# Chuck Grieb

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## EDUCATION

**Master of Fine Arts** in Film Production. **The University of Southern California.** School of Cinema/Television**.** 1993.

**Bachelor of Fine Arts** in Applied Media Arts/Cinema. **Edinboro University of Pennsylvania**, Graduated Magna Cum Laude. Member Alpha Chi National Honors Society. 1989.

## TEACHING  EXPERIENCE

**2020-Present, Professor and Program Director- Azusa Pacific University**
Professor and Program Director of Animation and Visual Effects. Coordinate the program and teach animation filmmaking.

**2002-2020, Professor - California State University Fullerton**
Professor of the Entertainment Art/Animation Concentration.  Develop and teach courses featuring both Traditional and Digital Animation. Awarded Early Promotion and Tenure, 2007.

**2010-2018 – Program Coordinator - California State University Fullerton**
Coordinated Ent Art/Animation Program. Prepared schedules, organized adjunct faculty, developed relationships with extracurricular entities, mentored faculty, oversaw design of program.

**1997 - 2005 - Glendale City College**
Adjunct Professor. Designed a sequence of traditional animation courses from Drawing for Animation, to creating a finished animated film. The courses were designed to progressively build the students' skills and knowledge of animation.

**2002 - Columbia College, Chicago; Semester In LA**
Semester in LA. Invited to teach animation students from Columbia College during their semester in LA program. Assisted in coordinating and attracting professionals from the animation industry to participate.

**1996 - The Los Angeles Museum of Science and Industry**
Taught a summer animation workshop for children ages 8-13 at the Los Angeles Museum of Science and Industry**.**

**1991-1993 - Teaching Assistant**
Teaching Assistant in the Film Graphics/Animation department of the University of Southern California, School of Cinema/Television.

**1990 - Peer Tutor**
Served as a Peer Tutor assisting Learning Disabled Students in preparation for College at Edinboro University of Pennsylvania.

## AWARDS and HONORS

**2022 – Anaheim Art Association 58$^{th}$ Annual Open Juried Competition**, Anaheim, CA.
Awarded Honorable Mention in the Mixed Media painting category.

**2022 – SCBWI SoCal Region Calendar Contest**, Orange County, CA.
Awarded 1$^{st}$ place and have the artwork featured on the cover and 1$^{st}$ month

of the year in the calendar.

**2021 – Anaheim Art Association 57ᵗʰ Annual Open Juried Competition**, Anaheim, CA. Awarded 2ⁿᵈ place in the Oil painting category.

**2020 – Chesley Awards Long list** Two pieces included on the Chesley Awards Long List. The Chesley Awards were established in 1985 by the Association of Science Fiction and Fantasy Artists to recognize individual artistic works and achievements during a given year

**2020 – Awarded SCBWI (Society of Children's Book Writers and Illustrators) Service Grant**

**2020 – Tuffy Awards** Selected as Adviser of the Year

**2018 – Awarded Best Portfolio, SCBWI** SoCal Region annual Agents and Editors Day Portfolio Showcase

**2017 - EXPOSÉ 12 Award Nomination, Storytelling** for the illustration **Goblin Charge.**

**2014 - Boston Comedy Festival. Exact Change Only**, *Best Animated Comedy.*

**2011 – Los Angeles New Wave International Film Festival. Oliver's Treasure,** *First Prize* in the *Animated Film* category, as well as *Best Directing, Best Male Voiceover, Best Animated Visuals, Best Original Score,* and *Best Editing* for the animated film category.

**2007 -** Temecula Valley International Film Festival. **Exact Change Only**, *Awarded Audience Choice "Best Animation".*

**2006, 2009 –** Faculty *Recognition of Outstanding Service Award*.

**2007, 2010 -** Faculty *Recognition Awards for Scholarly and Creative accomplishments*.

**2005, 2008 -** *Outstanding Teacher/Scholar*.

**1998 – Awarded Golden Spire/Golden Gate Award** for Storyboarding the **John Muir** episode of **Genie's Great Minds, San Francisco Film Festival**

**1998 – Genie's Great Minds**, Emmy Award Nomination, Outstanding Special Class Animated Program

**1998 – Genie's Great Minds**, Annie Award Nomination Outstanding Achievement in an Animated Interstitial, Promotional Production or Title Sequence

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## PUBLICATIONS

**2022 - Infected by Art Volume 10**
The illustrations *Hawk Attack* and *Lizard Banner* were accepted to be published*.* The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. 1,828 submissions were received from 545 artists. The Jury Panel was comprised of four individuals personally entrenched in the creation, sales or promotion of imaginative realism artworks; Scott Gustafson, Maurizio Manieri, David Wenzel and Patrick and Jeannie Wilshire.

**2022 – SCBWI SoCal Region Calendar Contest**, Orange County, CA.
Art selected to be featured on the cover and 1ˢᵗ month of the year in the calendar.

**2021 - Infected by Art Volume 9**
The illustration *Partners* was accepted to be published*.* The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. 1,869 submissions were received from 290 artists. The Jury Panel was comprised of international award winning artists Ed Binkley, Tran Nguyen, John Picacio, and Dug Stanat.

**2020 - Spectrum 27: The Best in Contemporary Fantastic Art** annual.

Spectrum is an international juried competition for the very best in fantastical artworks. The Spectrum annual is a showcase for the best and brightest creators of fantastic art from around the globe The Jury Panel was comprised of internationally acclaimed and award-winning artists and art educators: Alice A. Carter, Craig Elliott, Anthony Francisco, Courtney Granner, Forest Rogers, and Chie Yoshii.

**2020 - Infected by Art Volume 8**

The illustration *Hummingbird Tower* was accepted to be published. The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. Over 1,900 submissions were received from 249 artists. The Jury Panel was comprised of international award winning artists Dan Chudzinski, Annie Stegg Gerard, Justin Gerard, Don Maitz, and Stephan Martiniere.

**2019 - Infected by Art Volume 7**

The illustration *Sleepy Troll* was accepted to be published. The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. Over 2,000 submissions were received from over 300 artists. The Jury Panel was comprised of international award winning artists and art directors: Thomas Kuebler, Yoann Lossel, Dave Seeley, and Cynthia Sheppard.

**2018 - Infected by Art Volume 6**

Two illustrations accepted to be published, *Picking Berries,* and *Taking Flight.* The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. 2178 submissions were received from over 300 artists. The Jury Panel was comprised of international award winning artists and art directors: Vanessa Lemen, Colin & Kristine Poole, Danijela Purssey, and Rob Rey.

**2017 - Imagine FX**

Chosen as an *FX Pose* featured artist. Imagine FX is the world's best-selling magazine for digital artists.

**2017 - EXPOSÉ 12 - 2017**

The illustration, *Goblin's Charge* **was nominated for an award in the Storytelling category** and is to be included in **EXPOSÉ 12.** Ballistic Publishing brings together the world's leading digital artists to create EXPOSÉ. EXPOSÉ is an annual compilation of the finest digital art in the known universe, featuring 367 artworks from 270 artists from 57 countries, selected from over 8,000 submissions.

**2017 - Infected By Art Volume 5**

Illustration accepted to be published, *Squire.* The Infected By Art book contest is an international juried competition for the very best in imaginative realism artworks. Over 1440 submissions were received from over 390 artists. The Jury Panel was comprised of international award winning artists and art directors: Bob Eggleton, Craig Elliot, Forest Rogers, and Marc Scheff.

**2016 - Spectrum 23: The Best in Contemporary Fantastic Art** annual.

Illustration, *The Mere*, selected to be included in **Spectrum 23.** Spectrum is an international juried competition for the very best in fantastical artworks.
The Spectrum annual is a showcase for the best and brightest creators of fantastic art from around the globe The Jury Panel was comprised of internationally acclaimed and award-winning artists, and art directors: Dave Palumbo, Cynthia Sheppard, Kirk Thatcher, Charlie Wen, Terryl Whitlach.

**2016 - Infected By Art Volume 4 - 2016**

Illustration, *The Lizard Rider.* The Infected by Art book contest is an international juried competition for the very best in imaginative realism artworks. Over 1440 submissions

were received from over 390 artists. The Jury Panel was comprised of artists, gallery owners and art directors: Erica Berkowitz, Patrick Jones, Lauren Panepinto, and Allen Williams.

**2014 - IT'S ART Magazine**
A series of videos created on the topic of animating in Maya featured in the online magazine.

**2009 - Autodesk** *Animation Academy 2010: Level 2 Anatomy*
Commissioned to author and illustrate 3D Digital Character Creation and Animation curriculum for Autodesk. 400 pages of material created, encompassing modeling, texturing, rigging, nCloth, Maya Fur, and animation using Autodesk Maya and Mudbox software.

**2006 - EXPOSÉ 4**
Illustration included in **EXPOSÉ 4** Ballistic Publishing brings together the world's leading digital artists to create EXPOSÉ. EXPOSÉ is an annual compilation of the finest digital art in the known universe, featuring 317 artworks from 241 artists in 49 countries, selected from over 5,000 submissions.

**2006 - Painter, The World's Finest Painter Art**
Illustration included in **Painter, The World's Finest Painter Art.** A showcase of the world's finest digital artwork using Corel's natural media painting program, Painter. **Painter, The World's Finest Painter Art** exhibits 209 works by 135 artists.

**2005 - 3D World Magazine**
Artwork from the film "Roland's Trouble" featured in May 2005 edition of 3D World Magazine.

**2002-2003 - The Virtual Training Company** (Online and CD Publisher) Published 2002, *Maya Fundamentals*
Co-authored a CD ROM introducing Alias Maya Software as a tool used for the creation of digital imagery and animation.

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### EXHIBITIONS

**2022 – IX** *Main Show*, Reading PA.

**2021 – IX** *Main Show*, Reading PA.

**2021 – Anaheim Art Association 57th Annual Open Juried Competition**, Anaheim, CA.

**2020 – IX** *Main Show*, Reading PA.

**2020 – GenCon** *Art Show*, Indianapolis, IN.

**2020 – Pasadena Comicon**, Pasadena CA.

**2019 – IlluxCon** *Main Show*, Reading PA.

**2019 – GenCon** *Art Show*, Indianapolis, IN.

**2019 – Spectrum Fantastic Art Live** Kansas City, MO.

**2018 –** *Illustration West 57* Society of Illustrators Los Angeles annual competition and show. Los Angeles, CA.

**2018 – IlluxCon** *Main Show*, Reading PA.

**2018 –** *All Things Wicked*, Pence Gallery. Davis, CA.

**2018 –** *Event Horizon*, **IX Gallery.**

**2017 - Imagine! 2nd Biennial SoCal SCBWI Illustration Exhibition**, da Center for the Arts. Pomona, CA.

**2017 –** *Monster Creature Mini Gallery*, Art Institute of Orange County. Santa Ana, CA.

**2016 - Every Day Original** Represented by the online gallery, everydayoriginal.com, curated by Marc Scheff and Lauren Panepinto.

**2016 -** *SoCal Illustrators SCBWI IE/OC Gallery Show*, da Center for the Arts. Pomona, CA.
**2016 -** *Phillip K Dick, Here and Now*, Pollack Library, Cal State Fullerton. Fullerton, CA.
**2015 -** *12 Days of Star Wars Show*, Pop Secret Gallery. Eagle Rock, CA.
**2015 -** *Roald Dahl and Shel Silverstein Gallery Show*, FanAlley. Anaheim, CA.
**2015** – CSUF Faculty Exhibition. Fullerton, CA.
**2012 –** *No Regrets*, CSUF Faculty Exhibition. Fullerton, CA.
**2009 –** *F+*, CSUF Faculty Exhibition. Fullerton, CA.
**2006 –** *Refresh*, CSUF Faculty Exhibition. Fullerton, CA.
**2003**– *CSUF Faculty Exhibition*, Fullerton. CA.

| **FILM FESTIVALS/SCREENINGS** |
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## 'Oliver's Treasure'

A 3D, digitally animated short created using Alias Maya software.
Festival screenings:

- *YoFi Fest, TheYonkers Film Festival*, October 18-19, 2014, Yonkers, NY
- *Myrtle Beach International Film Festival in Michigan*, Oct 25-28, 2012, South Haven and Niles, MI
- *5th Annual Chesapeake Film Festival*, Sept 21-23, 2012, Chesapeake, MD
- *6th Annual San Francisco Frozen Film Festival*, July 12-15, 2012, San Francisco, CA
- *10th Annual Fear No Film Festival*, June 21-24, 2012, Salt Lake City, UT
- *DeadCenter Film Festival*, June 6-10, 2012, Oklahoma City, OK
- *California International Animation Festival*, June, 2012, Modesto, CA
- *8th Annual Kids Film Fest*, June 5-6, 2012, Brooklyn, NY
- *8th Annual Sacramento International Film Festival*, April 21-29, 2012, Sacramento, CA
- *7th Myrtle Beach International Film Festival*, April 20-28, 2012, Myrtle Beach, SC
- *14th Annual River Run International Film Festival*, April 13-22, 2012, Winston-Salem, NC
- *13th Annual Bare Bones  Film Festival*, April 13-22, 2012, Muskogee, OK
- *4th Annual SENE Film, Music, and Arts Festival*, April 11-15, 2012, Rhode Island
- *Love Unlimited Film Festival*, April 13-14, 2012, Los Angeles, CA
- *6th Annual Gasparilla Film Festival*, March 23-25, 2012, Greenbay, WI
- *2nd Annual Green Bay International Film Festival*, March 29-April 1, 2012, Tampa, FL
- *7th Annual Omaha Film Festival*, March 7-11, 2012, Omaha, NE
- *7th Annual Beloit International Film Festival*, February 16-20, 2012, Beloit, Wisconsin
- *7th Annual Macon Film Festival*, February 16-19, 2012, Macon, Georgia
- *Love Your Shorts Film Festival*, February 10-12, 2012, Sanford, Florida
- *14th  Annual California Independent Festival*, February 1-16, 2012, Moraga, California
- *6th Annual Traildance  Film Festival*, January 26-28, 2012, Duncan, Oklahoma
- *Kidz Filmz Festival*, January 27-29, 2012, Asbury Park, New Jersey
- *Kids First! Film Festival*, October 15, 2011-January 1, 2012, Various locations

- **11th Annual Anchorage International Film Festival**, December 2-11, 2011, Anchorage, AK
- **59th Annual Columbus International Film + Video Festival**, November 16-20, 2011, Columbus, Ohio
- **Los Angeles New Wave International Film Festiva**l, November 10-14 2011, Los Angeles, CA - **_First Prize in the Animated Film category, as well as Best Directing, Best Male Voiceover, Best Animated Visuals, Best Original Score, and Best Editing for the animated film category_**.
- **20th Annual St. Louis International Film Festival**, November 10-20, 2011, St Louis, Missouri
- **14th Annual East Lansing Film Festival**, November 9-17, 2011, East Lansing, Michigan
- **Wanderings Film Festival**, November 5, 2011, Huntsville, Alabama
- **New Media Film Festival**, November 5, 2011, San Francisco, California
- **Utopia Film Festival**, October 28-30, 2011, Greenbelt, Maryland
- **Offshoot Film Fest**, Oct 27-30, 2011, Fayetteville, Arkansas
- **6th Annual Eugene International Film Festival**, October 20-23, 2011, Eugene, Oregon
- **Orlando Film Festival**, October 19-23, 2011, Orlando, Florida
- **8th Annual Flint Film Fest**, October14-15, 2011, Flint, Michigan
- **Silk City Flick Fest**, October 13-16, 2011, Hartford, Connecticut
- **Louisville International Festival of Film**, Oct 6-9, 2011, Louisville, Kentucky
- **Kansas International Film Festival**, Sept 30-Oct 6, 2011, Overland, Kansas
- **Philadelphia Film & Animation Festival**, Sept 28-Oct 2, 2011, Philadelphia, Pennsylvania
- **The SoCal Film Fest**, Sept 28-Oct 2, 2011, Huntington Beach, California
- **Great lakes International Film Festival**, September 23-24, 2011, Erie, Pennsylvania
- **Temecula Valley International Film Festival**, September 14-18, 2011, Temecula, California
- **DragonCon Independent Film Festival**, Sept 2-5, 2011, Atlanta, Georgia
- **Hyart Film Festival**, August 11-13, 2011, Lovell, Wyoming
- **Los Angeles Cinema Festival of Hollywood**, July 11, 2011, Studio City, California
- **California International Shorts Festival**, June 18, 2011, Santa Monica, California
- **Blue Plum Animation Festival**, June 3-5, 2011, Johnson City, Tennessee

## 'Exact Change Only'

A 2D, digitally animated short created using Corel Painter and Adobe After Effects software.
Festival Screenings:

- **Boston Comedy Festival**, November 15, 2014, Boston, MA, Awarded **_Best Animated Comedy_**
- **Los Angeles Shorts Festival**, August 15-21, 2008, Los Angeles, California, **_Qualifying Short Film Festival for the Academy of Motion Picture Arts and Sciences_**.
- **Orange County Performing Arts Center's Movie Musical Mondays**, August 4th, 2008, Costa Mesa, California
- **Newport International Film Festival**, June 3-8, 2008, Newport, Rhode Island
- **Newport Beach Film Festival**, April 24-May 1, 2008, Newport Beach, California

- ***MergingArts Short Short Story Film Festival***, November 17, 2007, Newport and Providence, Rhode Island.
- ***'2D OR NOT 2D' Animation Festival***, November 01, 2007 to November 03, 2007, Everett, Washington
- ***Chicago International Children's Film Festival***, October 18, 2007 to October 28, 2007, Chicago, Illinois, ***<u>Qualifying Short Film Festival for the Academy of Motion Picture Arts and Sciences</u>***.
- ***Los Angeles International Children's Film Festival***, October 05, 2007 to October 14, 2007, Los Angeles, California
- ***California International Animation Festival***, October 02, 2007 to October 03, 2007, Modesto, California
- ***Sidewalk Moving Picture Festival***, September 28, 2007 to September 30, 2007, Birmingham, Alabama
- ***Temecula Valley International Film Festival***, September 12, 2007 to September 16, 2007, Temecula, California, Awarded ***<u>Audience Choice "Best Animation"</u>***
- ***Jersey Shore Film Festival***, August 16, 2007 to September 01, 2007, Atlantic City, California
- ***Hermosa Shorts***, August 10, 2007 to August 12, 2007, Hermosa Beach, California
- ***Rhode Island International Film Festival*** , August 07, 2007 to August 12, 2007, Newport and Providence, Rhode Island, ***<u>Qualifying Short Film Festival for the Academy of Motion Picture Arts and Sciences</u>***.

## <u>'Roland's Trouble'</u>

A 3D, digitally animated short created using Alias Maya software.
Festival screenings:

- ***The San Diego Comi-Con International Independent Film Festival***, July 16th, 2005, San Diego, California.
- ***The OC Film and Music Festival***, June 3-5, 2005, Orange, California.
- ***The International Festival of Cinema and Technology 2005***, Various cities.
- ***The New River Film Festival***, April 7-10, 2005, Blacksburg, Virginia.
- ***Filmstoc**k **Hungary***, April 1-7, 2005, Debrecen, Hungary.
- ***The Golden Film Festival***, February 24-27, 2005, Golden, Colorado.
- ***Atlantic City Film Festival***, February, 2005, Atlantic City, New Jersey.
- ***Annapolis Film Festival***, November 4-7, 2004, Annapolis, Maryland.
- ***ION  International Short Film and Animation Festival***, October 29-31 , 2004, Culver City, California.
- ***Raindance Film Festival***, October 1-10, 2004, London, England.
- ***Cineme International Animation Festival***, September 24-26, 2004, Chicago, Illinois
- ***The Great Lakes Film Festival***, September 16-19, 2004, Erie, Pennsylvania.
- ***The Los Angeles International Short Film Festival***, September 7-13, 2004, Los Angeles, California, ***<u>Qualifying Short Film Festival for the Academy of Motion Picture Arts and Sciences</u>***.
- ***The Rhode Island International Film Festival***, August 10-15, 2004, Newport and Providence, Rhode Island, ***<u>Qualifying Short Film Festival for the Academy of Motion Picture Arts and Sciences</u>***.

- ***The DaVinci Film Festival***, July 16-18, 2004, Corvallis, Oregon.
- ***The Freedom Film Festival 2004***, Various Cities.
- ***The Newport International Film Festival***, June 8-13, 2004, Newport, Rhode Island.
- ***The Brooklyn International Film Festival,*** June 4-13, 2004, Brooklyn, New York.
- ***The Ocean City Film Festival***, June 4-6, 2004, Ocean City, New Jersey.
- ***The Filmstock International Film Festival***, June 1-15, 2004, Luton, Bedfordshire, England.
- ***The Transdimensional Film Festival***, May 22, 2004, Long Beach, California.
- ***The Danville International Children's Film Festival***, May 21-23, 2004, Danville, California.
- ***Forest Film Fest***, May 10-17, 2004, Portland, Oregon.
- ***The Trenton Film Festival***, May 7-10, 2004, Trenton, New Jersey.
- ***The International Family Film Festival***, April 23-29, 2004, Santa Clarita, California.
- ***River Run International Film Festival***, April 22-25, 2004, Winston-Salem, North Carolina.
- ***The Newport Beach Film Festival***, April 15-25, 2004, Newport Beach, California.
- ***The Crossroads Film Festival***, April 1-4, 2004, Jackson, Mississippi.
- ***East Lansing Film Festival***, March 17-21, 2004, East Lansing, Michigan.

## CONFERENCES AND PRESENTATIONS

**2022 –** SCBWI, SoCal region Editor's/Agent's Day
**2022 – IX** Presenter: *Careers in Animation*
**2022 – WonderCon**
**2021 – San Diego ComicCon Special Edition**
**2021 – IX** Presenter: *Storyboarding for Animation*
**2021 – Pacific Highschool** Presenter: *Careers in Animation*
**2021 –** SCBWI, SoCal region Editor's/Agent's Day
**2021 –** SCBWI, SanFran South Region Graphic Novel/Illustrator's Day
**2020 – CSUF Tech Day** Presenter: *TEACHING ANIMATION DURING A PANDEMIC*
**2020 – IX** Co-Presenter: *Storyboarding for Animation*
**2020 –** SCBWI, SoCal region Editor's/Agent's Day
**2020 –** SCBWI Summer Conference in LA
**2019 –** DesignerCon
**2019 –** IX
**2019 –** SCBWI, SoCal region Editor's/Agent's Day
**2019 –** SCBWI Summer Conference in LA
**2019 –** GenCon
**2019 –** Ground Zero Animation Expo, Hosted Stop Motion Animation Workshop
**2019 –** Ontario Comicon
**2019 –** Spectrum Fantastic Art Live
**2018** – UC Santa Barbara, Media Arts and Technology Program. Guest speaker: *Digital to Traditional: An Illustrative Process*
**2018 –** Children's Media Association Los Angeles – Co-presenter: *Storyboarding for Animation*
**2018 –** DesignerCon

**2018 –** IlluxCon
**2018 –** SCBWI, SoCal region Editor's/Agent's Day
**2017 -** SIGGRAPH, Assisted in hosting ASIFA Edu Forum Birds of feather Panel
**2017 –** SCBWI Summer Conference in LA
**2017 –** 1 Fantastic Workshop
**2017 -** IlluxCon
**2017 –** SCBWI, SoCal region Editor's Day
**2017 –** The Illustration Master Class
**2017 -** Ground Zero Animation Expo, Cohost Stop Motion Animation Workshop and member Storyboard Panel
**2016** – The Illustration Master Class
**2016** - TitanCon, coordinated Storyboard Panel
**2016** CTN eXpo Birds of a Feather, Panel Member, Intellectual Property Discussion
**2016** SCBWI Picture Book Workshop
**2016 -** Ground Zero Animation Expo, Member Storyboard Panel
**2016** - SCBWI, SoCal region Agent's Day
**2015** - OLLI (Osher Lifelong Learning Institute), co-presentation on Animation
**2014** Cohosted ASIFA Edu event on Copyright
**2014** Cohosted CTN eXpo 2014 Educator's BOF and panel
**2013** Cohosted SIGGRAPH Educator's BOF Panel discussion
**2012** Cohosted CTN eXpo 2012 Educator's BOF and panel
**2011 - 2016** – CTN eXpo (Creative Talent Network expo)
**2009** NASAD CSUF Representative, panel participant, discussion of articulation
**2003-2013** SIGGRAPH Convention
**2004, 2019** - San Diego Comic Con
**1999** - ASIFA Animation Seminar – Presenter, Storyboarding for TV Animation.

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| PROFESSIONAL EXPERIENCE |
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**2006 - Walt Disney TV Animation** (Animation Studio)
Development artist/animator on **The Wallahs**. Storyboard, Modeled, Animated, Rendered, and cut sound for a short film developed as a pilot for a potential animated 3D TV show.
**2005 - Nickelodeon Animation Studios** (Animation Studio)
Storyboard Artist for the TV Show, **My Life As A Teenage Robot**.
**2005 - Walt Disney TV Animation** (Animation Studio)
Development Storyboard Artist for the animated 3D TV show, "My Friends Tigger and Pooh".
**2004-2005 - Toonacious Animation Studios** (Animation Studio)
Traditional Animator, After Effects Artist. Provided traditional animation services for 'Stitch' DVD extra. Provided After Effects Story Reel production services for Tinker Bell DVD.
**2001-2003 - Cornerstone Animation** (Animation Studio)
Traditional Animator, Flash Artist /Animator, After Effects Artist/Animator.
    Helped to design production techniques designed to efficiently coordinate digital and traditional animation techniques.
    *Productions completed under the Auspices of Cornerstone Animation:*
    • **Lion King 1.5** July 2003 – After Effects Work, Conceptual Digital Animation

- **RAGGS** Kids Club Band July 2003, Animator
- **Larry Boy** *The Good, The Bad, and The Eggly* October 2002, Animator
- **Larry Boy** *The Yodelnapper* August 2002, Animator
- **Larry Boy** *Polar Pickle* August 2002, Animator
- **Larry Boy** *Lego My Ego* March 2002, Animator
- **Larry Boy** *Cuke of All Trades* March 2002, Animator
- **Larry Boy** *The Angry Eyebrows* December 2001 , Animator
- **Larry Boy** *Fly By Might* December 2001, Animator

**2001 - SimEx Studios** (VFX Studio) September
Storyboard artist; storyboarded a 3 and a half minute film, combining 3D CG animation and Live Action for a Lego Land attraction.

**2001 - Unbound Studios** (Animation Studio)
**Lionel**, Flash Animator, traditional Artist.

**2001 Film Roman** (Animation Studio)
**CapBusters** , Flash Background and Character Layout.

**2000 - Superguy** (Film Production)
Actor. Played the role of *'Charles'*, Superguy's Personal Assistant. An independent Film Production optioned for development at a major studio.

**2001-2003 - FlashBang Studios** (Animation Studio)
Co-Founder, Director, Animator, Designer, Storyboard Artist, Timing Director. Developed and animated a variety of Flash animated, and After Effects projects.
> *Projects developed and produced under the auspices of FlashBang Studios:*
> **Hunchback of Notre Dame DVD** After Effects character animation, produced for *Walt Disney TV Animation*.
> **Viewer Mail** Development, design, storyboard, and animation; a Flash animated short produced in conjunction with *Mondo Media* for *BBC America*.
> **Blue Cow Music Video** Designed, Storyboarded, and animated a Flash animated music video for *V12 Interactive*.
> **Rockhopper and Macaroni** Webisode, storyboarded and animated in Flash for *V12 Interactive*.

**1996-2000 - Walt Disney TV Animation** (Animation Studio)
Storyboard Artist, Animator, Character Designer, Prop Designer, PhotoShop/Painter Artist, After Effects Animator, and Maya Artist/Animator.

> *Disney TV Animation Special Projects Department*
> Member of the group responsible for producing the award winning educational series **Genie's Great Minds** (I was awarded the **Storyboarding Award** from the *Golden Gate Film Festival* in 1998 for the *John Muir* episode of *Genie's Great Minds*). The Special Projects department handled small, unique projects, specializing in incorporating traditional and digital techniques.
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> *Shows worked on under the auspices of Special Projects:*
> **I Am Your Child** (CD ROM)
> **The Dalmatians Sound Effects Show** (Short)
> **Genie's Great Minds** (Series of  90 second, multimedia, educational Shorts

featuring the *Genie* character from *Aladdin),* **Hercules** (Title Sequence)
**Timon And Pumbaa** (Promotional Shorts)
**Winnie The Pooh Sing Along Songs** (Direct to Video)
**Oscar's Atlas** (Development Project)
**Little Angelita** (Short), **4WD** (Pilot),
**Filmore** (TV Show; development storyboards and After Effects Animation)
**Find Out Why** (Educational shorts featuring Timon and Pumba, produced in conjunction with the National Science Foundation).
**Hunchback of Notre Dame** DVD extras, Digital Art and After Effects animator.
**Snow White** DVD extras. Digital Art and After Effects animator.

### *4WD*

An experimental Pilot, exploring the use of After Effects animation as a TV animation production tool. Roles filled on **4WD**:
Co-Director, Storyboard Artist, Timing Director, prepared After Effects/PhotoShop Layouts for animation, After Effects Animator.

### *Storyboard Artist*

**101 Dalmatians** (Series, Sound Effects Show), **Pepper Ann** (Series), **4WD** (Pilot), **Clerks** (Series), **Weekenders** (Series), **Hercules** (Title Sequence), **Genie's Great Minds** (Series), **Winnie The Pooh Sing A Long** (Direct to Video), **Winnie The Pooh Seasons of Giving** (Direct to Video), **Oscar's Atlas** (Development), **Filmore** (Development), **Timon and Pumbaa** (Promos), **Timon and Pumbaa - Find Out Why** (Series), **Pocahontas II** (Direct to Video), **Beauty and the Beast II** (Direct to Video).

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### SERVICE to the UNIVERSITY and COMMUNITY

*Professional Organizations*
 **2019-Present - Member SCBWI SoCal Region Illustrators' Steering Committee**
 **2019-2020 - Co-chair Illustration West 58, SI-LA Annual Competition and Show**
 **2019-2020 - Society of Illustrators Los Angeles, Executive Board Member**
 **1996-Present - The Animation Guild, IATSE Local 839**, Member
 **2016-2021 - Society of Illustrator's Los Angeles**, Professional Member
 **2016-Present - Society of Children's Book Writers and Illustrators (SCBWI)**, Professional Member. Coordinate Illustrators' monthly meet-up and assist in organizing various SoCal Region SCBWI sponsored events.
 **2010-2018 - ASIFA Animation Educators Steering Committee, member and Co-Chair**
 **2017-2018 - Children's Media Association**, Founding Member
*University Committee membership and other service*
 **2022-Present – APU Program Director Animation and Visual Effects**
 **2022-Present – APU Animation Club Adviser**
 **2020-Present – Member Animation Certificate Advisory Committee, Riverside City College**
 **2020-2021 – CSUF Member ITSP Refresh Committee**
 **2003-2022 – CSUF Academic Senate IT Committee member and current Chair**
 **2010-2022 - CSUF Pencil Mileage Club Adviser –** student club adviser
 **2010-2018 – CSUF Program Coordinator Entertainment Art/Animation Concentration**

**2015-Present - CSUF IT Advisory Committee member**
**2019-2020 – CSUF LMS Task Force**
**2019 - Served as External Tenure Reviewer for The University of Texas, Dallas**
**2016-2017 –** Program evaluation and review. Served as a Program Evaluator for the CSUF Cinema Television Arts Department
**2010-2016 - DreamCrit Coordinator/Co-coordinator,**
    DreamWorks Animation works directly with CSU Fullerton providing opportunity for CSU students to have their animation art critiqued by DreamWorks animation artists.
**2016-2017, 2011-2013 - CSUF Visual Arts Curriculum Committee**
**2016 Coordinator KDan Mobile Partnership**
**2016 iAnimagic Animation Competition Judge**
**2015, 2016, 2018 ASIFA Edu Scholarship judge**
**2015 - Served as External Tenure Reviewer for The University of Hawai'i**
**2015 - Served as External Tenure Reviewer for Florida Atlantic University**
**2014-2016 Instrumental in coordinating CSUF/Nickelodeon Partnership**
    Coordinate the Nickelodeon Master Class, assist in all other aspects of the Nickelodeon relationship.
**2014-2016 - Member of SAIL – arts advisory committee**
**2014-2015 - Member CSUF Professional Leaves Committee**
**2013-2014 CSUF Academic Technology Center Advisory Committee**
**2012 – Animation Consultant - Cal State San Bernardino**
**2012 - Student Annie Awards judge**
**2010-2011 Member WASC STUDENT ENGAGEMENT and SUCCESS TASK FORCE-SE-6**
**2009 - Coordinator of CSUF/Sony Imageworks IPAX Educational Partnership**
**2009 - Coordinated CSUF/Autodesk Partnership**
**2009 - Served as External Tenure Reviewer for Drexel University**
**2009 Multimedia & Entertainment Initiative Competition Judge**
**2006 - CSU Media Arts Festival judge,**
**2005-2019 CSUF Search Committees:**
    AVP IT/Innovation Officer 2019
    Dean, College of the Arts 2014/15
    Entertainment Art/Animation, committee chair 2014/15
    Entertainment Art/Animation, committee chair (3D Digital) 2011/12
    Illustration 2007/08
    Entertainment Art/Animation 2006/07
    Entertainment Art/Animation 2005/06

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## COURSES TAUGHT

**Drawing for Animation**
    Drawing for Animation is a course designed to address the specific demands for high levels of draftsmanship and expressiveness traditional animation requires. Problems of life drawing, gestures, construction, memory drawings, perspective drawing, caricature, and drawings that move are addressed.
**Principles of Animation**
    Focusing on the art of traditional animation, this studio course is an intensive exploration of foundational character animation principles. The history of animation, critique of past and current animation, and exposure to experimental as well as studio animation processes is included.

**Intermediate Character Animation**

Focusing on the art of traditional animation, this studio course is an intensive exploration of more developed, intermediate character animation principles. The history of animation, critique of past and current animation, and exposure to experimental as well as studio animation processes is included.

**Principles of 2D Digital Animation**

Employing various 2D Digital tools, this studio course is an intensive exploration of character animation principles. The history of animation, critique of past and current animation, and exposure to experimental as well as studio animation processes is included.

**Animation Pre-Production**

Designed to challenge the student as a visual storyteller, Animation Preproduction introduces the student to the animation preproduction process. The course consists of concept art creation, thematic development, character development and design, writing a story, storyboard creation, slugging, storyreel construction, and layout design. The completed project is assembled as a Preproduction Package, intended to be completed as a finished film in the following semester's Animation Production class. In addition to the pre-production package, a series of exercises designed to further explore storyboarding, layout, and dialogue animation will be completed. Students can produce the work in traditional or digital mediums, and may consider Maya, After Effects, Photoshop, or Flash as an alternative or compliment tool to the use traditional media.

**Animation Production**

Animation production principles, production management, and sound design are addressed as students create a 60-90 second animated short film based on the Animation Preproduction Package completed in the Animation Pre-Production course.

**Special Studies Entertainment Art/Animation: Character Animation**

A course designed to develop and challenge students to explore performance oriented character animation exercises, addressing both traditional 2D Digital, and 3D Digital Animation tools.

**Special Studies in Entertainment Art/Animation: Storyboarding for Animation**

A course designed to teach and challenge students to understand and demonstrate skills related to storyboarding for television and feature animation.

**Introduction to 3D Computer Animation**

An exploration of the range of tools and principles employed in the creation of 3D computer generated animation imagery taught using Alias Maya software. Modeling, character set up, animation, lighting, rendering, cameras, and dynamic behaviors are explored.

**3D Computer Animation- Modeling and Texturing**

Advanced Computer Animation has been designed as a two-semester sequence focusing on intermediate and advanced problems of design, development, and the creation of 3D computer generated characters for the purposes of filmmaking and animation. The first semester focuses on design, modeling, and texturing.

**3D Computer Animation- Rigging and Animation**

Advanced Computer Animation has been designed as a two-semester sequence focusing on intermediate and advanced problems of design, development, and the creation of 3D computer generated characters for the purposes of filmmaking and

animation. The second semester focuses on rigging, set up, and animation.