Florida Interactive Entertainment Academy, University of Central Florida, Orlando, FL
2005 – 2015
- Art and Tech Art Curriculum Chair
- Art and Technical Art Recruiting and Admissions Chair
- FIEA curriculum committee member
- Motion Capture Facility Supervisor, engineer, maintenance, industry partners coordination, community outreach and demonstrations
- Technical Art faculty search committee chair
- Art faculty search committee chair
- FIEA Executive search committee member
- Art Track Figure Drawing class and models coordinator
- Technical Art Adjunct coordinator
- Undergraduate Art Department Instructor - Advanced Animation
- Undergraduate Digital Media Department Instructor - 3D Modeling
- Undergraduate Digital Media curriculum committee

Online Adjunct Instructor
Southern Arkansas University, Magnolia, Arkansas
Spring 2007
- 3D Character Modeling class instructor
- Course development

INDUSTRY EXPERIENCE

Microsoft Game Studios - Salt Lake City, UT
Art Lead | Character Lead | Character Artist
2001 - 2005
- Internal Art Lead for Topspin Tennis (XBOX), externally developed in Paris, France
- Character Lead and supervisor within the production of character models, textures, character rigging, and animation
- Directed motion capture shoots and planned game animation shot lists
- Constructed motion capture animation pipelines and automation with Maya MEL scripts
- Worked with Programmers to develop graphics pipelines and procedures
- Created principal character models and processes for each game project assigned
- Outreach and recruitment - Presented at various Utah Universities and High School art and animation related programs.
- Character Production workshop - Art Department
- Mentor - Junior to senior artists

Kodiak Interactive, Salt Lake City, Utah
Character Art Lead
1998 - 2001
- Supervised production of 3d character models and textures for Disney, Electronic Arts, and Kodiak Interactive video game projects

- Created principal character models and processes for each game project assigned
- Mentored character artists and art directed finished models and textures
- Established and managed graphics procedures and processes for game environments and characters
- Developed character rigs, worked in key frame animation, motion capture direction and editing and research, developed 3D assets and animation pipelines.
- Character Production workshop - EA Vancouver Art Department

Viewpoint Datalabs, Orem, UT
Senior Digital Sculptor
1993 - 1998

- Directed motion capture shoots, edited motion capture data for Viewpoint catalogues
- Collaborated with international clients, constructed 3d models for feature film, broadcast, engineering, and games from drawings, photos, digital data, and sculptures
- Worked on site at PDI/DreamWorks, Palo Alto, California, during the production of feature film "Antz"
- Supervised teams of modelers for various modeling projects, including environments, vehicles, creatures, and characters
- Served as a 3D Modeling Trainer for new employees.
- Produced 3d renderings and animations for Viewpoint marketing materials

SELECTED CREATIVE WORKS

FEATURE FILM AND BROADCAST TITLES

Antz, **1998**
- Several main character 3D models
- Environment 3D models
- Costumes and props 3D models

Godzilla, 1998
- High Resolution Godzilla Creature NURBS Surfaces Model Head + Body Contributions
- Medium Resolution Godzilla Entire Polygonal 3D Model

Face-Off, **1997**
- Nicholas Cage likeness 3D model

Space Jam, **1996**
- Michael Jordan likeness 3D model

Highlander 3, **1994**
- Christopher Lambert likeness 3D model

Superbowl Bud Bowl, **1994**
- Bud Bowl Blimp 3D model for Superbowl broadcast

Scientific American Frontiers, Television Episode
- Featured 3D character likeness of host, Alan Alda

WCW Mayhem, 1998 Television Commercial
- Featured Wrestler 3D character likenesses, textures and rigging

PUBLISHED TRIPLE AAA VIDEO GAMES

Microsoft Game Studios | Amped 3 (XBOX360)
- Main character 3D models, morph targets and textures
- Character costume 3D models and textures
- Motion Capture data and editing

Microsoft Game Studios | Links 2004 (XBOX)
- Character Lead and Supervisor
- Main character 3D models and textures
- Motion Capture and Animation pipeline, rigging and automation scripts

Microsoft Game Studios | Top Spin (XBOX)
- Art Director and Liaison to Power and Magic Studio, Paris, France

Disney Interactive | Monsters, Inc. (PS2)
- Character Lead and Supervisor
- Main character 3D models and textures
- 3D digital hair research and implementation for the "Sully Character" which helped to secure the project with Disney.

Electronic Arts | WCW Backstage Assault (Playstation, Nintendo 64)
- Character Lead and Supervisor
- Main character 3D models and textures
- Environment 3D models and textures

Electronic Arts | WCW Mayhem (Playstation, Nintendo 64)
- Character Lead and Supervisor
- Principal character 3D models and textures, environment 3D models and textures
- Motion Capture, animation pipeline, rigging and automation scripts

UNIVERSITY OF CENTRAL FLORIDA CREATIVE WORKS

- Created UCF Knights Orange Bowl Stadium Football Touch-Down Animations
- Created Cover Art and additional artwork for the UCF Pegasus Alumni Magazine

RESEARCH ACTIVITY

GRANTS

UAS Drone Simulation for Utah Department of Transportation Aeronautics
- Funding Agency: Utah Department of Transportation
- Principal Investigator: Brian Salisbury
- Working in collaboration with the GApp Lab
- **$71,936.00** January 2019
- **$55,305.00** August 2019

EAE Motion Capture Lab
- Funding Agency: College of Engineering Base Engineering Equipment Fund (BEEF)
- Principal Investigator: Brian Salisbury
- **$21,000.00** August 2017

PUBLICATIONS
Affordable Care Act(ion)

A game worked on by EAE Faculty for the Global Game Jam 2020. We worked global community during the process. Release Date: 01/01/2020. Inventors: Dr Ashley Brown, Gabriel Olson, Chris Shen, Ryan Bown, Brian Salisbury, Dr Rogelio E. Cardona-Rivera. Distribution List: https://globalgamejam.org/2020/games/affordable-care-action-2

The Art Exhibit at ICIDS 2019 Art Book
- Bown R., Salisbury B., (12/15/2020)
- Co-Chair, Co-Curator, Co-Design and Layout ETC Press, Pittsburgh, PA

The Art Exhibit at ICIDS 2019: The Expression of Emotion in Humans and Technology
- Juried Art Exhibit (Catalog) Bown R., Salisbury B., (11/20/19)
- Co-Writer, Call for Entries and Curated Theme

SHOWRUNNER: A Tool for Storyline Execution in 3D Game Environments
- Juried Poster
- Rushit Sanghrajka, R. Michael Young, Brian Salisbury, and Eric Lang
- International Conference for Interactive Digital Storytelling (ICIDS) 2019 Snowbird, UT

"A Knowledge Representation for Anticipatory Thinking Applied to the Manual and Automatic Encoding of Plot. Technical Report 2018-001". – Unity 3D scene and animations to accompany AI-driven story research with the Liquid Narrative Group.

"They Called it La Florida", Florida House on Capitol Hill**,** Washington, DC
- Interactive iPad application in support of the 500th anniversary of the state of Florida to accompany the painting by Jackson Walker depicting the discovery of Florida
- Created visuals and design for the application
- Exhibited at Orange County Regional History Center and The Florida House in Washington DC
- Apple App Store - 2013

SERVICE

INTERNATIONAL SERVICE

Adobe Education Leader, Adobe Corporation Summer 2020 - Present

Adobe Education Leaders are dedicated to enhancing creativity and collaboration and improving the teaching and learning experience. They share their expertise through workshops and conferences and help develop standards-based curriculums that are used worldwide.

Board of Advisors, Virtual Round Ballers, Basketball Simulation 2022 - Present
Co-Chair, Art Exhibition, International Conference for Interactive Digital Storytelling (ICIDS) 2019 Conference, 2019
Judge, Art Exhibition, International Conference for Interactive Digital Storytelling (ICIDS) 2021 Conference, 2021
Judge, Art Exhibition, International Conference for Interactive Digital Storytelling (ICIDS) 2022 Conference, 2022

UNIVERSITY OF UTAH SERVICE

Committee Member, Innovations in Creativity Working Group, University of Utah
2022 – Present
Committee Member, University Interdisciplinary Teaching Program Committee, University of Utah 2020 -2023
Committee Member, University Career-Line Faculty Reappointment Committee, University of Utah 2020 - 2023
Bench to Bedside Judge, Salt Lake City Utah, 2016, 2020

DEPARTMENTAL SERVICE

EAE Motion Capture Studio Director, 2017 – Present
- Supervise and maintain the EAE motion capture equipment and software, mocap Teaching Assistants, provide demonstrations, run mocap shoots, and process data for EAE undergraduate and graduate student projects and classes
- An average of 30+ motion capture shoots per year, serving well over a hundred student groups and hundreds of students from Capstone, Graduate, Animation, Machinima, and Personal Projects in the pre-pandemic years, and reopening in 2021
- Produced promotional video for the EAE website -2019

Division of Games Curriculum Committee Chair, 2023 – Present
Committee Chair, EAE Career Line Faculty Hiring EAE, 2024
Committee Chair, EAE Career Line Faculty Hiring EAE, 2023
Committee Chair, EAE AFAAC RPT, Gabe Olson 2019
Committee Member, AFAAC EAE Faculty RPT 2016 - Present

Committee Member, Art & Technical Art Admissions 2016 - Present
Hiring Committee Member, Technical Faculty Search, 2018, 2019, 2020,2021
Hiring Committee Member, Executive Search, 2016
Hiring Committee Member, Faculty Search, 2016
Recruiting Committee Chair, EAE, 2016 – 2021
- Established relationships with other Universities for recruitment to the EAE MGS program with positive results.

Syllabi Review Committee Member, 2019
Global Game Jam faculty participant, 2017, 2019
- Participated as a faculty member for the benefit of EAE students

Adjunct Classes Coordinator, 2015 - Present
- Motion Capture, Motion Capture and Scanning, Technical Art I, Technical Art IV, Digital Content Creation, Game Arts, Character Production II

COMMUNITY SERVICE

Twitch.TV Affiliate, twitch.tv/ForArtSteak, 2022 - Present
- Stream Student Game Projects, EAE Class Subject Matter, Community Outreach

YouTube, youtube.com/briansalisburyart, 2020 - Present
- EAE Class Subject Matter, Community Outreach

Spectrum Academy Advisory Board Member, Bountiful Utah, 2019
Boy Scouts Video Game Merit Badge Advisor, Bountiful Utah, 2016
Boy Scouts of America Chartered Organization Chair, Troop 85, Central Florida Council, 2014
Make-A-Wish-Foundation Video Game Production, ~2012
- Participated in creating a video game, tailor-made for an 11-year-old child. Modeled his likeness in 3D for the game. University of Central Florida, 2014

Orlando Science Center
- Participated in the event for several years with workshops for children and teenagers between 2010 and 2014

PRESENTATIONS AND WORKSHOPS

SELECTED PRESENTATIONS AND WORKSHOPS

The 2nd Jakarta International on Multidisciplinary Studies towards Creative Industries – Jakarta, Indonesia, (Global) - 10/4/2023
- Invited Speaker

IGA Studios, Shanghai, China, (Global) - 7/2023
- Character Production Workshop

Salt Lake Animation Expo, Draper, UT (Global) - 5/20/2022
- Animation Educators Panel

Salt Lake Animation - Sandy, UT, 7/26/2022
- Invited Speaker

Adobe Tech Tuesday Workshop, Online (Global) - 8/16/2022
- Game Characters - Adobe Substance 3D Modeler Beta

Adobe Wednesday Creative Workshop, Online (Global) - 6/1/2022
- Game Characters - Adobe Substance Painter (Part 1)

Adobe Wednesday Creative Workshop, Online (Global) - 6/8/2022
- Game Characters - Adobe Substance Painter (Part 2)

Adobe Max Adobe Education Summit, Online (Global) - 7/27/2021
- 3D Visualization

Adobe Education Leader Creativity Workshop, Online (Global) - 5/12/2021
- 3D Sculpting in Virtual Reality - Adobe Medium

Adobe Education Leader Creativity Workshop, Online (Global) - 5/19/2021
- 3D Texturing - Adobe Substance Painter

Wasatch Aerospace & Systems Engineering Conference, Online 4/15/2021
- Teaching Video Game art

Adobe Education Summit, Online (Global) - 7/29/2020
- Character Animation Roundtable Moderator

Utah State University, Logan, Utah 2/7/2020
Utah Conference on Undergraduate Research
- Graduate School Fair

Dixie State University, St. George, Utah 1/29/2020
- Character Design Workshop/EAE Recruiting

Brigham Young University, Center for Animation, Provo, Utah – 11/6/19
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

La Universidad Peruana de Ciencias Aplicadas, Lima, Peru
VI Congreso Internacional De Sistemas Y Computación 2019
- Animation in games 10/23/19
- Technical Art in games 10/24/19
- Design and technical production of game characters 10/25/19

University of Utah, Design Class – 10/3/19
- Realtime Game Engines
- Art & Tech Art in Games/EAE Recruiting
- Design in Games

Dixie State University, St. George, Utah 1/23/19
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

University of Utah, Figure Structure Class 11/27/18
- Figure Sculpting and Character Creation
- PBR Materials
- EAE/Recruiting

Utah State University, Logan, Utah 10/23/18
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Brigham Young University, Center for Animation, Provo, Utah – 10/16/18
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Southern Arkansas University, Google Hangout Recruiting Spring 2017
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Brigham Young University, Center for Animation, Provo, Utah – 11/14/17
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Dixie State University, St. George, Utah 12/1/16Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Brigham Young University, Graphic Design 11/7/16
- Art & Tech Art in Games/EAE Recruiting
- Graphic Design in Games

La Universidad Peruana de Ciencias Aplicadas, Lima, Peru
IV CONGRESO INTERNACIONAL DE SISTEMAS Y COMPUTACIÓN 2016
- Technical Art 9/7/16
- Art & Animation 9/6/16
- Game Design – Best Practices 9/5/16

University of Utah, Design Class – 2/8/16
- Graphic Design in Games
- Art & Tech Art in Games/EAE Recruiting

Brigham Young University, Center for Animation, Provo, Utah – 1/28/16
- Art & Tech Art in Games/EAE Recruiting
- Artist Portfolios

Utah Valley University, 1/29/16
- Preliminary meeting for potential recruiting visits

AWARDS

The Bob Kessler Excellence in Teaching Award, University of Utah, 2023
- Award named after Bob Kessler, Late founder of Entertainment Arts & Engineering

Teaching Award, University of Utah, 2023
- Rated Top 15% of all instructors in the College of Engineering for Digital Figure Sculpting class, Spring 2023

Teaching Award, University of Utah, 2022
- Rated Top 15% of all instructors in the College of Engineering for Digital Figure Sculpting class, Fall 2022

Emerging Leaders and Innovative Projects in Government IT, Utah Digital Government Summit, Salt Lake City, Utah June 6, 2022
- Drone Commander, University of Utah (PI), Utah Department of Transportation

Teaching Award, University of Utah, 2020
- Rated Top 15% of all instructors in the College of Engineering for Digital Figure Sculpting class, Fall 2019

Microsoft Game Studios Art Department, Salt Lake City**,** Utah, 2004
- "Tube Sock Award" Outstanding Employee Performance

Princeton Review, Top Undergraduate and Graduate Game Design Programs – The University of Utah

- #5 Entertainment Arts & Engineering Master Game Studio University of Utah – 2022
- #7 Entertainment Arts & Engineering, University of Utah – 2022
- #6 Entertainment Arts & Engineering Master Game Studio University of Utah – 2021
- #8 Entertainment Arts & Engineering, University of Utah - 2021
- #5 Entertainment Arts & Engineering Master Game Studio University of Utah – 2020
- #6 Entertainment Arts & Engineering, University of Utah - 2020
- #4 Entertainment Arts & Engineering Master Game Studio University of Utah - 2019
- #10 Entertainment Arts & Engineering, University of Utah - 2019
- #5 Entertainment Arts & Engineering Master Game Studio University of Utah – 2018
- #6 Entertainment Arts & Engineering, University of Utah - 2018
- #3 Entertainment Arts & Engineering Master Game Studio University of Utah - 2017
- #3 Entertainment Arts & Engineering, University of Utah - 2017
- #3 Entertainment Arts & Engineering Master Game Studio University of Utah - 2016
- #1 Entertainment Arts & Engineering, University of Utah - 2016
- #1 Entertainment Arts & Engineering Master Game Studio University of Utah - 2015
- #2 Entertainment Arts & Engineering, University of Utah – 2015

Princeton Review, Top Graduate Game Design Programs – The University of Central Florida

- #2 Florida Interactive Entertainment Academy, University of Central Florida - 2015
- #2 Florida Interactive Entertainment Academy, University of Central Florida - 2014
- #3 Florida Interactive Entertainment Academy, University of Central Florida - 2013
- #4 Florida Interactive Entertainment Academy, University of Central Florida - 2012
- #2 Florida Interactive Entertainment Academy, University of Central Florida - 2011

CURRICULUM DEVELOPMENT

EAE 1050 Digital Content Creation
- Developed the original syllabus and content for the class to include a broad spectrum of art and design principles, concepts and thorough introductions to industry standard software packages. I taught the class for several semesters

EAE 3010 Asset Pipeline (Summer 2020)
- This section of Asset Pipeline was developed for a compact summer section, requiring a broad range of concepts and material to be delivered through a set of cohesive lectures and assignments in a limited time format.
- This was an additional high demand class to help EAE students to fulfill this prerequisite class during the pandemic.

EAE 3200 Animation for Games
- Developed a much-needed animation course that focused not only on animation principles, but also the technical components of character rigging and the constraints of motion capture and game engines
- Students learn the technical process of implementing animations into game engines by developing the animation state machine logic

EAE 4200 Advanced Game Animation
- Developed initially as an agile course that could be geared toward the individual student needs and abilities
- With a rise in student admissions and interest, I continually develop the course into structured advanced animation exercises and topics
- Students learn the concepts and skills to create a portfolio piece

EAE 3205 Rigging for Games
- Carefully developed with a systematic foundation of core technical concepts with some practical Mel and Python scripting that will yield successful results in a complex discipline that enables the ability for character animation and beyond

EAE 3640 | EAE 3645 | EAE 6640 Digital Figure Sculpting
- I have continuously enhanced this course over the past several years to solidify the study of anatomy, a much-needed subject in our department for realistic characters
- successfully taught simultaneously up to 3 sections, including a graduates

EAE 3605 3D Character Production
- Added topics to class including mesh retopology, UV application, Physically Based Rendering textures and materials techniques
- Students learn the concepts and skills to create a portfolio piece

EAE 6665 | EAE 4900 Character Design
- Developed using classic design techniques to iterate on characters and their attributes for eventual portfolio pieces
- For 2021 and 2022, the course was successfully modified to incorporate a limited pool of undergraduate students

EAE 6900 Technical Art IV
- Developed specifically for the graduating cohort of 2019 that was lacking in Python Scripting within content creation packages
- For 2020, the course will evolve into a portfolio development class

CLASSES TAUGHT

THE UNIVERSITY OF UTAH

Spring 2023
- EAE 4200/6200 Advanced Game Animation
- EAE 3640/3645/6640 Digital Figure Sculpting
- EAE 3605 3D Character Production
- EAE 3205 Rigging for Games

FALL 2022
- EAE 3200 Animation for Games
- EAE 3640 Digital Figure Sculpting
- EAE 4900/6665 Character Design
- EAE 6100 Rapid Prototyping

SPRING 2022
- EAE 3400/EAE 6250 Advanced Game Animation
- EAE 3605 3D Character Production
- EAE 3205 Rigging for Games
- EAE 3640/3645/6640 Digital Figure Sculpting

FALL 2021
- EAE 3200 Animation for Games
- EAE 3640 Digital Figure Sculpting
- EAE 6665 Character Design
- EAE 6120 Game Projects II

SPRING 2021
- EAE 3400 Advanced Game Animation
- EAE 3605 3D Character Production
- EAE 4900 Digital Rigging for Games
- EAE 3640/3645/6640 Digital Figure Sculpting

FALL 2020
- EAE 3200 Animation for Games
- EAE 3640 Digital Figure Sculpting
- EAE 6665 Character Design
- EAE 6120 Game Projects II

SPRING 2021
- EAE 3400 Advanced Game Animation
- EAE 3605 3D Character Production
- EAE 4900 Digital Rigging for Games
- EAE 3640/3645/6640 Digital Figure Sculpting

FALL 2020
- EAE 3200 Animation for Games
- EAE 3640 Digital Figure Sculpting
- EAE 6665 Character Design
- EAE 6120 Game Projects II

SUMMER 2020
- EAE 3010 Asset Pipeline

SPRING 2020
- EAE 3400 Advanced Game Animation
- EAE 3605 3D Character Production
- EAE 4900 Digital Rigging for Games

FALL 2019
- EAE 3200 Animation for Games
- EAE 3640 Digital Figure Sculpting
- EAE 6665 Character Design
- EAE 6100 Rapid Prototyping

SPRING 2019
- EAE 3640 Digital Figure Sculpting
- EAE 3645 Digital Figure Sculpting II
- EAE 6640 Digital Figure Sculpting
- EAE 1050 Digital Content Creation
- EAE 4900 Digital Rigging for Games
- EAE 6900 Technical Art IV

FALL 2018
- EAE 6900 Technical Art III
- EAE 4200 Animation for Games
- EAE 3200 Advanced Game Animation
- EAE 1050 Digital Content Creation
- EAE 3660 Interactive Machinima
- EAE 6665 Character Design

SPRING 2018
- EAE 3640 Digital Figure Sculpting

- EAE 3645 Digital Figure Sculpting I EAE 6640 Digital Figure Sculpting
- EAE4900 Animation for Games
- EAE4900 Digital Content Creation section 001
- EAE4900 Digital Content Creation section 002
- EAE6950 Independent Study

FALL 2017
- EAE 4900 Advanced Game Animation
- EAE 3660 Interactive Machinima
- EAE 6900 Character Design
- EAE 3600 3D Modeling

SPRING 2017
- EAE 3640 Digital Figure Sculpting
- EAE 3645 Digital Figure Sculpting II
- EAE 6640 Digital Figure Sculpting
- EAE 3660 Interactive Machinima
- EAE 4900 Animation for Games
- EAE 6130 Game Projects III
- EAE 6900 Advanced Game Art Studio

FALL 2016
- EAE 6120 Game Projects II
- EAE 3660 Interactive Machinima
- EAE 6900 Character Design
- EAE 3600 3D Modeling

SPRING 2016
- EAE 3640 Digital Figure Sculpting
- EAE 3645 Digital Figure Sculpting II
- EAE 6640 Digital Figure Sculpting
- EAE 4900 Animation for Games
- EAE 6130 Game Projects III
- EAE 6140 Game Production II

FALL 2015
- EAE 6120 Game Projects II
- EAE 3600 3D Modeling
- EAE 4500 Senior Project I
- EAE 4900 Environment Art for Games

SOUTHERN ARKANSAS UNIVERSITY

SPRING 2017
- ART 3133 3D Character Design and Sculpture

THE UNIVERSITY OF CENTRAL FLORIDA

SUMMER 2015
- DIG 6785 Advanced Interactive Entertainment

SPRING 2015
- DIG 5046 Principles of Interactive Entertainment II Section 61
- DIG 5046 Principles of Interactive Entertainment II Section 66

FALL 2014
- DIG 6944 Game Design Practicum
- DIG 5045 Principles of Interactive Entertainment I Section 61
- DIG 5045 Principles of Interactive Entertainment I Section 65

SUMMER 2014
- DIG 6785 Advanced Interactive Entertainment

SPRING 2014
- DIG 5046 Principles of Interactive Entertainment II Section 61
- DIG 5046 Principles of Interactive Entertainment II Section 66

FALL 2013
- DIG 5529 Production for Media
- DIG 5045 Principles of Interactive Entertainment I Section 61
- DIG 5045 Principles of Interactive Entertainment I Section 65

SUMMER 2013
- DIG 6785 Advanced Interactive Entertainment Section C061
- DIG 6785 Advanced Interactive Entertainment Section C063

SPRING 2013
- DIG 5046 Principles of Interactive Entertainment II Section 61
- DIG 5046 Principles of Interactive Entertainment II Section 66

FALL 2012
- DIG 5529 Production for Media
- DIG 5045 Principles of Interactive Entertainment I Section 61
- DIG 5045 Principles of Interactive Entertainment I Section 65
- DIG 6944 Game Design Practicum

SUMMER 2012
- DIG 6785 Advanced Interactive Entertainment Section C061
- DIG 6785 Advanced Interactive Entertainment Section C063

SPRING 2012
- DIG 5046 Principles of Interactive Entertainment II Section 61
- DIG 5046 Principles of Interactive Entertainment II Section 66

FALL 2011
- DIG 5045 Principles of Interactive Entertainment I Section 61
- DIG 5045 Principles of Interactive Entertainment I Section 65

SUMMER 2011
- DIG 6785 Advanced Interactive Entertainment Section C061
- DIG 6785 Advanced Interactive Entertainment Section C063

SPRING 2011
- DIG 5046 Principles of Interactive Entertainment II Section 61
- DIG 5046 Principles of Interactive Entertainment II Section 66

FALL 2010
- DIG 5045 Principles of Interactive Entertainment I Section 61
- DIG 5045 Principles of Interactive Entertainment I Section 65

SUMMER 2010
- DIG 6785 Advanced Interactive Entertainment Section C061
- DIG 6785 Advanced Interactive Entertainment Section C063

SPRING 2010
- DIG 5046 Principles of Interactive Entertainment II

FALL 2009
- DIG 5045 Principles of Interactive Entertainment I

SUMMER 2009
- DIG 6785 Advanced Interactive Entertainment

SPRING 2009
- DIG 5046 Principles of Interactive Entertainment II
- FIL 4735 Advanced Animation

FALL 2008
- DIG 5045 Principles of Interactive Entertainment I

SUMMER 2008
- DIG 6785 Advanced Interactive Entertainment

SPRING 2008
- DIG 5046 Principles of Interactive Entertainment II
- FIL 4735 Advanced Animation

FALL 2007
- DIG 5045 Principles of Interactive Entertainment I

FALL 2006
- DIG 5550 Digital Media Development
- DIG 5136 Directed Independent Study

SUMMER 2006
- DIG 5551 Interactive Media Design
- DIG 5046 Principles of Interactive Entertainment II

SPRING 2006
- DIG 5046 Principles of Interactive Entertainment II
- DIG 5550 Digital Media Development
- DIG 4324 Modeling for Realtime Systems II, Co-Instructor

FALL 2005
- DIG 5550 Digital Media Development
- DIG 4780 Modeling for Realtime Systems. Co-Instructor

FACULTY DEVELOPMENT

CONFERENCES

Adobe Max
- 2019/2020/2021/2022
- Attended Educator's Sessions
- Presented at Educator Session 2021

Game Developers Conference
- 2012 – 2019, 2022, 2023
- Regularly attend Animation and Technical Art Summits

Self-Guided Independent Studies
- I maintain my skillsets through publications and online course study in Python Scripting, Industry standard game engines and digital content creation software
- Character Design, 3D Modeling, Sculpting, Texturing, Rigging, Animation, Motion Capture and Motion Editing, Animation Pipelines
- Art Principles and Design, Drawing, Digital Painting and Sculpting

PROFESSIONAL MEMBERSHIPS
- Adobe Education Leader
- Salt Lake Animation, Member, Presenter
- HEVGA Higher Education Video Game Alliance, Member
- UDEN Utah Digital Entertainment Network, Member
- Utah Virtual Reality, Member
- Polycount, Member
- CGSOCIETY, Member

SKILLS AND SPECIALIZATIONS

TECHNICAL SKILLS AND EXPERTISE
- I bring a broad set of character/creature-centric skills to the program from 15 years of industry experience and team management, and 10 years of teaching experience at the University of Central Florida
- Character design
- Human anatomy, Digital Figure Sculpting
- Character modeling and digital sculpting, texturing, PBR Materials, Rendering
- Character Rigging
- Motion Capture systems
- Character animation and motion capture editing
- Technical Art, Tools scripting and animation pipeline development
- Art & Animation fundamentals, drawing and digital painting
- 3D modeling, organic and hard surface

Software Packages
- Autodesk Maya, MotionBuilder, and MudBox
- Maxon ZBrush
- Blender
- Adobe Substance 3D Painter, Adobe Substance 3D Modeler Beta
- Adobe Photoshop, Premiere, After FX, Illustrator, Audition
- Corel Painter
- Savage Procreate, IOS
- Epic Unreal Engine 5
- Unity 3D
- xNormalPilgway 3D Coat
- Vicon Blade2, Optitrack Motive

Scripting Languages
- Python
- Maya Embedded Language (MEL)
- C#

Fluency in the Spanish Language
- Conversational Speaking
- Reading/Writing