

# Jesse S. O'Brien

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jsoigm@rit.edu | obrien3d.com

## EDUCATION

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### The Academy of Art University

MFA, 3D Animation

Thesis: *Icarus Falls*

San Francisco, CA

5/2013

### The Art Institute of Pittsburgh

BS, Media Arts and Animation

Pittsburgh, PA

3/2006

### Alfred State College

AAS, Computer Art and Design

Alfred, NY

5/2003

## ACADEMIC APPOINTMENTS

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### Rochester Institute of Technology

Rochester, NY

- Assistant Professor | 8/2021 – Present
- Senior Lecturer | 8/2019 – 8/2021
- Lecturer | 8/2013 – 8/2019

## APPLIED / PROFESSIONAL EXPERIENCE

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### MAGIC Spell Studios

Rochester, NY

- Art Director, Co-Creative Director, Game Designer | 5/2020 – 6/2024  
Worked on the video game That Damn Goat - created art assets, designed game content, lead student and faculty teams.

### Velan Studios

Troy, NY

- Job Title | 5/2019 – 9/2019  
Character animator for Knockout City.

### Runtime Media

Santa Monica, CA

- Job Title | 5/2018 – 8/2018  
Working with Runtime Media client Hi-Rez Studios, character animator for the game Paladins: Champions of the Realm.

### Valve

Bellevue, WA

- Animator/Rigger | 5/2019 – 9/2019  
Rigged, skinned, and animated White the Blueheart Courier, a courier character in the game Dota 2.

### Seneca Park Zoo

Rochester, NY

- Job Title | 5/2016 – 9/2016  
Oversaw students working on a game for the zoo designed to teach visitors about conservation. Provided guidance on art style and game design.

**Workinman**

Rochester, NY

- 3D Generalist | 5/2016 – 9/2016  
Responsibilities included modeling, texturing, rigging, animation, lighting, and rendering on Mission to Tech City, a game Workinman developed for Fisher-Price.

**Workinman**

Rochester, NY

- 3D Generalist | 5/2015 – 9/2015  
Responsibilities included posing characters, modeling, lighting, and rendering for multiple games Workinman developed for Disney.

**BioDrill**

Rochester, NY

- Art Director, Art Producer | 6/2014 – 9/2014  
Worked on an educational game funded by a grant from The National Science Foundation. The project was a collaboration between RIT and BioDrill. Responsibilities included art directing the game, creating game assets, running the art team, assigning and overseeing art tasks, and interfacing with the programming team.

**Electronic Field Productions**

Rochester, NY

- Consultant | 6/2014 – 9/2014  
Responsibilities included advising a team of RIT students on how to produce and render an animated advertisement within a game engine, guiding students through multiple technological barriers, and an extraordinarily tight production schedule.

**Anzovin Studio**

Northampton, MA

- Character Animation Intern | 6/2012 – 8/2012  
Character animator on Anzovin Studio short film, worked closely with director Raf Anzovin.

**Lake Effect Applications**

Syracuse, NY

- Animator | 6/2011 – 10/2011  
Responsibilities included designing the movement style, rigging, skinning, and animating all the characters.

**The University of Puget Sound**

Tacoma, WA

- 3D Generalist | 6/2010 – 9/2010  
Created architectural previsualization for a major campus construction project. Worked closely with an architect, following architectural plans. Used survey data to construct topology. Rebuilt much of the campus digitally, textured digital assets, and animated camera flythroughs. Provided animated characters for ambient movement.

**Budcat Creations/Activision**

Iowa City, IA

- Character Animator and 3D Generalist | 6/2006 – 6/2010
  - Responsibilities included character and environment modeling, texturing, rigging/skinning, character and object animation, motion capture cleanup, lighting, and rendering.
  - Created Budcat splash animation that played as the intro to Budcat games.
  - Edited Budcat studio demo reel.

- Created intro video for Arena Football: Road to Glory.
- Worked on seven shipped game titles, as well as multiple unshipped titles.
- Worked as lead artist on unshipped title.
- Developed original game concept, pitched to entire studio, chaired studio game design meetings and brainstorming sessions.

## RESEARCH / CREATIVE SCHOLARSHIP

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My teaching and scholarship tie into each other, and each supports and augments the other. My scholarship augments my teaching in many ways. I create as a scholar and professional game developer - keeping one foot in the industry - to keep my current skills sharp and to learn new skills, so I can effectively demonstrate the latest industry techniques to my students. My teaching also augments my scholarship. All my teaching experience has given me ample opportunity to experiment with pedagogy and refine my technique. To disseminate what I have learned from teaching, I do scholarship on the pedagogy of game art and design and disseminate that scholarship through conference papers. I am also writing a textbook on the 3D game art production process.

### **Introduction to 3D Game Art** – Author, 2024 – 2025

*Introduction to 3D Game Art* will be a textbook published by Bloomsbury Academic Press.

- Started the process in 2021 when I wrote a 16 page proposal and sample chapter, then shopped them around to multiple publishers
- Signed a contract with Bloomsbury in January 2024, my book will be published by Bloomsbury Academic Press. Spent all of 2024 writing the first draft of the book and creating many illustrations; the total word count came to 59,914. I submitted the first draft on January 25, 2025.
- Currently working on the second draft of the book and continuing to create more illustrations

### **That Damn Goat** - Art Director, Co-Creative Director, Level Designer, Game Designer, 2020 - 2024

That Damn Goat is a party game where chaos reigns, frustrations mount, and everything you think you know about your situation is instantly thrown out of whack by a head-butting goat with magical powers.

- Collaborated with Co-Creative Director Brian Larson to finalize the game proposal and pitch to MAGIC staff and affiliated faculty
- Worked with Co-Creative Director Brian Larson and MAGIC staff to assemble project leadership team
- Participated with other team leads to hire student employees
- Developed and documented 3D art production pipeline and best practices
- Developed and documented 3D art style
- Created game character assets - modeling, high polygon sculpting, UV mapping, texturing, rigging, animation
- Worked alongside the other game designers on mechanics, levels, and character abilities
- Created one of the game levels

- Mentored and guided student artists
- Mentored and guided student level designer

### **RIT Themed Dota 2 Courier** – Creative Director, Producer - 2019 to 2022

A Rochester Institute of Technology themed tiger courier to promote RIT and honor our award winning Dota 2 esports team

- Proposed the project to MAGIC Spell Studios leadership team
- Hired student employees
- Managed and mentored student employees
- Scheduled tasks
- Provided art direction
- Rigged and skinned the courier model

### **Table Trenches** – Client Liaison, Art Producer, Student Manager/Mentor

MAGIC Spell Studios was contracted to create art assets for a mobile augmented reality real-time strategy game

- Shepherded client through process from initial meeting to signed contract
- Hired student worker
- Managed and mentored student worker
- Managed art asset production schedule
- Interfaced between client and MAGIC Spell Studios

### **VRm** – Co-Director, Co-Designer

A virtual reality tool to help medical professionals study anatomy. The project was a collaboration between two different departments at RIT, Interactive Games and Media, and Medical Illustration. The project was run by myself and Craig Foster, a Medical Illustration professor.

- Planned and organized with Craig Foster for our two different classes to act as one combined unit to produce the project
- Collaborated with Craig Foster to develop the design for the simulation mechanics and features
- Conducted team design meetings
- Oversaw asset creation and implementation in the game engine
- Managed student teams developing the simulation

### **The Garden** – Level Design Faculty Lead, 3D Art Faculty Lead

A prototype game about the Hieronymus Bosch Triptych, The Garden of Earthly Delights.

- Mentored a team of students through the process of modeling, sculpting, and texturing the game assets
- Mentored a level design student through the level creation process

### **Stroke Rehabilitation Tool** - Client Liaison

MAGIC Spell Studios was contracted to develop a therapy tool using digital gamification to assist in rehabilitation for stroke survivors

- Introduced the client to MAGIC Spell Studios and the services MAGIC offers
- Shepherded client through process from initial meeting to signed contract

- Acted as liaison between client and MAGIC
- Participated in design meetings

### **Charlotte**

First person story exploration game based on the 19th century short story, The Yellow Wall-paper.

- Recruited a student artist, then mentored that artist through the process of creating environment matte paintings for the game

## **AWARDS AND HONORS**

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- Indie Game of the Year, Rochester Game Awards for That Damn Goat, 2/2025
- Best Animated Short Film, Downtown Tyler Film Festival for Icarus Falls, 9/2013
- Best Animation for Kids Award, Animation Block Party Film Festival for Icarus Falls, 7/2013
- Best 3D Animated Short Film, The Academy of Art University Spring Show for Icarus Falls, 5/2013
- 1st Place Animation Competition (Team category), Hewlett Packard/Saytek/Art Institutes National Animation Competition for Snowday, 7/2006
- 1st Place Animation Competition (Individual category), Hewlett Packard/Saytek/Art Institutes National Animation Competition for Open Mic Night, 7/2005

## **GRANTS**

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### **Completed**

#### *Provost's Learning Innovation (PLIG) Grant*

- This is an internal RIT grant
- The grant was awarded so I could develop a new course titled, *Creating Character Skins for Games*
- I was the Principal Investigator for this grant
- The awarded amount was \$5,000
- This was a grant I applied for alone

#### *MAGIC Spell Studios Grant*

- This grant was funded by MAGIC Spell Studios
- The grant was awarded to fund my team of three students, as we created the RIT Dota 2 Courier
- I was the Principal Investigator for this grant
- The awarded amount was \$3,600
- This was a grant I applied for alone

## PUBLICATIONS

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### Video Game

- *That Damn Goat*. MAGIC Spell Studios. 2024. Nintendo Switch
- *Knockout City*. Electronic Arts. 2021. Nintendo Switch
- *Table Trenches*. DB Creations. 2020. iOS
- *Paladins: Champions of the Realm*. Hi-Rez Studios. 2018. Xbox One
- *Mission to Tech City*. Fisher-Price. 2017. Smart Cycle
- *PJ Masks*. Disney. 2015. iOS
- *Goldie & Bear*. Disney. 2015. iOS
- *Dota 2*. Valve Corporation. 2013. Microsoft Windows
- *SIMAD100*. bioDrill. 2013. Microsoft Windows
- *ADC1 Trading Cards Game*. bioDrill. 2013. Microsoft Windows
- *Trigger Fist*. Lake Effect Applications. 2012. iOS
- *Top Shot Arcade*. Activision. 2011. Nintendo Wii
- *Our House Party*. Majesco. 2010. Nintendo Wii
- *Guitar Hero: Aerosmith*. Activision. 2008. Nintendo Wii
- *Blast Works: Build, Trade, Destroy*. Majesco. 2008. Nintendo Wii
- *Guitar Hero III: Legends of Rock*. Activision. 2007. Nintendo Wii
- *Arena Football: Road to Glory*. Electronic Arts. 2007. PlayStation 2
- *Nacho Libre*. Majesco. 2006. Nintendo DS

## INVITED TALKS, PRESENTATIONS, WORKSHOPS, DEMOS

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### Local

- *Game Industry Overview and Game Development Opportunities at RIT*, South Carolina Governor's School for the Arts & Humanities Presentation, Greenville SC, 10/2023 - I met Animation Instructor Zach Inks at the East Coast Game Conference. Zach asked me to talk to his class about the game development industry and opportunities at RIT. This was a virtual presentation.
- *Our Favorite Games and Why*, Rochester Game Festival Panelist and Guest Lecturer, Rochester NY, 9/2022 - The audience of this panel was predominantly game developers. This event tied into my scholarship of game art and design as I expounded on specific examples of engaging and appealing game mechanics.

## REFEREED CONFERENCE PRESENTATIONS AND CONFERENCE PAPERS

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### International

- Jesse O'Brien, *The Pedagogy of an Introductory Level Design Course*, Proceedings of INTED2024 (18th annual International Technology, Education and Development Conference), Valencia Spain, 2024
- Jesse O'Brien, *The Pedagogy of an Introductory University-Level Maya Course*, Proceedings of EDULEARN23 (15th International Conference on Education and New Learning Technologies), Palma de Mallorca Spain, 2023

- Jesse O'Brien and Craig Foster, *VRm: A Virtual Reality Tool for Anatomical Study*, SIGGRAPH 2022 Conference Presentation, Vancouver BC Canada, 2022
- Jesse O'Brien and Craig Foster, *VRm: A Virtual Reality Tool for Anatomical Study*, Proceedings of the SIGGRAPH 2022 Association for Computing Machinery Digital Library, Web, 2022
- Craig Foster and Jesse O'Brien, *Exploring the Use of VR to Improve Learning Outcomes for Complex Anatomical Subject Matter*, Association of Medical Illustrators (AMI) Annual Conference Presentation, Des Moines IA, 2022

### **National**

- Jesse O'Brien and Jenn Hinton, *Strategies for Providing Students with Creative Industry Experience Beyond Traditional Internships*, a2ru 2024 National Conference Presentation, Rochester NY, 2024

### **Regional**

- Jesse O'Brien, *The 3D Art Production Pipeline for That Damn Goat*, East Coast Game Conference Presentation, Raleigh NC, 2023.

### **Local**

- Jesse O'Brien, *Creating Character Skins for Games*, Summer Institute for Teaching and Learning + AI Symposium Poster Presentation, Rochester NY, 2025
- Craig Foster and Jesse O'Brien, *Considerations for developing interactive anatomical learning environments using VR*, RIT CHST Research Vitals Seminar Presentation, Rochester NY, 2021

## **REFEREED EXHIBITIONS/SCREENINGS/COLLECTIONS**

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### **International**

- *Icarus Falls*, Anchorage International Film Festival, Anchorage AK, 12/2013
- *Icarus Falls*, Animae Caribe Animation and New Media Festival, Port of Spain Trinidad and Tobago, 10/2013
- *Icarus Falls*, Kuandu International Animation Festival, Taipei Taiwan, 10/2013
- *Icarus Falls*, Animation Block Party Film Festival, New York NY, 7/2013

### **National**

- *Icarus Falls*, ITSA Film Festival, Sonora CA, 11/2013
- *Icarus Falls*, Atlanta Shortsfest, Atlanta GA, 10/2013
- *Icarus Falls*, Flatland Film Festival, Lubbock TX, 10/2013
- *Icarus Falls*, Sacramento Film and Music Festival, Sacramento CA, 9/2013
- *Icarus Falls*, Downtown Tyler Film Festival, Tyler TX, 9/2013

### **Regional**

- Jesse O'Brien et al., *That Damn Goat*, Rochester Game Festival, Rochester NY, 9/2024

- Jesse O'Brien et al., *That Damn Goat*, Rochester Game Festival, Rochester NY, 9/2023
- Jesse O'Brien et al., *That Damn Goat*, The Strong National Museum of Play Gaming for All: A Women in Games Celebration, Rochester NY, 11/2022
- Jesse O'Brien et al., *That Damn Goat*, Rochester Game Festival, Rochester NY, 9/2022
- Jesse O'Brien et al., *That Damn Goat*, The Strong National Museum of Play Game On!, Rochester NY, 1/2022

#### Local

- Jesse O'Brien et al., *VRm V2*, Frameless Labs VR Symposium, for VRm V2, 11/2023
- Jesse O'Brien et al., *VRm*, Frameless Labs VR Symposium, for VRm, 12/2017

### NON-REFEREED EXHIBITIONS/SCREENINGS/COLLECTIONS

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#### International

- Jesse O'Brien et al., *That Damn Goat*, Penny Arcade Expo (PAX), Boston MA, 3/2024
- Jesse O'Brien et al., *That Damn Goat*, The Game Developers Conference (GDC), San Francisco CA, 3/2024
- Jesse O'Brien et al., *That Damn Goat*, Penny Arcade Expo (PAX), Boston MA, 4/2023
- Jesse O'Brien et al., *That Damn Goat*, The Game Developers Conference (GDC), San Francisco CA, 4/2023

#### Local

- Jesse O'Brien et al., *That Damn Goat*, Imagine RIT: Creativity and Innovation Festival, Rochester NY, 5/2024
- Jesse O'Brien et al., *That Damn Goat*, Brick City Weekend, Rochester NY, 10/2023
- Jesse O'Brien et al., *That Damn Goat*, Imagine RIT: Creativity and Innovation Festival, Rochester NY, 5/2023
- Jesse O'Brien et al., *That Damn Goat*, Maker Faire Rochester, Rochester NY, 11/2022
- Jesse O'Brien et al., *That Damn Goat*, Imagine RIT: Creativity and Innovation Festival, Rochester NY, 5/2022
- Jesse O'Brien et al., *That Damn Goat*, Maker Faire Rochester, Rochester NY, 11/2021
- Jesse O'Brien et al., *VRm V2*, Imagine RIT: Creativity and Innovation Festival, Rochester NY, 5/2019
- Jesse O'Brien et al., *VRm*, Imagine RIT: Creativity and Innovation Festival, Rochester NY, 5/2017

### CITATIONS AND PRESS RELEASES

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- *Local developers celebrate gaming at RIT's ROC Game Fest*, 13 WHAM, 9/29/2024, <https://13wham.com/news/local/rochester-institute-technology-magic-spell-studios-roc-game-fest-development-design-community-playtest-content-creators>
- *Inside the making of 'That Damn Goat,' RIT's latest video game*, RIT News, 2/15/2024, <https://www.rit.edu/news/inside-making-damn-goat-rits-latest-video-game>
- *Gamers, developers unite at ROC Game Fest to showcase new game development*, Spectrum News 1, 9/9/2023, <https://spectrumlocalnews.com/nys/central-ny/news/2023/09/09/gamers--developers-unite-at-roc-game-fest-to-showcase-new-game-development>



- *Vote now for RIT's tiger courier for 'Dota 2' game*, RIT News, 11/14/2022, <https://www.rit.edu/news/vote-now-rits-tiger-courier-dota-2-game>
- *Local game developers connect with the public at Rochester Game Festival*, WHEC-TV News 10 (There was a television spot that accompanied this story showing me doing the Roc Game Fest panel, but the video was not posted on the website), 9/10/2022, <https://www.whec.com/top-news/local-game-developers-connect-with-the-public-at-rochester-game-festival/>

The below news articles do not mention me directly, but they are about my game, *That Damn Goat*.

- *RIT's 'That Damn Goat' comes to Nintendo Switch*, Rochester First, 5/17/2024, <https://www.rochesterfirst.com/video-games/rits-that-damn-goat-comes-to-nintendo-switch/>
- *RIT releases 'That Damn Goat' video game for PC*, Rochester First, 12/27/2023, <https://www.rochesterfirst.com/video/rit-releases-that-damn-goat-video-game-for-pc/9283374/>
- *That Damn Goat' now available for purchase on Steam*, RIT News, 12/15/2023, [https://www.rit.edu/news/damn-goat-now-available-purchase-steam?utm\\_campaign=&utm\\_medium=social&utm\\_source=linkedin&utm\\_content=37c71eb26cbf461c99638971c95796dc-165762](https://www.rit.edu/news/damn-goat-now-available-purchase-steam?utm_campaign=&utm_medium=social&utm_source=linkedin&utm_content=37c71eb26cbf461c99638971c95796dc-165762)

## TEACHING ACTIVITIES

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- IGME 119 2D Animation and Asset Production, 3 Credits, Lecture/Lab
- DDDD 201 Modeling and Motion Strategies, 3 Credits, Lecture/Lab
- SOFA 209 Introduction to 3D Modeling, 3 Credits, Lecture/Lab
- SOFA 215 3D Animation 1, 3 Credits, Lecture/Lab
- SOFA 216 3D Animation 2, 3 Credits, Lecture/Lab
- SOFA 217 Animation Production Workshop I, 3 Credits, Lecture/Lab
- IGME 219 3D Animation and Asset Production, 3 Credits, Lecture/Lab
- SOFA 317 Animation Production Workshop II, 3 Credits, Lecture/Lab
- IGME 420 Level Design, 3 Credits, Lecture/Lab
- DDDD 521 Character Design and Rigging, 3 Credits, Lecture/Lab
- SOFA 575 3D Lighting and Rendering, 3 Credits, Lecture/Lab
- IGME 580 Production Studio, 3 Credits, Lecture/Lab
- IGME 589 Research Studio in Medical Anatomy App Development with Virtual Reality, 3 Credits, Lecture/Lab
- IGME 590 Undergraduate Seminar in Level Design, 3 Credits, Lecture/Lab
- IGME 599 Independent Study, 3 Credits, Lecture
- SOFA 615 3D Animation Fundamentals, 3 Credits, Lecture/Lab
- IGME 790 Graduate Seminar in Level Design, 3 Credits, Lecture/Lab
- IGME 799 Independent Study, 3 Credits, Lecture

## ACADEMIC SERVICE ACTIVITIES

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### School

- RIT School of Film and Animation (SOFA), MFA Thesis Committee Chair - I chaired two committees of three faculty members as we mentored two students through their MFA thesis, 2023 – 2025

- RIT SOFA, Graduate Admissions Committee - We reviewed all the candidates that applied to the SOFA MFA program. We read the candidates' personal statements, watched their video introductions, read their undergraduate transcripts, read their recommendation letters, reviewed their portfolios, answered their emails, and if they were international students we checked their English language scores, 2022 – 2025
- RIT SOFA, Curriculum Committee - My role was to evaluate new course proposals and changes to existing courses to vet them before they went to the College Curriculum Committee. I also made sure course proposals were on the most up to date version of the form, and that curriculum procedures were being followed, 2021 – 2025
- RIT SOFA, Prospective Student Portfolio Reviewer - I ran online Connect and Critique events where I met with prospective SOFA students and reviewed their portfolios. I also reviewed portfolios during in-person National Portfolio Day (NPD) events, 2021 – 2025
- RIT SOFA, Animatic Reviewer - Each year over a multiple day period the SOFA Animation faculty meet with all the senior capstone students to review their animatics and provide feedback, 2021 – 2025
- RIT SOFA Screenings - At the end of every semester the SOFA students all screen the films they created, and faculty provide feedback. This event lasts four to five days, 2021 – 2025
- RIT SOFA, Undergraduate Portfolio Review Committee - We reviewed the portfolios of applying students, and provided RIT Admissions with our evaluations, 2021 – 2023
- RIT SOFA, MFA Thesis Advisor - I was on the thesis committees of two students; I mentored them through their MFA thesis (this is two other students, not the two students I was the committee chair for), 2020 - 2021
- RIT SOFA, Undergraduate Capstone Advisor - I was capstone advisor for SOFA student Avery Adams, 2019
- RIT SOFA, Student Reference - I wrote letters of recommendation and talked to employers as a reference for several students each year throughout my time in SOFA, 2021 – 2025
- RIT Interactive Games and Media (IGM), Student Reference - I wrote letters of recommendation and talked to employers as a reference for several students each year throughout my time in IGM, 2013 – 2021
- RIT IGM, Admissions Open Houses - I worked official IGM open houses, also organized and ran open house events specifically for Liverpool high school, where they would bring approximately forty students and a handful of teachers. I did presentations about the IGM majors, and chaired panels with IGM student ambassadors, 2015 - 2016
- RIT IGM, Graduate Capstone Advisor - I served on the capstone committees for many IGM graduate student teams, often two or three committees each year. This involved weekly or

bi-weekly meetings with each team, attending playtests throughout the semester, attending a three-hour capstone presentation meeting, and general mentoring of the students, 2015 - 2020

- RIT IGM, Undergraduate Program Committee - This committee evaluated the IGM undergraduate degree and steered the overall direction of the program, including new curriculum areas, 2016 – 2019
- RIT IGM, Graduate Program Committee – This committee evaluated the IGM graduate degree and steered the overall direction of the program, including new curriculum areas, 2016 - 2017
- RIT IGM, Curriculum Committee - My role was to evaluate new course proposals and changes to existing courses to vet them before they went to the College Curriculum Committee. I also made sure course proposals were on the most up to date version of the form, and that curriculum procedures were being followed, 2014 – 2017
- RIT IGM, Graduate Admissions Committee - I evaluated the applications of students applying for graduate school, 2013 - 2017

### **College**

- RIT CAD, FEAD Grant Selection Committee - I served on the FEAD Grant Selection Committee; I read and evaluated proposals from 27 faculty members, then our committee met as a group and decided together which proposals would be funded, 2024 – 2025
- RIT SOFA, RIT IGM, RIT 3DDD, MAGIC, Interdisciplinary Collaboration Liaison - Much of my service has been focused on fostering interdisciplinary collaboration between SOFA, IGM, 3DDD, and MAGIC, 2017 - 2025
  - Because of my connections to both departments, I regularly connect students to help them form working groups and development teams.
  - I met with the IGM Undergraduate Program Committee to discuss ways to link up IGM and SOFA capstones,
  - Mark Reisch and I planned a MAGICal Pizza Party. The event was a mixer for students from SOFA, IGM, Illustration and 3DDD to meet and form collaborative teams. Teams looking for collaborators pitched their projects, and people looking for a team pitched their portfolios. I put together a template pitch document that I sent out to students. After students filled the template out, I compiled all the templates into one file, and we used it during the presentations. Over 70 people attended, 22 people gave presentation, both students and faculty. Afterward I sent the presentation document out to everyone that attended. The event was hosted by MAGIC, 2019
  - I advised MAGIC staff on ongoing artist call events, as they used my MAGICal Pizza Party event as their template.
- RIT CAD, Student Mentor - In addition to mentoring my own students, I engaged in significant student mentoring with many students not enrolled in my classes, and with recent graduates. We discussed their portfolios, I counseled them on changes of major, gave

career advice, discussed potential electives for them to take, gave facility tours, talked about the industry, put them in touch with industry colleagues, and discussed many other topics. Again, this was all in addition to my own students, as none of these students were enrolled in my classes, 2021 - 2025

- RIT GCCIS and CAD, EDGE Competition Lead Judge - This competition involved student teams from both GCCIS and CAD, I was the head judge, leading a panel of judges I assembled of accomplished alumni working in the game industry, 2024

## **University**

- RIT MAGIC Spell Studios, MAGIC Maker Selection Committee – We reviewed the application materials for the many teams applying; this included reading their written proposals and watching their gameplay videos, then meeting as the entire committee for hours to rank the proposals and decide which teams would be funded, 2025
- Upward Bound presentation with RIT K12 - I gave an overview of what it's like to work in the game industry, talked about specific roles including programmer, artist, quality assurance, designer, and producer, did a Q&A, and gave a tour of the MAGIC building, 2025
- RIT MAGIC Spell Studios, Blizzard Albany Scholarship – I was a member of the committee that evaluated applicants for the two Blizzard Albany Scholarships, the Pathfinder Scholarship, and the In it Together Scholarship. There were 20 applicants, we separately read each of their essays, then met as a committee to evaluate each applicant and review their portfolios, 2024
- RIT K12, Rochester Prep High School (RPHS) Capstone Project - I worked with RIT K-12 to run a capstone project for four black RPHS Seniors. The students visited and worked on campus with me and my TA for three hours a week. They obtained good pre-college preparation, and a clear idea of what RIT has to offer. My time commitment included working with the students while they were on campus, but also planning the work sessions, planning curriculum, organizing and reserving lab space to work in, additional trainings and certifications for working with minors, and working directly with the RIT K-12 Office. I am very pleased to say that three of the high school students I mentored are now RIT students, and I have met them on campus, 2023 – 2024
- RIT MAGIC Spell Studios, MAGIC Affiliated Faculty Member – In this role I help MAGIC staff form and mentor student teams for professional projects, run MAGIC open houses, give tours of MAGIC to prospective students and commercial partners, run game playtest sessions, represent MAGIC at conferences and events, and do many other tasks to help keep MAGIC running smoothly, 2013 – 2025
- MAGIC Maker Student Mentor – I mentor MAGIC Maker students, 2017 - 2025
- MAGIC Spell Studios, Co-Chair of the MAGIC Speaker Series Committee - This included searching for potential speakers, committee meetings to discuss which speakers to invite to

campus, scheduling and negotiating with speakers, and taking care of speakers while they were on campus, 2019 – 2020

## **PROFESSIONAL SERVICE**

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As service to the profession, and at the request of the publishers, I reviewed three animation and game art book proposals. 2014 – 2015

## **COMMUNITY INVOLVEMENT**

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My community service work has been about increasing the diversity of the SOFA student body and helping to provide access to RIT for underprivileged students. To that end, I have been mentoring black Rochester City high school students, to help prepare them for college.

RCTV Workshop Session - I taught an introduction to 3D art in Maya workshop that was run by the Rochester Community Media Center, and was specifically designed for underprivileged students from Rochester City schools. The workshop attendees were a diverse group of students, 2023

School Without Walls Capstone Project - I mentored two black female high school students, who created senior capstone projects in animation. I was invited to do this mentoring by the art teacher at School Without Walls, and it was under her supervision, 2023 – 2024

## **REFERENCES**

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References will be provided upon request.