

SUMMARY OF QUALIFICATIONS

An art professor with nine years of collegiate teaching experience, specializing in development, delivery, adaptation, and support of digital, traditional, foundation art, and design curricula.

- Portfolio: www.damianfox.com

EDUCATION

Master of Fine Arts (M.F.A.) Illustration

Savannah College of Art and Design

Graduated November 2009

Savannah, GA

Focus: Illustration

Bachelor of Fine Arts (B.F.A.)

Savannah College of Art and Design

Graduated July 2007

Savannah, GA

Major: Sequential Art

Minor: Computer Art

TEACHING EXPERIENCE

Professor of Illustration/Sequential Art

Savannah College of Art and Design Hong Kong

August 2015 – Present

Kowloon, Hong Kong SAR

- Taught four sequential arts classes each quarter, with an average of eight students per class, at a specialized art university with 12k students while developing and expanding the sequential arts program on the Hong Kong Campus.
- Designed and updated fourteen courses in illustration and visual storytelling which included creating projects, writing syllabuses, rubrics, ordering textbooks and software and organizing class material.
- Worked extensively in conjunction with the admissions department and hosted two workshops per quarter in which high/secondary school students were invited to participate and learn over a weekend.
- Worked extensively in conjunction with institutional effectiveness department each quarter, creating detailed documentation and evidence of teaching effectiveness, archiving course materials and examples of student work.
- Served annually on accreditation board for the Sequential Art department. Responsibilities included: curating a student works exhibit, organizing and framing course materials, updating student learning objectives and meeting with the Hong Kong Council for Accreditation of Academic and Vocational Qualifications. (HKCAAVQ).
- Quarterly duties as faculty adviser, including collaborating with the advising department and personally assisting twenty four students with course selection, career advising, and portfolio development.
- Developed and lead four field trips per quarter, taking students to various sights in Hong Kong for observational drawing as well as meeting working artists and studios in the city.

- Organized guest speaker visits from working professional artists to join the class for question and answer sessions as well as portfolio reviews and lectures.
- Conducted quarterly meetings with seven instructors to gather feedback and communicate changes to the curricula and policies as well as coordinating scheduling and room assignment organization.
- Assisted students and delivered academic support and individual instruction during office hours.
- Created and graded exams, quizzes, written essays, and projects while tracking student grades and attendance with Blackboard.

Introduction to Sequential Art, Winter 2015 – Present

Developed and taught an introductory visual storytelling class with an average of twelve students. Topics covered include narrative construction, composition, pacing, anatomy, and linear perspective.

Drawing for Sequential Art, Fall 2015 – Present

Developed and taught an intermediate level class on anatomical construction with an average of ten students. Students in this course study skeletal mass, stylization, creating expressions, dynamism, and proportions.

Digital Illustration, Winter 2015 – Present

Developed and taught an introductory course on digital illustration with an average of fifteen students. Topics include promotional marketing, product design, and commercial art with a focus on digital painting and it's practical applications.

Comic Scripting, Winter 2015 – Present

Developed and taught an intermediate level class on scripting with an average of eight students. Topics include dialogue, captions, sound effects, panel and page layouts, and the relationship of image to text in dramatic situations.

Character Design for Storyboard and Animation, Fall 2015 – Present

Developed and taught an intermediate level class on intellectual property development for storyboarding with an average of twelve students. Topics include industry standards of animation, narrative flow, cinematography, and creating characters with weight and mass.

Advanced Story boarding, Fall 2016 – Present

Developed and taught an advanced level course on the continued development of story boarding with an average of eight students. Topics include cinematography, animatic construction using Adobe After FX and Premiere, creation of commercials, character re-branding, and development of specific genres.

Digital Coloring and Lettering, Fall 2015 – Present

Developed and taught an intermediate level class on digital coloring and typography with an average of twelve students. Topics include color theory, digital painting techniques, digital lettering and sound effects, and their applications as they relate to visual storytelling.

Environments, Props, and Structures, Fall 2015 – Present

Developed and taught an advanced level class on structural design to an average of twelve students. Students in this course study and illustrate building interiors, exterior environments, vehicles and other objects from different perspectives and in a variety of locations.

Conceptual Illustration, Spring 2016 - Present

Developed and taught an advanced level class on creative development on intellectual properties to an average of ten students. Students accurately depict environments, characters and dramatic themes for the conceptual design industry such as animation or games.

Constructive Animal Anatomy, Winter 2015 - Present

Developed and taught an advanced level class on creature physiology and illustration to an average of ten students. Through direct observation, analytical drawing and action analysis, students develop a thorough working knowledge of the form and dynamics of animals and create real or imagined creatures

Illustrating Anatomy and Perspective, Fall 2016 - Present

Developed and taught an introductory course on illustration with an average of eighteen students. Students advance perspective drawing skills to create the illusion of three dimensional space resulting in believable representations of characters and environments. From the skeletal system to the details of faces and hands, students explore human anatomy and refine accurate drawing skills.

Online Comics, Winter 2016 – Present

Developed and taught an advanced elective class on webcomic creation to an average of twelve students. Digital delivery and the empowerment of the independent creator are achieved by creating marketable, well-branded web-comic sites that demonstrate intelligent formal use of the medium.

Visual Storytelling, Winter 2015 – Present

Developed and taught an advanced level class on sequential narrative to an average of ten students. Students work on developing graphic storytelling skills and the craft of penciling comic book pages, learn page layout, panel design and work with scripts while penciling traditional panel-to-panel sequential art.

Sequential Senior Project, Spring 2015 – Present

Developed and taught an advanced level class on portfolio development to an average of ten students. Incorporating various skills, including storytelling, scripting, drawing techniques and working with various materials and media, students produce sequential art suitable for publication or for incorporation into a portfolio of professional quality work.

Professor of Digital Media

Florida State College Jacksonville

August 2014 – August 2015

Jacksonville, FL

- Taught four digital arts classes each semester, with an average of twenty students per class, at a university with 44K students while developing and expanding the Digital Media Bachelor's program.

- Designed five courses from the ground up, which included creating projects, writing syllabuses, exams, quizzes, ordering textbooks and software, building rubrics for all assignments, and organizing all materials.
- Maintained and updated syllabus for four courses, ordered books and software for two classrooms every semester, and adapted classes in response to technology and software updates.
- Conducted monthly meetings with five instructors to gather feedback and requirements and communicate changes to curricula and policies.
- Developed and continually updated course materials in both seated and hybrid classes.
- Assisted students and delivered academic support and individual instruction during office hours.
- Created and graded assignments, quizzes, written essays, and projects while tracking student grades and attendance with Blackboard.

Artificial Effects and Environments, Spring 2015

Taught two courses on multimedia techniques, tools, and composition per semester, which included teaching concept art, digital illustration, vector assets, animation, video capture, editing and post production FX, as well as stop-motion animation and green screen capturing and editing.

Computer Animation, Fall 2014 – Spring 2015

Developed and delivered coursework to up to three classes per semester that introduced basic art principles and their applications in animation. Instructed students in developing industry quality concept art, turnarounds, and 2D/3D animation for characters and other assets using Adobe Photoshop, Flash, Maya, Toon Boom, and traditional media.

Advanced 3D Animation, Fall 2014 – Spring 2015

Developed and delivered course-work for two classes per semester that expanded on themes of Computer Animation1: traditional 2D, stop motion, and 3D animation using Maya, and Toon Boom. Topics included weight, timing, and staging, as well as post production FX and compression

Motion Graphics, Spring 2015

Developed and delivered course-work for two classes per semester that introduced the principals of multimedia motion graphics using Adobe After Effects and Premiere. Topics included kinetic typography, rigging, composition, and integrating video, imagery, and sound to create multimedia packages.

3D Textures, Fall 2014 – Spring 2015

Developed and delivered course-work for two classes per semester that introduced the principals of texture creation for 3D modeling. Topics includes UVW unwrapping, digital illustration, polygonal modeling, and normal maps, and weight-painting/skinning for 3D using both Maya and Mudbox.

Lead Instructor

Wake Technical Community College

August 2010 – August 2014

Raleigh, NC

- Taught five digital and foundation classes with between twenty and thirty students each semester at a community college with 21K students while managing and supporting four other full-time Instructors.
- Designed three courses from the ground up, which included creating projects, writing syllabus, exams, and quizzes, ordering textbooks and software, building rubrics for all assignments, and organizing all materials.
- Maintained and updated syllabuses for four courses, ordered books and software for five classrooms every semester, and adapted classes in response to technology and software updates.
- Served annually on accreditation board for the game design department. Responsibilities included: organizing and framing course materials, updating student learning objectives and meeting with the Southern Association of Colleges and Schools (SACS).
- Conducted monthly meetings with four Instructors to gather feedback and requirements and communicate changes to the curriculum and policies.
- Developed and continually updated course materials in both seated and online classes.
- Answered student questions and delivered academic support and individual instruction during office hours.
- Created and graded exams, quizzes, written essays, and projects while tracking student grades and attendance with Blackboard and Moodle.
- Supported and mentored twenty students during course selection and ensured students progressed toward their degree or certification as a Student Adviser.

Graphic Design Tools, Fall 2010 - 2014

Taught up to three courses on graphic design techniques and tools per semester, which included teaching concept art digital illustration, vector assets, animation, texture and map creation, and 3DStudio Max use.

Art for Games, Spring 2010 - 2014

Developed and delivered course-work to up to three classes per semester that introduced basic art principles and their applications in simulations and games. Instructed students in developing industry quality concept art for characters and other assets using Adobe Photoshop, Flash, Mudbox, Sketchup and traditional media such as graphite and charcoal.

Flash Programming Foundations (Online) Fall 2010 - 2013

Taught Flash and Action Script 3 game and simulation creation well as current industry development standards. Instructed students on user experience and mobile game design.

3D Modeling for Games, Spring 2010 – Spring 2012

Taught three-dimensional model design, basic interface operations, and aesthetic design principals. Instructed students in practical applications of 3D Studio Max software in the development of architecture, terrain, props and character modeling as well as UVW unwrapping and texture painting.

Simulation and Game Development Documentation, Spring 2012

Taught simulation and game production design document development, including beginner-level 3D modeling using Sketchup, and creating pitches and design documents using Photoshop, MS PowerPoint, and MS Word.

Simulation and Game Development (SGD) Design, Fall 2010

Taught simulation and game design processes, SCRUM, progression considerations, difficulty curves, game mechanics, UI design, narrative structure, non-linear/granularity, balance/feedback, core mechanics, and marketing.

Introduction to Game Design, Fall 2010

Taught simulation and game development, including setting, storytelling, narrative, character design, interface design, game play, internal economy, core mechanics, game genres, AI, and the psychology of game design.

Adjunct Instructor

May 2010 – August 2010

Hillsborough Community College

Tampa, FL

- Developed and delivered a curriculum on traditional drawing composition, perspective, and design to nineteen students in the Drawing I class.
- Developed a ten-week curriculum covering topics such as contour lines, graphite and charcoal lighting, rendering techniques, linear perspective, proportions, composition, and chiaroscuro.
- Oversaw students building observational drawing skills working in a wide variety of styles, including gestural, figure, contour, silhouette, landscape and architecture, still life, and portraiture.

Teaching Assistant

September 2009 – Dec. 2009

Savannah College of Art and Design

Savannah, Georgia

- Graded assignments and exams, created handouts, delivered lectures, and designed a project and critiques in support of the Professor for the Electronic Illustration II and Environments, Props, and Structures class.

COMMERCIAL ART EXPERIENCE

Concept Artist

December 2007 – February 2009

Meteor Games

Los Angeles, CA

- Created designs and approved weapon and spell effects for the “Twin Skies” MMORPG.
- Created designs for environments, characters, implements, props, textures and promotional products as well as web design and user interface iconography with Adobe Photoshop, Flash, and 3D Studio Max.
- Earned a promotion to Lead In Charge of Weapon Design and Spell Effects, May 2008.

TRAINING

Faculty Advisory Training, SCAD Hong Kong - Completed September 2016

Advisory Board, Wake Technical Community College - Completed August 2012

Accessibility Training, Wake Technical Community College - Completed May 2012

Moodle Certification, Wake Technical Community College - Completed October 2011

Blackboard Learning, Wake Technical Community College - Completed August 2010

HONORS

School Representative for One Spark Art Festival representing Digital Media, FSCJ – April 2015

School Representative for Game Developer’s Conference Online - October 2011 - 2013

Effing Scholarship, \$10K - September 2006 - Exhibited excellence in portfolio design for Savannah College of Art & Design

ASSOCIATIONS

International Game Developers Association - June 2010 – Present

College Art Association - November 2009 – Present

TECHNICAL SKILLS

Software: Adobe Creative Suite, Photoshop, Flash, Illustrator, Fireworks, InDesign, After Effects, Dreamweaver, HTML5, WordPress, ActionScript, 3D Studio Max, Maya, Mudbox, ZBrush, Sketch Up, Toon Boom, Corel Painter, Moodle, Blackboard, MS Excel, Outlook

Fine Arts: Illustration, Concept Art, Sequential Storytelling, Environmental Design, Product Design, User Interface/Experience Design, Visual Development, Editing, Writing, Penciling, Inking, Digital Coloring, Sequential Lettering, Storyboarding, Layouts

Instruction: Developing Lesson Plans, Syllabi Creation and Maintenance, Teaching Online Classes/e-Learning, Presentations, Writing Exams, Grading, Tutoring, Progress Evaluation